

Define the Problem:

The user is at the screen where his or her character has just contracted a disease on the frontier! He/she now has to choose what to do. Choosing to do nothing, means nothing will happen, however choosing to apply no medicine will also allow nothing to happen. The program needs to run a random number in the stamina slot against a random number in the medicine slot, all of which contribute to it's overall efficacy of healing the user.

It needs to have the proper variables input in the proper fashions in order to work properly. If a foul character, or a zero

Test Case for Disease Contraction

input	input	output	output	output
stamina	medicine	stamina heal chance	Heal Chance	return
Random Value	Random Value	Random Value	Random Chance	Random Boolean Value
4	5	Random Value	Random Chance	Random Boolean Value
0	21	Error	Error	Output: "Not enough stamina"
14	52	Random Value	Random Chance	Random Boolean Value
99	85	Random Value	Random Chance	Random Boolean Value
-12	10	ERROR	ERROR	ERROR
12	0	You will be unable to heal	You will be unable to heal	Random Boolean Value
VARCHAR	12	ERROR	ERROR	Outputs: " Is not a number"

The errors are handled in the error controller views!