| **Test Name** | | | Test 2 | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Test 1 | | | |
| **Test Description:** | | | The limit set to 0 but Game end still player have 5 dollars | | | |
| **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 |
|  | Add equal operator in balanceExceedLimiBy method | | |  | y |  |
|  | Run the main class | | | Game end when player has balance 0 | y |  |
|  |  | | |  |  |  |