Resolution & Result

Bug 5: Odds of game are incorrect

1 Resolution

The root of this bug is the same as bug 4 above - no SPADE in the game. So by adding the SPADE, the winning will be resolved.

2 Result

2.1 Bug5Test

```
▲ ┃ test.Bug5Test [Runner: JUnit 4] (0.423 s)
       testIncorrectOddsRatio (0.423 s)
```

```
Turn 998
Rolled CROWN, DIAMOND, CLUB
October bet 5 on CROWN
Balance now 99715 | Limit: 0
Winnings for this bet: 5
October won 5, balance now 99715

Turn 999
Rolled DIAMOND, ANCHOR, SPADE
October bet 5 on CROWN
Balance now 99710 | Limit: 0
Winnings for this bet: 0
October lost, balance now 99710

Turn 1000
Rolled DIAMOND, DIAMOND, DIAMOND
October bet 5 on CROWN
Balance now 99705 | Limit: 0
Winnings for this bet: 0
October lost, balance now 99705

GAME OVER
Total Win count = 430, Total Loss Count = 570
Overall win rate = 43.0%
```

2.2 Main Console

After changing the line in *getRandom()* method, the winning ratio is correct.

Run 1:

```
158 turns later.
End Game 99: Fred now has balance 0

Win count = 8700, Lose Count = 12054, 0.42
```

Run 2

```
165 turns later.
End Game 99: Fred now has balance 0

Win count = 9993, Lose Count = 13496, 0.43
```

Run 3

```
175 turns later.
End Game 99: Fred now has balance 0

Win count = 10012, Lose Count = 13714, 0.42
```