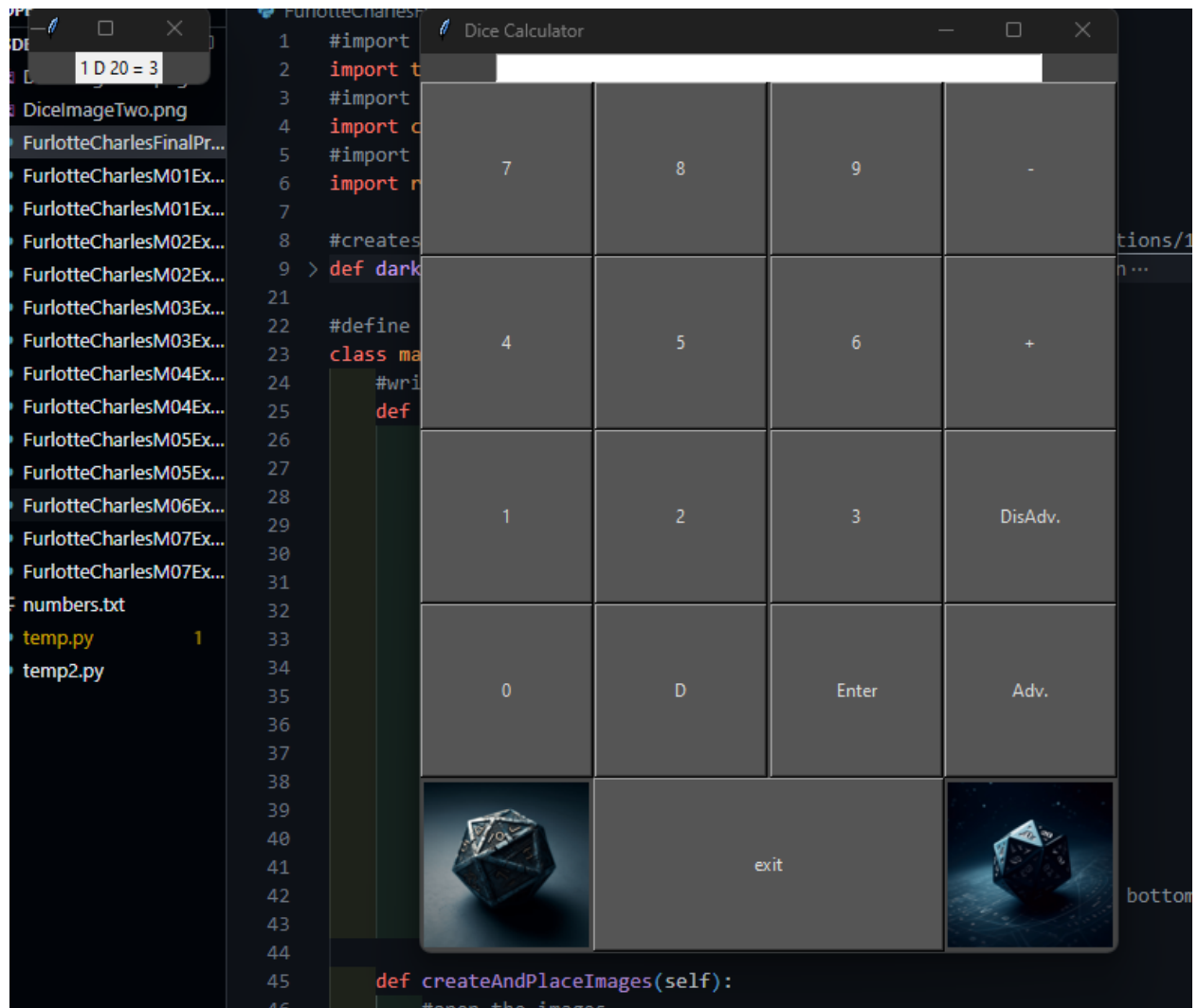


About

This is all of the testing for FurlotteCharlesFinalProject.py. The program is a dice calculator

Test #1

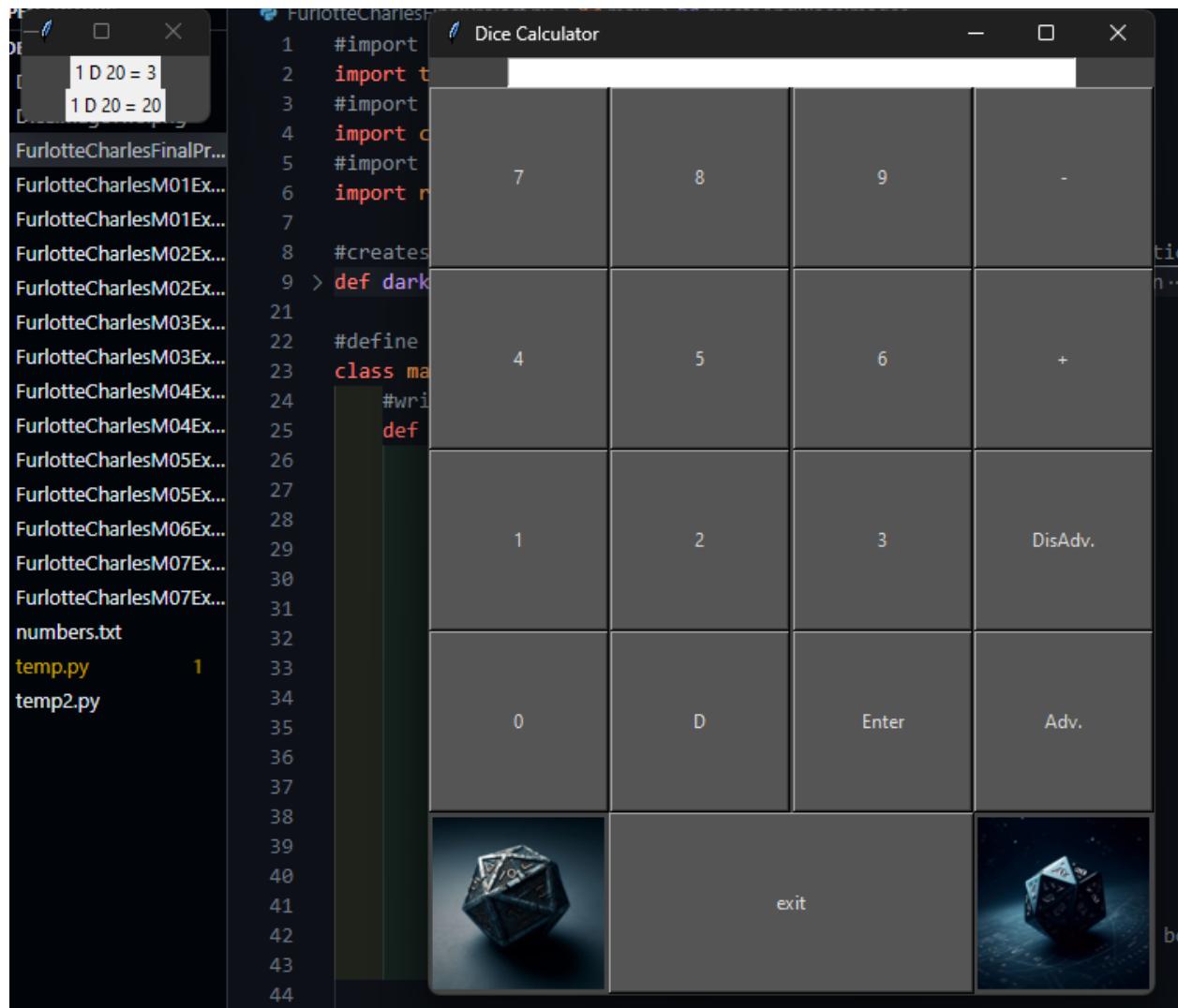
Make sure that it rolls normally by rolling 1D 20



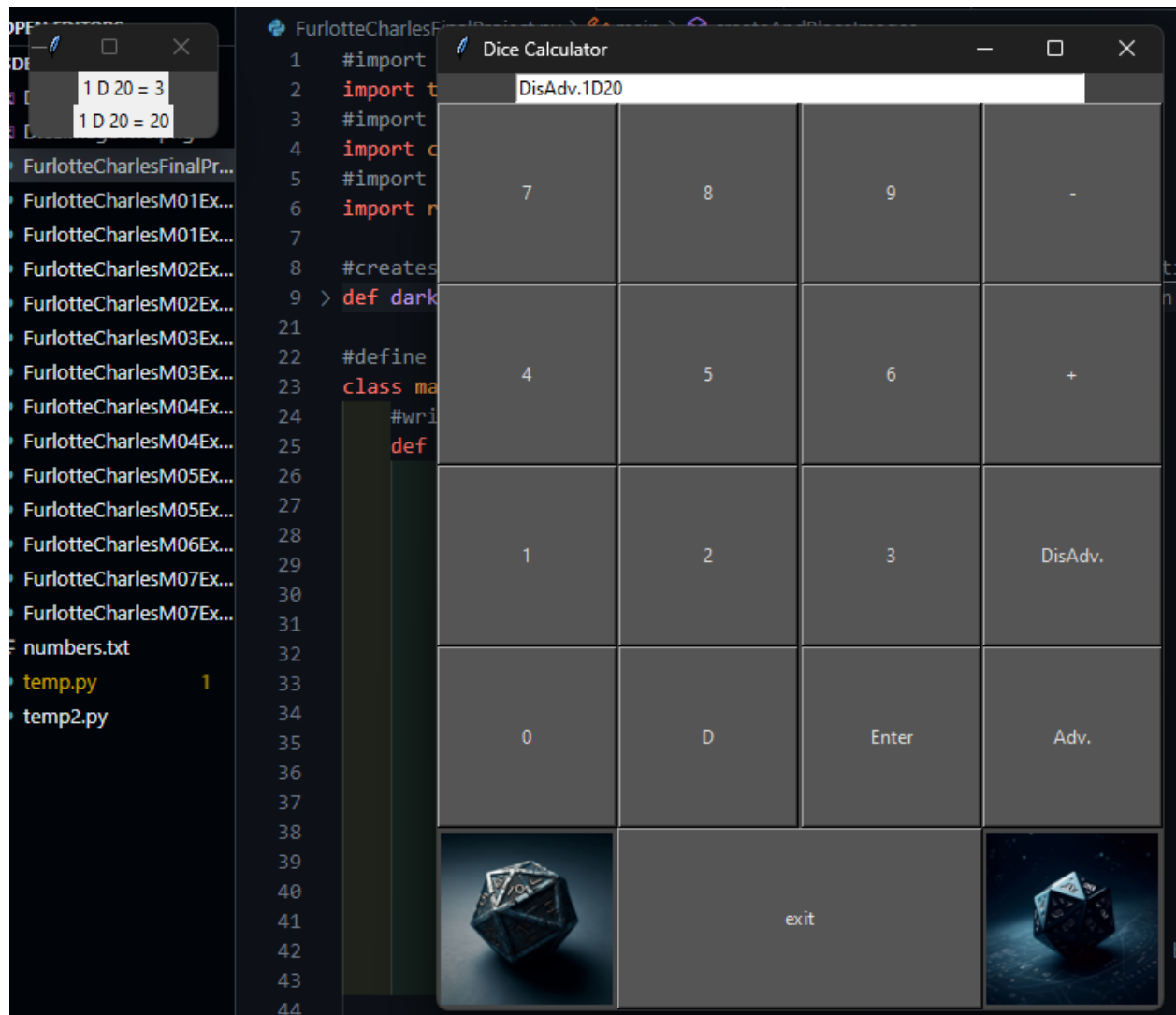
Test worked

Test #2

Make sure the advantage and disadvantage works



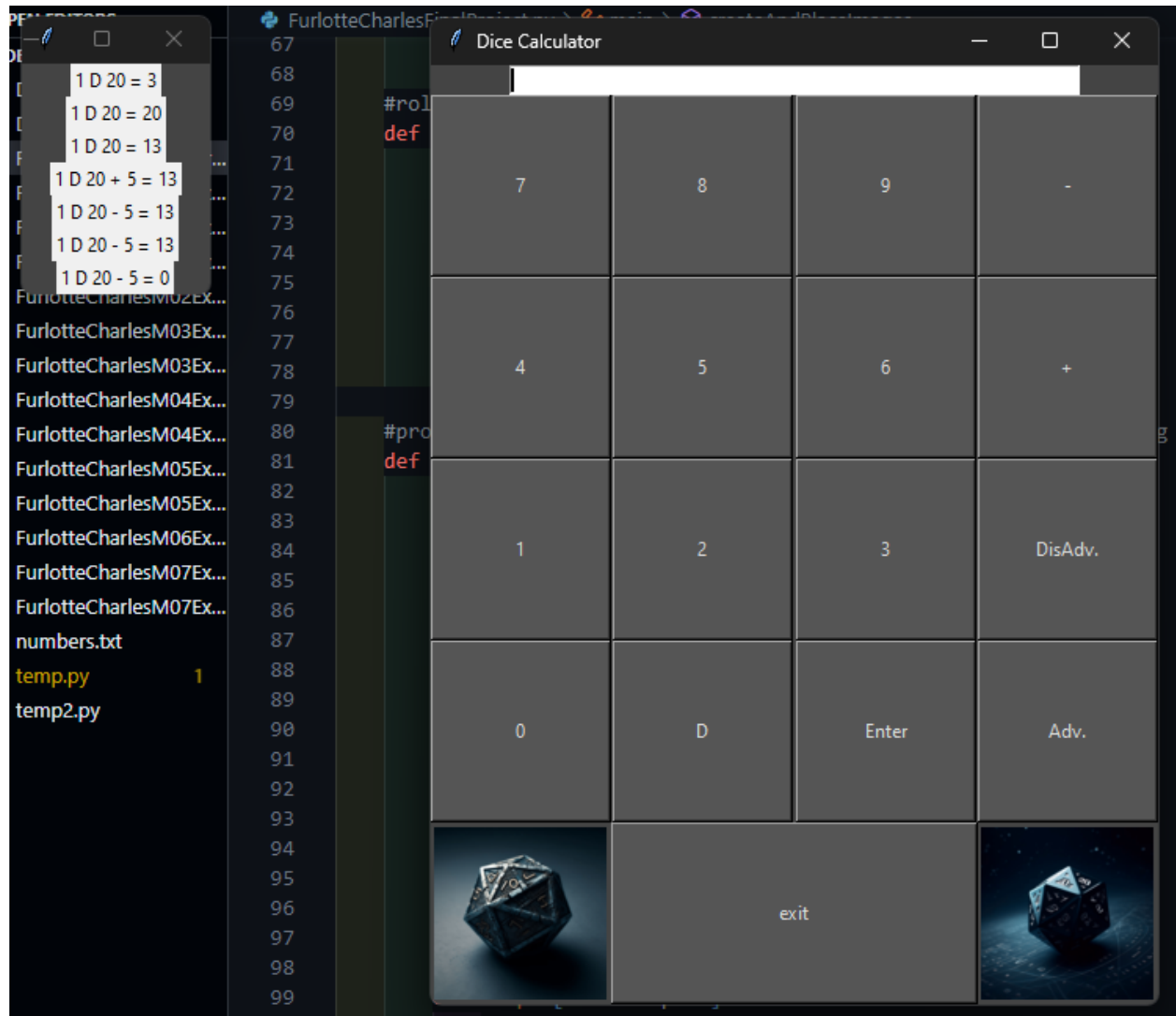
Adv. works



DisAdv. Works

Test #3

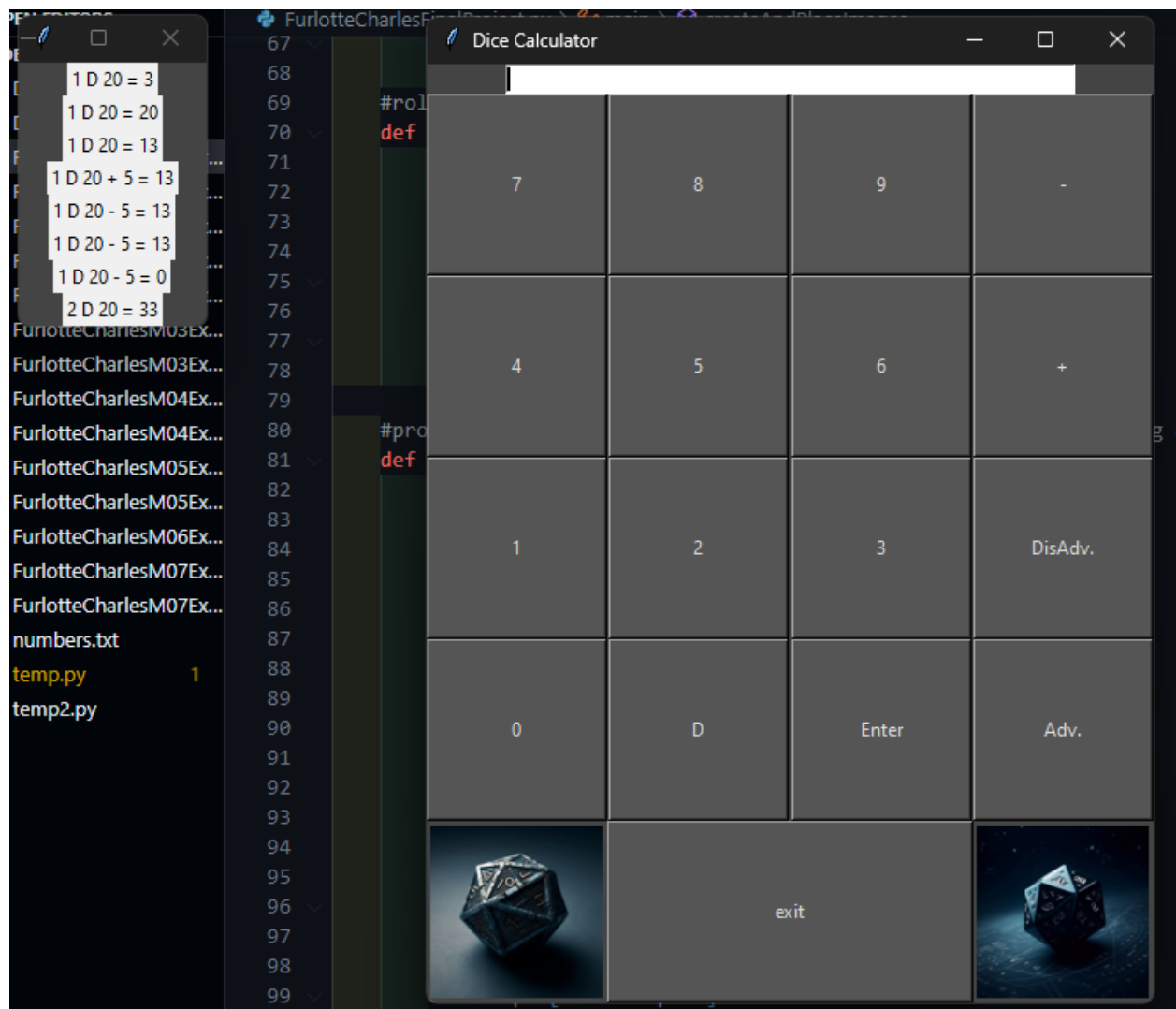
Make sure that addition and subtraction works



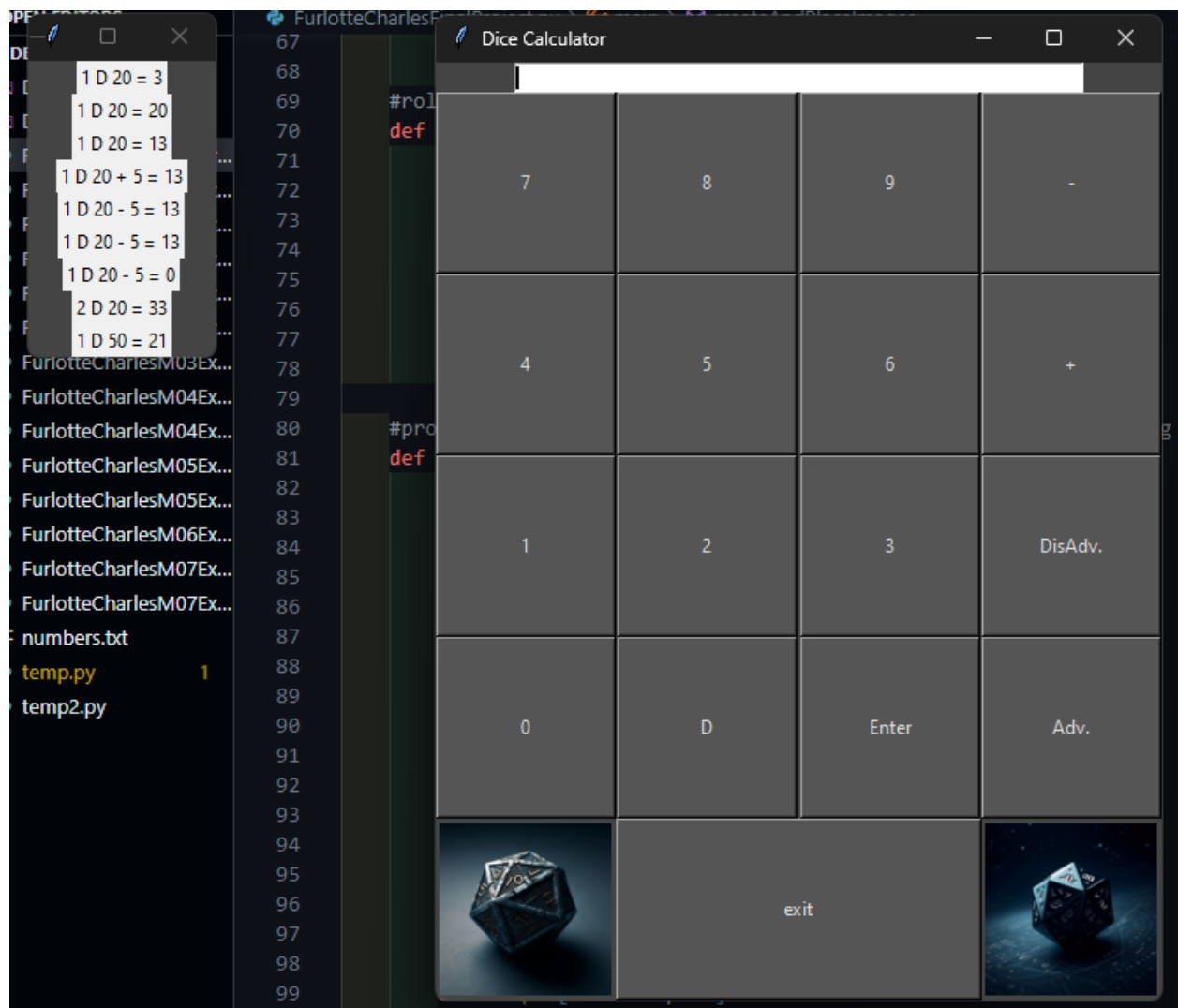
Addition and subtraction works

Test #4

Make sure that rolling multiple dice and different size dice work



Multiple dice works



Different size dice work

Test #5

Make sure the ext button works

```
67         else:
68             return self.tempDiceNum2
69         #rolls the dice at disadvantage
70     def rollDiceDisAdv(self, size):
71         #stores both rolls of the dice
72         self.tempDiceNum1 = random.randint(1, size)
73         self.tempDiceNum2 = random.randint(1, size)
74         #finds the smallest rolls of the dice and returns it
75         if self.tempDiceNum1 <= self.tempDiceNum2:
76             return self.tempDiceNum1
77         else:
78             return self.tempDiceNum2
79
80     #processes input string and does the calculations of dice rolling and then .pack() the info to a second window
81     def calculations(self, input):
82         #gets the length of the {input}
83         self.inputLength = len(input)
84         #initialize a temp num for looping use later
85         self.tempNum = 0
86         #initialize where the info from the string will be stored
87         self.timesToRoll = ''
88         self.whatToRoll = ''
89         self.whatToAdd = ''
90         self.numberToAdd = ''
91         self.finalNumber = 0
92         #initialize both {self.Adv} and {self.DisAdv} to false
93         self.Adv = False
94         self.DisAdv = False
95         #gets the number of times to roll
96         if input[self.tempNum] == 'A':
97             self.tempNum += 4
98             self.Adv = True
99         elif input[self.tempNum] == 'D':
100             self.tempNum += 7
101             self.DisAdv = True
102         while input[self.tempNum] != 'D':
103             self.timesToRoll += input[self.tempNum]
104             self.tempNum += 1
105         #skips the 'D' from being inputted from the data
106         self.tempNum += 1
107         #get what sort of dice needs to be rolled
108         while self.tempNum < self.inputLength and input[self.tempNum] != '+' and input[self.tempNum] != '=':
```

Exit button works

Conclusion

No bugs were found, program worked without any problems.