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| Test Case | Output | Tested? |
| Poker poker = new Poker(); | “Creating a deck of cards”  “Dealer will deal 5 cards” | ✔ |
| Bridge bridge = new Bridge(); | “Creating a deck of cards”  “Dealer will deal 13 cards” | ✔ |
| cgPoker.toString() | “Creating deck of cards” | ✔ |
| poker.displayDescription() | “displayDescription method called” | ✔ |
| poker.deal() | “deal method called” | ✔ |
| cgBridge.toString() | “Creating deck of cards” | ✔ |
| bridge.displayDescription() | “displayDescription method called” | ✔ |
| bridge.deal() | “deal method called” | ✔ |
| Test Case (for awesome stuff) | **Test Case (for awesome stuff)** | **Tested?** |
| user = “q” | “Exiting the program” | ✔ |
| user = “\n” | “Entering card games” | ✔ |
| user = “wut rekt lolz” | “Entering card games” | ✔ |
| poker.deal() (10 times) | “deal method called” (10 times) | ✔ |
| poker.deal() (11th time) | “Not enough cards for next player.”  “2 cards left.” | ✔ |
| bridge.deal() (4 times) | “deal method called” (4 times) | ✔ |
| bridge.deal() (5th time) | “Not enough cards for next player.”  “0 cards left.” | ✔ |