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==== game.rb: ====
class TennisGame
  attr_reader :points_a, :points_b

  SCORE_LOOKUP = {0 => 0,
                  1 => 15,
                  2 => 30,
                  3 => 40}

  def initialize
    @points_a = 0
    @points_b = 0
  end

  def score_mapping(points)
    ##returns tennis score
    SCORE_LOOKUP[points]
  end

  def a_won_point
    ##nothing...
    @points_a += 1
  end

  def b_won_point
    @points_b += 1
  end

  def score_a
    score_mapping(@points_a)
  end

  def score_b
    score_mapping(@points_b)
  end

  def current_result
    ##returns the current status
    return :a_won if ((@points_a > 3) && (@points_a > @points_b + 1))
    return :b_won if ((@points_b > 3) && (@points_b > @points_a + 1))

    return :deuce if (@points_a > 2 &&
                     @points_a == @points_b)
    return :a_advantage if (@points_a > 3 && (@points_a > @points_b))
    return :b_advantage if (@points_b > 3 && (@points_b > @points_a))

    [score_a, score_b]
  end
end

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==== game_spec.rb: ====
require File.dirname(__FILE__) + '/../game'

describe TennisGame do
  context "a fresh tennis game" do
    before do
      @game = TennisGame.new
    end

    it "should exist" do
      @game.should_not be_nil
    end

    it "should be properly initialised" do
      @game.score_a.should == 0
      @game.score_b.should == 0
      @game.current_result.should == [0,0]
    end

    it "should increment a's score if a scores" do
      @game.a_won_point
      @game.score_a.should == 15
      @game.current_result.should == [15,0]
    end

    it "A should win if he/she scores 4 consecutive points" do
      4.times{@game.a_won_point}
      @game.current_result.should == :a_won
    end

    it "B should win if he/she scores 4 consecutive points" do
      4.times{@game.b_won_point}
    end
  end
end

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        @game.current_result.should == :b_won
    end

    it "should manage a complex situation" do
        @game.a_won_point
        @game.current_result.should == [15,0]
        @game.b_won_point
        @game.current_result.should == [15,15]
        @game.a_won_point
        @game.current_result.should == [30,15]
        @game.b_won_point
        @game.current_result.should == [30,30]
        @game.a_won_point
        @game.current_result.should == [40,30]
        @game.b_won_point
        @game.current_result.should == :deuce
        @game.a_won_point
        @game.current_result.should == :a_advantage
        @game.b_won_point
        @game.current_result.should == :deuce
        @game.b_won_point
        @game.current_result.should == :b_advantage
        @game.b_won_point
        @game.current_result.should == :b_won
    end
end
end
```