Testing Id	Test Case	Method	Results and Inference
1	Spin Button Pressed Response • Spin Start on pressing • Spin Stop on pressing	Manual black box testing. Checked update of spin section on LCD	Passed
2	Spin button should not work immediately after spin is stopped. Spin button should be activated only after the winning result and balance are updated on screen.	Added delays in the code to verify	Passed
3	Bet button pressing should increase bet value. After reaching maximum value, the value should be the minimum value.	Pressing bet button and checking the updated values on the LCD	Passed
4	Bet button should be inactive when spin is on. The bet value should not change when spinning is on	Pressing bet button while spin is on.	Passed
5	Balance should increase by proper reward value and decrease by bet value.	Modified code with less permutation to check proper mapping of reward amount of the pattern.	Passed
6	The balance should not underrun minimal value of 0 and should not overrun maximum value of 10000	Modified code with large reward values to check ceil overrun. Modified code with large bet and zero reward to check underrun.	Passed
7	Winning value should match specified value matching with the pattern.	Modified code to slow turn the spin, so that it can be stopped at desired pattern.	Passed
8	Timing bench marking between spin stop and update of LCD with wheel position, balance and winning reward.	Adding timers in code to get time difference. Activating timer in ISR of bet button and stopping the timer after update of LCD.	To be determined