| **Test Name** | | | Test win percentage is correct | | | |
| --- | --- | --- | --- | --- | --- | --- |
| **Use Case Tested:** | | | Play Game | | | |
| **Test Description:** | | | Tests that the long-term winning percentage is correct. | | | |
| **Pre-conditions** | | | Bug 4 must be corrected (not having new rolls each time could easily affect the result). | | | |
| **Post-conditions** | | | The winning percentage is determined to equal ~42% (according to initial bug report) or 42.1296…% (according to calculations). | | | |
| **Notes:** | |  | | | | |
| **Result (Pass/Fail/Warning/Incomplete)** | |  | | | | |
|  | **TEST STEP** | | | **EXPECTED TEST RESULTS** | P | F |
|  | Run Bug7Replication.java | | | Console opens and number of wins and losses are displayed for 2000 runs of main as well as the winning percentage calculated to four decimal places. |  |  |
|  | Look at the line “Overall win rate =” | | | After the equals sign, it should say “42.1296%” +/- 0.01% |  |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Test Data Table** | | | | | |
|  | **1** | **2** | **3** | **4** | **5** |
| N/A |  |  |  |  |  |

# Results

## 

Win percentage: 48.7991%

Expected 42.1296% +/- 0.01%

Result: FAIL