

Replication

Bug 2: Player cannot reach betting limit

Test Name	Test whether player can reach zero balance
Use Case Tested:	Crown and Anchor Game
Test Description:	Test whether player can play when he has \$5 balance with the bet of \$5
Pre-conditions	Run the program to simulate the game.
Post-conditions	The player was able to reach zero balance.

	TEST STEP	EXPECTED TEST RESULTS	RESULT
1.	Run Main.java with player details: Player name = "Fred" Balance = 100 Limit = 0	Console opens and the results of games are displayed.	Pass
2.	Look for the line "End Game: X Fred now has balance 0"	The line should exist.	Fail "End Game: X Fred now has balance 5"
3.	Repeat steps 1-2 two more times to identify and examine different turns.	Same as step 1-2	Fail

Examples of bugs

EXAMPLES OF BUGS	RESULT
Turn 58: Fred bet 5 on CLUB Rolled DIAMOND, ANCHOR, DIAMOND Fred lost, balance now 5 58 turns later. End Game 99: Fred now has balance 5	Result: FAIL
Turn 443: Fred bet 5 on ANCHOR Rolled CROWN, DIAMOND, CROWN Fred lost, balance now 5 443 turns later. End Game 99: Fred now has balance 5	Result: FAIL
Turn 117: Fred bet 5 on ANCHOR Rolled DIAMOND, CROWN, CROWN Fred lost, balance now 5 117 turns later. End Game 99: Fred now has balance 5	Result: FAIL