

Simplification

Bug 3: The DiceValues are the same for each game

Test Name	Test whether the dices are different in each game
Use Case Tested:	Automate the testing of errors in UAT Test 3
Test Description:	Test whether the dices are different in each game
Pre-conditions	Run 3 dices only for 10 times.
Post-conditions	The dice values should be different for different run

	TEST STEP	EXPECTED TEST RESULTS	RESULT
1.	Run Bug3Test.java	Console opens and results for games are displayed in it.	Pass
2.	Look at the result of 10 turns rolling	There are at minimum two different rolls.	Fail
3.	Repeat the test 2 times	There are at minimum two different rolls.	Fail

Result

As there is no assertion methods, all the tests have no failure trace.

Run 1: FAIL

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Test Dice roll values of three dices
Original dice values: CLUB , CLUB , HEART
Results of 10 turns rolling:
Turn 1: CLUB , CLUB , HEART
Turn 2: CLUB , CLUB , HEART
Turn 3: CLUB , CLUB , HEART
Turn 4: CLUB , CLUB , HEART
Turn 5: CLUB , CLUB , HEART
Turn 6: CLUB , CLUB , HEART
Turn 7: CLUB , CLUB , HEART
Turn 8: CLUB , CLUB , HEART
Turn 9: CLUB , CLUB , HEART
Turn 10: CLUB , CLUB , HEART
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Run 2: Fail

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Test Dice roll values of three dices
Original dice values: CROWN , CLUB , CLUB
Results of 10 turns rolling:
Turn 1: CROWN , CLUB , CLUB
Turn 2: CROWN , CLUB , CLUB
Turn 3: CROWN , CLUB , CLUB
Turn 4: CROWN , CLUB , CLUB
Turn 5: CROWN , CLUB , CLUB
Turn 6: CROWN , CLUB , CLUB
Turn 7: CROWN , CLUB , CLUB
Turn 8: CROWN , CLUB , CLUB
Turn 9: CROWN , CLUB , CLUB
Turn 10: CROWN , CLUB , CLUB
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Run 3: Fail

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Test Dice roll values of three dices
Original dice values: CLUB , CLUB , DIAMOND
Results of 10 turns rolling:
Turn 1: CLUB , CLUB , DIAMOND
Turn 2: CLUB , CLUB , DIAMOND
Turn 3: CLUB , CLUB , DIAMOND
Turn 4: CLUB , CLUB , DIAMOND
Turn 5: CLUB , CLUB , DIAMOND
Turn 6: CLUB , CLUB , DIAMOND
Turn 7: CLUB , CLUB , DIAMOND
Turn 8: CLUB , CLUB , DIAMOND
Turn 9: CLUB , CLUB , DIAMOND
Turn 10: CLUB , CLUB , DIAMOND
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