| **Test Name** | | | Test the odds (win+lose) ratio of the game | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | T004: Game odds ratio | | | |
| **Test Description:** | | | The game winning and losing rate should be approximately equal to 0.42. | | | |
| **Pre-conditions** | | | Run the program with the pre-entered player’s details. Do not apply fix from T001 bug resolution. | | | |
| **Post-conditions** | | | The game win/lose ratio should approximately equal to 0.42 | | | |
| **Notes:** | | **This reported bug was fixed with the bug resolution T001. Without the T001, we can observe T004 bug at the game final report. Static replication available in T004.java** | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run the program pre-entered player’s details:  Player name = “Fred”  Balance = 100  Limit = 0 | | | Console opens and show the result for 100 games. | P |  |
|  | Look at game final report of winning and losing turns. The ratio is displayed. | | | The ratio should approximately equal to 0.42 |  | F |
|  |  | | |  |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| Player | “Fred” | “TestPlayer” |  |  |  |
| Balance | 100 | 20 |  |  |  |
| Limit | 0 | 0 |  |  |  |
| Bet | 5 | 4 |  |  |  |

As we can see in the screenshots, the ratio is always different and not even close to 0.42.





