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| Hypothesis 1: | The Game class and DiceValue class are generating different symbols. |
| Test: | Test the values generated by the classes Game and DiceValue |
| Prediction: | All the dices symbols are different on each turn. |
| Result: | The values generated are different. Hypothesis confirmed. |

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| Hypothesis 2: | Dice.class constructor is getting random symbols |
| Test: | Test the Dice.class constructor and check its values. |
| Prediction: | Dices are getting random symbols. |
| Result: | The Dice instances got random values. Hypothesis confirmed. |

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| Hypothesis 3: | Main class is generating random symbols for each game and game’s turn. |
| Test: | Testing the Main class, which simulate the game. Test Breakpoints were set at the dice instances in te main class. |
| Prediction: | Main class is implements Dice class, DiceValue class and Game class in a proper way to generate different symbols each game’s turn. |
| Result: | We can see that the Dices are created only once during the program run. The main class does not renovate the dice values so dice values are the same for the whole game and its turns. Hypothesis invalid.    After each run of the program, the dices’ values are the same for each game’s turns. |

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| Hypothesis 3: | The bug is that the result of DiceValue’s getRandom is not saved anywhere when being called by roll (roll returns it, but is not captured, and the value of Dice is used as the roll instead). |
| Test: | Save the result of DiceValue’s getRandom to Dice’s value in the roll method.  Add a return statement at the roll method in Dice class. |
| Prediction: | Each turn, the value of the Dices are randomly generated and saved. |
| Result: | The program is generating different symbols for each game and turn. Bug resolved. Hypothesis confirmed. After running replication bug file, we can confirm that each game is different.    However, a new bug has been discovered. For some reason, only ANCHOR, DIAMOND, CROWN, HEART and CLUB are only selected. SPADE is never selelected. |