

Simplification

Bug 4: No SPADE is ever rolled or guessed

Test Name	Test whether the SPADE is guessed or rolled in each game
Use Case Tested:	Automate the testing of errors in UAT Test 4
Test Description:	Test whether SPADE is guessed by player or never appears in the game.
Pre-conditions	Bug 1, 2, 3 are fixed. Run 20 turns of random pick and rolls.
Post-conditions	The results should have some SPADEs.

	TEST STEP	EXPECTED TEST RESULTS	RESULT
1.	Run Bug4Test.java	Console opens and results for games are displayed in it.	Pass
2.	Check result of testPickSpade in Failure Trace	JUnit test should be no error and no failure	Fail
3.	Check result of testPickSpade in Console	Some Spades	Fail
4.	Check result of testRollSpade in Failure Trace	JUnit test should be no error and no failure	Fail
5.	Check result of testRollSpadeh in Console	Some Spades	Fail

Results

1. Pick Space: FAIL

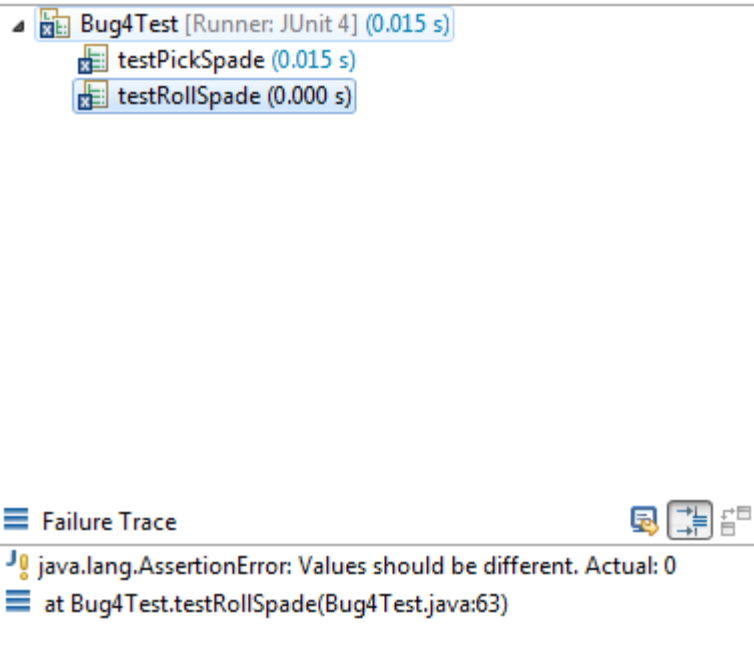
Bug4Test [Runner: JUnit 4] (0.015 s)
testPickSpade (0.015 s)
testRollSpade (0.000 s)

Failure Trace

java.lang.AssertionError: Values should be different. Actual: 0
at Bug4Test.testPickSpade(Bug4Test.java:42)

Test pick SPADE
Turn 1: ANCHOR
Turn 2: ANCHOR
Turn 3: CROWN
Turn 4: CLUB
Turn 5: CROWN
Turn 6: ANCHOR
Turn 7: HEART
Turn 8: CLUB
Turn 9: CLUB
Turn 10: CLUB
Turn 11: HEART
Turn 12: ANCHOR
Turn 13: CLUB
Turn 14: CROWN
Turn 15: CLUB
Turn 16: DIAMOND
Turn 17: CROWN
Turn 18: CROWN
Turn 19: DIAMOND
Turn 20: CROWN

2. Roll Space: FAIL



Bug4Test [Runner: JUnit 4] (0.015 s)

- testPickSpade (0.015 s)
- testRollSpade (0.000 s)

Failure Trace

java.lang.AssertionError: Values should be different. Actual: 0
at Bug4Test.testRollSpade(Bug4Test.java:63)

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Test roll SPADE
Turn 1: ANCHOR , ANCHOR , CLUB
Turn 2: CLUB , CLUB , DIAMOND
Turn 3: CROWN , CROWN , CLUB
Turn 4: DIAMOND , ANCHOR , ANCHOR
Turn 5: CROWN , CLUB , ANCHOR
Turn 6: CROWN , DIAMOND , CLUB
Turn 7: HEART , ANCHOR , CLUB
Turn 8: CROWN , ANCHOR , HEART
Turn 9: DIAMOND , CLUB , CLUB
Turn 10: HEART , ANCHOR , HEART
Turn 11: DIAMOND , CROWN , DIAMOND
Turn 12: ANCHOR , DIAMOND , CLUB
Turn 13: CLUB , CLUB , ANCHOR
Turn 14: CROWN , CROWN , DIAMOND
Turn 15: ANCHOR , CLUB , CLUB
Turn 16: ANCHOR , DIAMOND , HEART
Turn 17: DIAMOND , CROWN , DIAMOND
Turn 18: ANCHOR , HEART , CROWN
Turn 19: ANCHOR , HEART , HEART
Turn 20: ANCHOR , ANCHOR , CLUB
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