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| 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 |