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| Hypothesis 1: | The game finish when the limit of the balance is reached. |
| Test: | Test the balance at the end of the game. |
| Prediction: | The minimum balance should be reached, |
| Result: | Hypothesis invalid. After run many time the game, the minimum limit is never reached. |

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| Hypothesis 2 | Set limit is setting the minimun limit. |
| Test: | Test if the program is receiving the minimum limit. |
| Prediction: | The program receive the minimum limit. |
| Result: | Hypothesis valid. The limit 0 is received by the program. |

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| Hypothesis 3: | The return Boolean of balanceExceedsLimitBy is not including the minimum limit. |
| Test: | Test the return line of: |
| Prediction: | The condition is not inclusive. It should include the minimum limit. |
| Result: | The condition in this line is not inclusive. After run static test, the bug is fixed. |