

Replication




Bug 2: Player cannot reach betting limit

Test Name	Test whether player can reach zero balance
Use Case Tested:	Automate the testing of errors in UAT Test 2
Test Description:	Test whether player can play when he has \$5 balance with the bet of \$5
Pre-conditions	Single player "October" created, bet = 5, limit = 0 Each run to use a single value "HEART" as the player's pick. Run game for 2 different balances (one exceeds bet , one equal bet)
Post-conditions	The player was able to reach zero balance.

	TEST STEP	EXPECTED TEST RESULTS	RESULT
1.	Run Bug1Test.java	Junit test and Console are opened.	Pass
2.	Check result of testPlayWithBalanceExceedsBet in Failure Trace	JUnit test should be no error and no failure	Pass
3.	Check result of testPlayWithBalanceExceedsBet in Console	Balance = 5 Limit = 0	Pass
4.	Check result of testPlayWithBalanceEqualsBet in Failure Trace	JUnit test should be no error and no failure	Fail
5.	Check result of testPlayWithBalanceEqualsBet in Console	Balance = 0 Limit = 0	Fail

Result

1. When balance exceeds bet: PASS

▲  Bug2Test [Runner: JUnit 4] (1.030 s)
  testPlayWithBalanceExceedsBet (1.014 s)
  testPlayWithBalanceEqualsBet (0.016 s)

Failure Trace

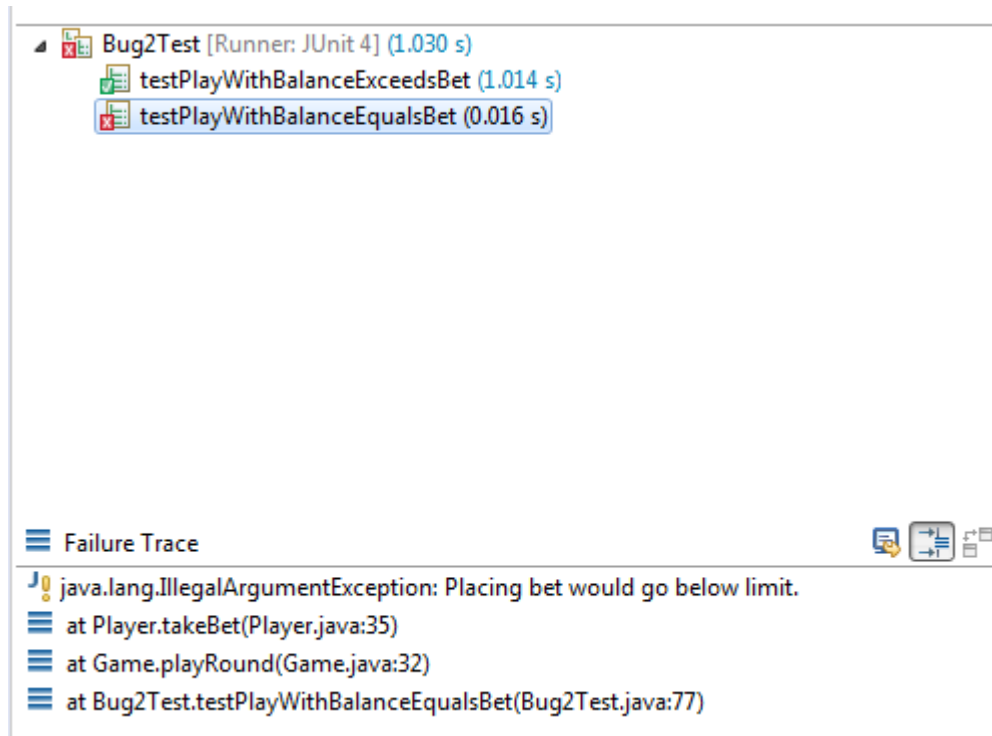


Automated Test for Bug 2: Player cannot reach betting limit
Start Game

October starts with balance 6, limit 0
Rolled ANCHOR, ANCHOR, ANCHOR
October bet 5 on HEART
Balance now 1 | Limit: 0

Winnings for this bet:0

2. When balance equals bet: FAIL



The screenshot shows an IDE's test runner window. At the top, it displays 'Bug2Test [Runner: JUnit 4] (1.030 s)'. Below this, there are two test results: 'testPlayWithBalanceExceedsBet (1.014 s)' which passed (green checkmark), and 'testPlayWithBalanceEqualsBet (0.016 s)' which failed (red X). Below the test results, there is a 'Failure Trace' section. It shows a stack trace for a 'java.lang.IllegalArgumentException: Placing bet would go below limit.' The stack trace includes the following lines: 'at Player.takeBet(Player.java:35)', 'at Game.playRound(Game.java:32)', and 'at Bug2Test.testPlayWithBalanceEqualsBet(Bug2Test.java:77)'. There are also some icons on the right side of the failure trace section.

Bug2Test [Runner: JUnit 4] (1.030 s)

- testPlayWithBalanceExceedsBet (1.014 s)
- testPlayWithBalanceEqualsBet (0.016 s)

Failure Trace

java.lang.IllegalArgumentException: Placing bet would go below limit.

- at Player.takeBet(Player.java:35)
- at Game.playRound(Game.java:32)
- at Bug2Test.testPlayWithBalanceEqualsBet(Bug2Test.java:77)

Automated Test for Bug 2: Player cannot reach betting limit
Start Game

October starts with balance 5, limit 0
Rolled ANCHOR, ANCHOR, ANCHOR
October bet 5 on HEART