| **Test Name** | | | Test 1 | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | |  | | | |
| **Test Description:** | | | When player wins match 1,Balance not increase. | | | |
| **Pre-conditions** | | | Initially, run console app for checking the bug | | | |
| **Post-conditions** | | | Run the app and to match the result check with old version (without debugging) | | | |
| **Notes:** | | **This test is for debugging process removing errors** | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Initialize the bet variable in player class | | |  | y |  |
|  | Add bet variable to balance in receive winning method | | |  | y |  |
|  | Run the main class | | | Balance increased | y |  |