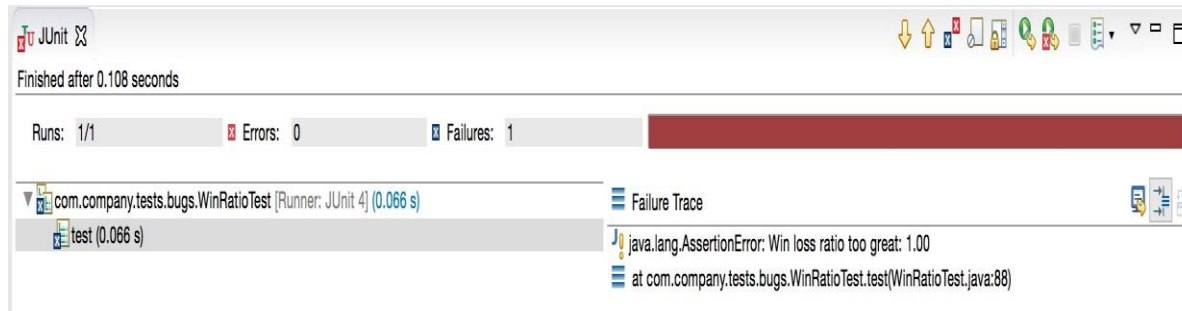


Test Name		Game odds Test: Test win percentage is correct		
Use Case Tested:		Play Game		
Test Description:		Tests that the long-term winning percentage is correct.		
Pre-conditions		Bug 4 must be corrected (not having new rolls each time could easily affect the result).		
Post-conditions		The winning 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
1.	Run Bug7Replication.java	Nothing just yet.		
2.	Wait 5-20 seconds for it to run.	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.		
3.	Look at the line "Overall win rate ="	This test tests the fact if the win ratio is approx. 0.42. As per the rule of the game the win ratio should only be in between 0.42 to 0.45.		

Results



Result: FAIL- Above screen shot shows the failure of the test. The failure trace shows the win loss ratio was too great than it was supposed to be. This is why the test has failed.