Debugging Log

**Assignment 2**

ITC515 – Professional Programming Practice

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# Debugging Log

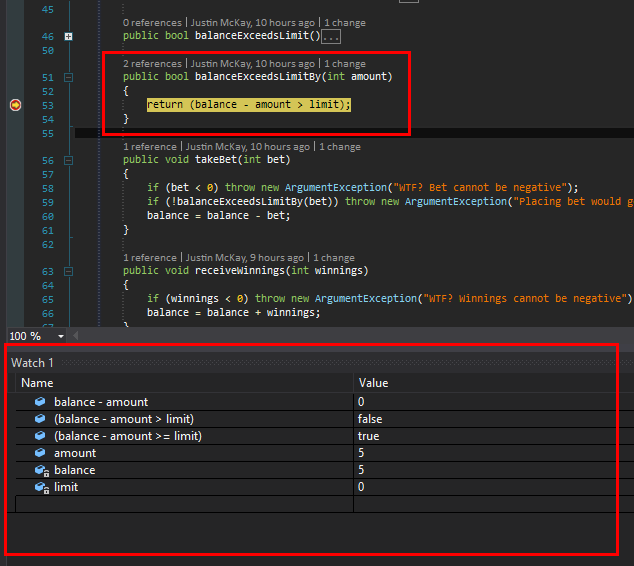
## BUG001 - Game does not pay out at correct level

### Steps taken to trace error

* Check *Player.receiveWinnings* method. Method appears to add winnings to balance correctly.
* Check *Game.playRound* method. Note: playRound method calls the takeBet method prior to testing the rolled dice against the value selected.

## BUG002 - Player cannot reach betting limit

### Steps taken to trace error

* Check *Player.takeBet* method. Noticed *Player.balanceExceedsLimitBy method* will prevent the bet from being taken if false is returned.
* Step into *Player.balanceExceedsLimitBy* method. Notices that the method will only return true (and allow the player to take a bet) if the balance – bet is greater than 0 (so that you can’t end up with a negative limit). However, as the limit is 0, this method should be checking for balance – bet is greater than *or equal to* the betting limit.
* This behaviour is confirmed with the following debugger screenshot:  
  

## BUG003 - Odds in game do not appear to be correct