Bug 3:

**Odds in the game do not appear to be correct:**

Crown and Anchor games have an approximate 8% bias to the house. So the win : (win+lose) ratio should approximately equal 0.42. This does not appear to be the case.

## Log:

1. There are a few things to try to increase the accuracy of the statisting by increasing the sample size currently 100 turns will try 1000
   1. Still shows same percentage
2. Second thing is that we are not getting all dice options.
   1. So created test for every dice option
   2. Spades are not being chosen by randomise option
   3. The RANDOM.next() Method takes one argument
   4. This argument results in the method returning a non-negative random integer that is less than the number specified in the argument.
   5. The argument used is the length of the array VALUES-1
   6. The length of the array is 6 resulting in 5 as the argument value
   7. The RANDOM.next() Method will give an integer less than 5
   8. This needs to be less than 6
3. Bug 3 Found
   1. Remove the -1 from the RANDOM.next() Method
   2. The test for spades now completes
   3. Bug fixed