**Static and Dynamic Testing Task A - screenshots of failing and passing tests**

Screenshot 1 - test_check_for_ace error before any changes made to code

```
[➜ Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb        ]
 testing_task_2_spec.rb:2:in `require_relative': /Users/user/codeclan_work/PDA/St
 atic_and_Dynamic_Task_A/testing_task_2.rb:25: syntax error, unexpected keyword_e
 nd, expecting end-of-input (SyntaxError)
         from testing_task_2_spec.rb:2:in `<main>'
```

Screenshot 2 - test_check_for_ace error after removing extra 'end' after highest_card function, adding the missing end at the end of the final function and changing 'dif' to 'def' in the highest card function

```
[➜ Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb        ]
 testing_task_2_spec.rb:2:in `require_relative': /Users/user/codeclan_work/PDA/St
 atic_and_Dynamic_Task_A/testing_task_2.rb:18: syntax error, unexpected tIDENTIFI
 ER, expecting ')' (SyntaxError)
   def highest_card(card1 card2)
                          ^
 /Users/user/codeclan_work/PDA/Static_and_Dynamic_Task_A/testing_task_2.rb:34: sy
 ntax error, unexpected keyword_end, expecting end-of-input
         from testing_task_2_spec.rb:2:in `<main>'
```

Screenshot 3 - test_check_for_ace error after adding a comma between card1 and card2 in the highest card function

```
[➜ Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb        ]
 Run options: --seed 52384

 # Running:

 E

 Finished in 0.000906s, 1103.7528 runs/s, 0.0000 assertions/s.

   1) Error:
 CardGameTest#test_check_for_ace:
 NoMethodError: undefined method `value=' for #<Card:0x007fc1aa219e18 @suit="Hear
 ts", @value=1>
 Did you mean?  value
     /Users/user/codeclan_work/PDA/Static_and_Dynamic_Task_A/testing_task_2.rb:11
 :in `checkforAce'
     testing_task_2_spec.rb:13:in `test_check_for_ace'

 1 runs, 0 assertions, 0 failures, 1 errors, 0 skips
```

## Screenshot 4 - test_check_for_ace passing after replacing '=' with '==' in checkForAce function

```
[➜  Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb          ]
Run options: --seed 64082

# Running:

.

Finished in 0.000983s, 1017.2940 runs/s, 2034.5880 assertions/s.

1 runs, 2 assertions, 0 failures, 0 errors, 0 skips
```

## Screenshot 5 - test_can_get_highest_card initial error

```
[➜  Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb          ]
testing_task_2_spec.rb:20: syntax error, unexpected end-of-input, expecting keyw
ord_end
```

## Screenshot 6 - test_can_get_highest_card passing after replacing 'card.name' with card1 in highest_card function

```
[➜  Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb          ]
Run options: --seed 15914

# Running:

..

Finished in 0.001025s, 1951.2195 runs/s, 2926.8293 assertions/s.

2 runs, 3 assertions, 0 failures, 0 errors, 0 skips
```

## Screenshot 7 - test_can_add_value_of_cards initial error

```
[➜  Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb          ]
Run options: --seed 10428

# Running:

E..

Finished in 0.001025s, 2926.8293 runs/s, 2926.8293 assertions/s.

  1) Error:
CardGameTest#test_can_add_value_of_cards:
NoMethodError: undefined method `cards_total' for #<CardGame:0x007ff45a355330>
    testing_task_2_spec.rb:22:in `test_can_add_value_of_cards'

3 runs, 3 assertions, 0 failures, 1 errors, 0 skips
```

Screenshot 8 - test_can_add_value_of_cards error after removing 'self.' from cards_total function

```
[➜  Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb
Run options: --seed 15600

# Running:

..E

Finished in 0.001038s, 2890.1734 runs/s, 2890.1734 assertions/s.

  1) Error:
CardGameTest#test_can_add_value_of_cards:
NoMethodError: undefined method `cards_total' for #<CardGame:0x007fbd1786c208>
    testing_task_2_spec.rb:22:in `test_can_add_value_of_cards'

3 runs, 3 assertions, 0 failures, 1 errors, 0 skips
```

Screenshot 9 - test_can_add_value_of_cards error after setting total equal to zero initially in cards_total function

```
[➜  Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb                ]
Run options: --seed 21044

# Running:

E..

Finished in 0.001115s, 2690.5830 runs/s, 2690.5830 assertions/s.

  1) Error:
CardGameTest#test_can_add_value_of_cards:
TypeError: no implicit conversion of Integer into String
    /Users/user/codeclan_work/PDA/Static_and_Dynamic_Task_A/testing_task_2.rb:30
:in `+'
    /Users/user/codeclan_work/PDA/Static_and_Dynamic_Task_A/testing_task_2.rb:30
:in `block in cards_total'
    /Users/user/codeclan_work/PDA/Static_and_Dynamic_Task_A/testing_task_2.rb:28
:in `each'
    /Users/user/codeclan_work/PDA/Static_and_Dynamic_Task_A/testing_task_2.rb:28
:in `cards_total'
    testing_task_2_spec.rb:22:in `test_can_add_value_of_cards'

3 runs, 3 assertions, 0 failures, 1 errors, 0 skips
```

Screenshot 10 - test_can_add_value_of_cards failure after converting total to a string

```
[➜  Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb          ]
 Run options: --seed 20336

 # Running:

 F..

 Finished in 0.001173s, 2557.5448 runs/s, 3410.0597 assertions/s.

   1) Failure:
 CardGameTest#test_can_add_value_of_cards [testing_task_2_spec.rb:22]:
 Expected: "You have a total of 3"
   Actual: "You have a total of 1"

 3 runs, 4 assertions, 1 failures, 0 errors, 0 skips
```

Screenshot 11 - all tests passing after taking return statement out of the for loop in the cards_total function

```
[➜  Static_and_Dynamic_Task_A git:(master) × ruby testing_task_2_spec.rb          ]
 Run options: --seed 34701

 # Running:

 ...

 Finished in 0.001147s, 2615.5187 runs/s, 3487.3583 assertions/s.

 3 runs, 4 assertions, 0 failures, 0 errors, 0 skips
```