| **Test Name** | **Win ratio is incorrect** |
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| **Use Case Tested:** | Reported bug #3 |
| **Test Description:** | A player (Fred) begins with a balance of 100, and plays 100 games. When the final game ends, the win rate should be approximately 0.42. |
| **Pre-conditions** | - A player must exist with name “Fred”, balance 100, and limit 0.  - The number of games played must be 100. |
| **Post-conditions** | - When the player loses a game, the loseCount must be increased by 1.  - When the player wins a game, the winCount must be increased by 1.  - The win rate must be calculated by dividing winCount by (winCount + loseCount). This value should be approximately 0.42. |
| **Notes:** | **Failing this test confirms the presence of Reported Bug #3:**  **Crown and Anchor games have an approximate 8% bias to the house. So the win : (win+lose) ratio should approximately equal 0.42. This does not appear to be the case.** |
| **Result (Pass/Fail/Warning/Incomplete)** | **FAIL** |