Bug reporting and investigation

Refer to program output: Sample1.txt (“sample 1”), Sample2.txt (“sample 2”), and Sample3.txt (“sample 3”).

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# One match pays out 0 instead of the expected equal to the bet

## Summary

1. Game pays out incorrect winnings.
2. Initially found through unit testing the Game class.
3. Also Bug 1 in initial bug report provided with assignment.

## Examples

1. Displayed in sample 1 on turn 1:

*Fred starts with balance 100, limit 0*

*Turn 1: Fred bet 5 on CROWN*

*Rolled HEART, HEART, CROWN*

*Fred won 5, balance now 100*

Fred got one match, so should win $5. He started with $100, so should have $105. But he only has $100 still.

1. Fails GameTest unit testing in test TestPlayRoundOneMatch.

## Hypotheses

* Same cause as bugs 2 and 3.
* The bet is being removed from the balance before the winnings are added

## Investigation

Please see: Bugs 1 2 and 3 Investigation.docx

# Two matches pays out 1X bet instead of the expected 2X bet

## Summary

1. Game pays out incorrect winnings
2. Initially found through unit testing the Game class (GameTest: TestPlayRoundTwoMatches())

## Examples

1. Displayed in the sample 1 on turn 3:

*Fred lost, balance now 95*

*Turn 3: Fred bet 5 on HEART*

*Rolled HEART, HEART, CROWN*

*Fred won 10, balance now 100*

Since Fred got two matches, he wins $10. He had $95 before, so, he should have $105 now. But he only has $100.

1. Fails GameTest unit testing in test TestPlayRoundTwoMatches.

## Hypotheses

* Same cause as bugs 1 and 3.
* The bet is being removed from the balance before the winnings are added

## Investigation

Please see Bugs 1 2 and 3 Investigation.docx

# 3. Three matches pays out 2X bet instead of the expected 3X bet

## Summary

* Game pays out incorrect winnings.
* Initially found through unit testing the Game class (GameTest: TestPlayRoundThreeMatches())

## Examples

1. Fails GameTest unit testing in test TestPlayRoundThreeMatches.

## Hypotheses

* Same cause as bugs 1 and 2.
* The bet is being removed from the balance before the winnings are added

## Investigation

Please see Bugs 1 2 and 3 Investigation.docx

# All rolls are the same in each run through

## Summary

* In each run through, the rolls are all the same

## Examples

1. In sample 1, all the rolls are Heart, Heart, Crown (38 rolls).
2. In sample 2, all the rolls are Diamond, Diamond, Club (69 rolls).
3. In sample 3, the rolls are all Anchor, Heart, Anchor (45 rolls).

## Replication

Please see Bug 4 UAT Replication.docx

“Bug4Replication.java” executes Main.main but takes out all the peripheral comments, leaving just the rolls so you can see more at a glance, and not see anything that isn’t important.

## Hypotheses

Please see Bug 4 Investigation.docx for details.

1. When ‘roll’ is called on each dice during Game’s playRound, the result is not saved anywhere, so they stay at their initial values.

## Investigation

Please see Bug 4 Investigation.docx

# Spades are never rolled

## Summary

* Spades are never rolled during the game.
* Initially found during unit testing of DiceValue (after 100 rolls, Spades are not produced using the function getRandom).

## Examples

1. Fails DiceValueTest unit testing in test TestGetRandomsProducesSpade
2. No spades rolled in same 1, sample 2, or sample 3.

## Hypotheses

1. As Spades are the highest ordinal in the enum DiceValue, this is probably an “out by 1” programming error. I.e. the getRandom function gets a random int up to, but not including Spades.
2. The fix will probably be to add “+ 1” in the function.
3. Idea for test: change order of enum values – if the new highest ordinal never gets rolled, this will confirm Hypothesis 1.

# Fred never guesses “Spade”

## Summary

* Fred never picks “Spade” to bet on.

## Examples

1. Fred never picks “Spade” to bet on in sample 1, sample 2, or sample 3.

## Hypotheses

1. Same cause as bug 5.