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| Hypothesis 1: | SPADE symbol is selected in a dice roll |
| Test: | Test if the SPADE symbol is selected in any turn of the game. |
| Prediction: | SPADE symbol is selected. |
| Result: | Hypothesis invalid. The SPADE symbol is never selected in a game. No matter how many times you run the program. |

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| Hypothesis 2: | getRando() method inside DiceValue is selecting all the possible symbols. |
| Test: | Test the random symbol selection with the DiceValue getRandom method. |
| Prediction: | getRando() will randomly select any of the six symbols. |
| Result: | Hypothesis invalid. The SPADE symbol is never selected in a game. No matter how many times you run the program. |

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| Hypothesis 3: | RANDON.nextInt method inside DiceValue is not selecting all the possible symbols. |
| Test: | Test the java method RANDON.nextInt to randomly select all the symbols. |
| Prediction: | According to Java documentation, the nextInt(int n) method is used to get a pseudorandom, uniformly distributed int value between 0 (inclusive) and the specific value (exclusive), drawn from this randow number generator’s sequence. Therefore, the line:    Will never return SPADE symbol because this is excluded from the sequence. |
| Result: | Hypothesis valid. After test the program many times, all the symbols are picked but no SPADE. |

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| Hypothesis 4: | Include SPADE element to the random element sequence in line 26 DiceValue.java file |
| Test: | Test  so the DiceValue.SPADE is include in the random element sequences. |
| Prediction: | The SPADE element will be picket as well as the other symbols. |
| Result: | Hypothesis valid. The extra value makes DiceValue.SPADE.ordinal() include in the random sequence. Now all the symbols can be picked by the dices. |