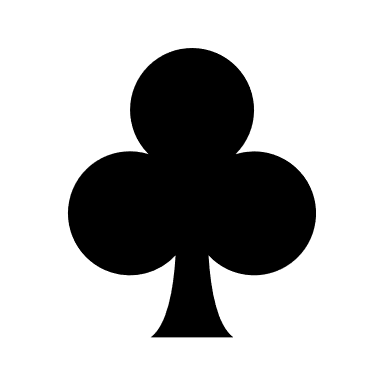
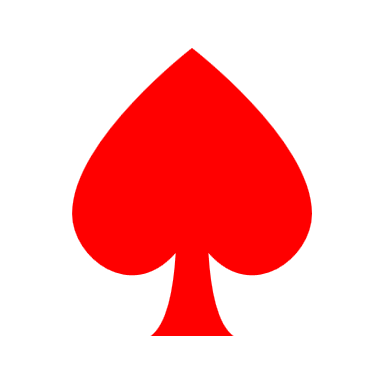
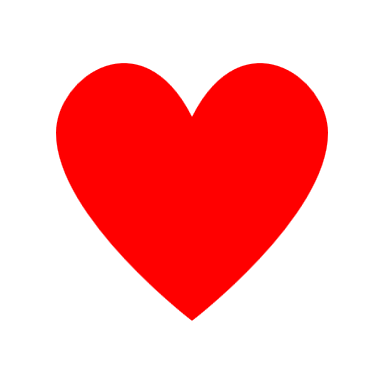
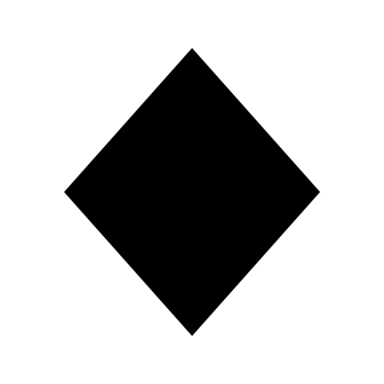
******Make11**

**Testing Summary**

The testing techniques employed in my program are as follows.

***Junit Testing***

Three java classes make use of the JUnit testing. (make11, Highscore, RoundCount)

**Make11Test** class includes Junit testing for dealing initial cards and making sure it returns an array of five, which we will print to the user in the game. Functionality of the high scores table was being tested by inserting a new high score and expecting the value we passed into it. Testing to get the lowest score allows the user to make comparisons on whether their score should be put on the high score table.

**HighscoreTest and RoundCountTest** both test the same functionalities which play a crucial role in keeping track of the users progress throughout the game. Functionality of the **increment()** method and the getter method **getScore()** has been tested by expecting specific values after a certain amount of increments.

***Test Code***