

EXPECTED:

```
protected native java.lang.Object clone() throws
java.lang.CloneNotSupportedException
protected void finalize() throws java.lang.Throwable
public boolean equals(java.lang.Object)
public boolean placeBet(model.interfaces.Player,int)
public boolean
removeGameEngineCallback(view.interfaces.GameEngineCallback)
public boolean removePlayer(model.interfaces.Player)
public final native java.lang.Class<?> getClass()
public final native void notify()
public final native void notifyAll()
public final native void wait(long) throws
java.lang.InterruptedException
public final void wait() throws java.lang.InterruptedException
public final void wait(long,int) throws
java.lang.InterruptedException
public java.lang.String toString()
public java.util.Collection<model.interfaces.Player> getAllPlayers()
public model.interfaces.Player getPlayer(java.lang.String)
public void
addGameEngineCallback(view.interfaces.GameEngineCallback)
public void addPlayer(model.interfaces.Player)
public void
applyWinLoss(model.interfaces.Player,model.interfaces.DicePair)
public void rollHouse(int,int,int,int,int,int,int)
public void
rollPlayer(model.interfaces.Player,int,int,int,int,int,int,int)
```

ACTUAL:

```
protected native java.lang.Object clone() throws
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protected void finalize() throws java.lang.Throwable
public boolean equals(java.lang.Object)
public boolean placeBet(model.interfaces.Player,int)
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java.lang.InterruptedException
public final void wait() throws java.lang.InterruptedException
public final void wait(long,int) throws
java.lang.InterruptedException
public java.lang.String toString()
public java.util.Collection<model.interfaces.Player> getAllPlayers()
public model.interfaces.Player getPlayer(java.lang.String)
```

```
public void
addGameEngineCallback(view.interfaces.GameEngineCallback)
public void addPlayer(model.interfaces.Player)
public void
applyWinLoss(model.interfaces.Player,model.interfaces.DicePair)
public void rollHouse(int,int,int,int,int,int)
public void
rollPlayer(model.interfaces.Player,int,int,int,int,int,int)
```

VALIDATION RESULT for model.GameEngineImpl: PASSED

EXPECTED:

```
protected native java.lang.Object clone() throws
java.lang.CloneNotSupportedException
protected void finalize() throws java.lang.Throwable
public boolean equals(java.lang.Object)
public final native java.lang.Class<?> getClass()
public final native void notify()
public final native void notifyAll()
public final native void wait(long) throws
java.lang.InterruptedException
public final void wait() throws java.lang.InterruptedException
public final void wait(long,int) throws
java.lang.InterruptedException
public java.lang.String toString()
public void
houseDieUpdate(model.interfaces.Die,model.interfaces.GameEngine)
public void
houseResult(model.interfaces.DicePair,model.interfaces.GameEngine)
public void
playerDieUpdate(model.interfaces.Player,model.interfaces.Die,model.i
nterfaces.GameEngine)
public void
playerResult(model.interfaces.Player,model.interfaces.DicePair,model
.interfaces.GameEngine)
```

ACTUAL:

```
protected native java.lang.Object clone() throws
java.lang.CloneNotSupportedException
protected void finalize() throws java.lang.Throwable
public boolean equals(java.lang.Object)
public final native java.lang.Class<?> getClass()
public final native void notify()
public final native void notifyAll()
public final native void wait(long) throws
java.lang.InterruptedException
public final void wait() throws java.lang.InterruptedException
public final void wait(long,int) throws
java.lang.InterruptedException
```

```
public java.lang.String toString()
public void
houseDieUpdate(model.interfaces.Die,model.interfaces.GameEngine)
public void
houseResult(model.interfaces.DicePair,model.interfaces.GameEngine)
public void
playerDieUpdate(model.interfaces.Player,model.interfaces.Die,model.i
nterfaces.GameEngine)
public void
playerResult(model.interfaces.Player,model.interfaces.DicePair,model
.interfaces.GameEngine)
```

VALIDATION RESULT for view.GameEngineCallbackImpl: PASSED

EXPECTED:

```
protected native java.lang.Object clone() throws
java.lang.CloneNotSupportedException
protected void finalize() throws java.lang.Throwable
public boolean equals(java.lang.Object)
public boolean equals(model.interfaces.DicePair)
public final native java.lang.Class<?> getClass()
public final native void notify()
public final native void notifyAll()
public final native void wait(long) throws
java.lang.InterruptedException
public final void wait() throws java.lang.InterruptedException
public final void wait(long,int) throws
java.lang.InterruptedException
public int compareTo(java.lang.Object)
public int compareTo(model.interfaces.DicePair)
public int getTotal()
public java.lang.String toString()
public model.interfaces.Die getDie1()
public model.interfaces.Die getDie2()
```

ACTUAL:

```
protected native java.lang.Object clone() throws
java.lang.CloneNotSupportedException
protected void finalize() throws java.lang.Throwable
public boolean equals(java.lang.Object)
public boolean equals(model.interfaces.DicePair)
public final native java.lang.Class<?> getClass()
public final native void notify()
public final native void notifyAll()
public final native void wait(long) throws
java.lang.InterruptedException
public final void wait() throws java.lang.InterruptedException
public final void wait(long,int) throws
java.lang.InterruptedException
```

```
public int compareTo(java.lang.Object)
public int compareTo(model.interfaces.DicePair)
public int getTotal()
public java.lang.String toString()
public model.interfaces.Die getDie1()
public model.interfaces.Die getDie2()
```

VALIDATION RESULT for model.DicePairImpl: PASSED

EXPECTED:

```
protected native java.lang.Object clone() throws
java.lang.CloneNotSupportedException
protected void finalize() throws java.lang.Throwable
public boolean equals(java.lang.Object)
public boolean setBet(int)
public final native java.lang.Class<?> getClass()
public final native void notify()
public final native void notifyAll()
public final native void wait(long) throws
java.lang.InterruptedException
public final void wait() throws java.lang.InterruptedException
public final void wait(long,int) throws
java.lang.InterruptedException
public int getBet()
public int getPoints()
public java.lang.String getPlayerId()
public java.lang.String getPlayerName()
public java.lang.String toString()
public model.interfaces.DicePair getResult()
public void resetBet()
public void setPlayerName(java.lang.String)
public void setPoints(int)
public void setResult(model.interfaces.DicePair)
```

ACTUAL:

```
protected native java.lang.Object clone() throws
java.lang.CloneNotSupportedException
protected void finalize() throws java.lang.Throwable
public boolean equals(java.lang.Object)
public boolean setBet(int)
public final native java.lang.Class<?> getClass()
public final native void notify()
public final native void notifyAll()
public final native void wait(long) throws
java.lang.InterruptedException
public final void wait() throws java.lang.InterruptedException
public final void wait(long,int) throws
java.lang.InterruptedException
public int getBet()
```

```
public int getPoints()
public java.lang.String getPlayerId()
public java.lang.String getPlayerName()
public java.lang.String toString()
public model.interfaces.DicePair getResult()
public void resetBet()
public void setPlayerName(java.lang.String)
public void setPoints(int)
public void setResult(model.interfaces.DicePair)
```

VALIDATION RESULT for model.SimplePlayer: PASSED

```
Mar 02, 2020 5:23:33 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 2 rolled to Five
Mar 02, 2020 5:23:33 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 1 rolled to One
Mar 02, 2020 5:23:33 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 2 rolled to Six
Mar 02, 2020 5:23:33 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 1 rolled to Six
Mar 02, 2020 5:23:33 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 2 rolled to Five
Mar 02, 2020 5:23:33 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 2 rolled to Three
Mar 02, 2020 5:23:33 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 1 rolled to One
Mar 02, 2020 5:23:34 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 2 rolled to Two
Mar 02, 2020 5:23:34 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 1 rolled to Five
Mar 02, 2020 5:23:34 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 2 rolled to Five
Mar 02, 2020 5:23:34 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 1 rolled to One
Mar 02, 2020 5:23:34 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 2 rolled to Five
Mar 02, 2020 5:23:34 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 2 rolled to Four
Mar 02, 2020 5:23:35 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 1 rolled to Three
Mar 02, 2020 5:23:35 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 1 rolled to One
Mar 02, 2020 5:23:36 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Roller die 1 rolled to Four
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl result
INFO: The Roller *RESULT*: Dice 1: Three, Dice 2: One .. Total: 4
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 2 rolled to One
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
```

FINE: The Loser die 1 rolled to Five
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 2 rolled to One
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 1 rolled to Two
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 2 rolled to One
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 2 rolled to Two
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 1 rolled to Five
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 2 rolled to Three
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 1 rolled to Three
Mar 02, 2020 5:23:37 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 2 rolled to Three
Mar 02, 2020 5:23:38 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 1 rolled to Three
Mar 02, 2020 5:23:38 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 2 rolled to Four
Mar 02, 2020 5:23:38 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 2 rolled to Four
Mar 02, 2020 5:23:38 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 1 rolled to Six
Mar 02, 2020 5:23:39 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 1 rolled to Six
Mar 02, 2020 5:23:40 PM view.GameEngineCallbackImpl playerDieUpdate
FINE: The Loser die 1 rolled to Four
Mar 02, 2020 5:23:40 PM view.GameEngineCallbackImpl result
INFO: The Loser *RESULT*: Dice 1: Four, Dice 2: Six .. Total: 10
Mar 02, 2020 5:23:40 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Five
Mar 02, 2020 5:23:40 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 1 rolled to Three
Mar 02, 2020 5:23:40 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Three
Mar 02, 2020 5:23:41 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Two
Mar 02, 2020 5:23:41 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 1 rolled to Five
Mar 02, 2020 5:23:41 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Six
Mar 02, 2020 5:23:41 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to One
Mar 02, 2020 5:23:41 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 1 rolled to One
Mar 02, 2020 5:23:41 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Two

Mar 02, 2020 5:23:41 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Four
Mar 02, 2020 5:23:41 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Six
Mar 02, 2020 5:23:41 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 1 rolled to Six
Mar 02, 2020 5:23:42 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Two
Mar 02, 2020 5:23:42 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Six
Mar 02, 2020 5:23:42 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to One
Mar 02, 2020 5:23:42 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Two
Mar 02, 2020 5:23:43 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Four
Mar 02, 2020 5:23:43 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to One
Mar 02, 2020 5:23:43 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Six
Mar 02, 2020 5:23:44 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Five
Mar 02, 2020 5:23:44 PM view.GameEngineCallbackImpl houseDieUpdate
FINE: House die 2 rolled to Two
Mar 02, 2020 5:23:45 PM view.GameEngineCallbackImpl houseResult
INFO: House *RESULT*: Dice 1: One, Dice 2: Six .. Total: 7
Mar 02, 2020 5:23:45 PM view.GameEngineCallbackImpl houseResult
INFO: FINAL PLAYER RESULTS
Player: id=1, name=The Roller, bet=100, points=4900, RESULT .. Dice
1: Three, Dice 2: One .. Total: 4
Player: id=2, name=The Loser, bet=100, points=600, RESULT .. Dice 1:
Four, Dice 2: Six .. Total: 10