

2) edge Coverage: TC : <a, a, b, a, d, C, d, C, b, a>

b, a, b; a, b, a, b, a

ADUP :

T.C1 : (<start, a, b, a, d, a, a>,

States < Normal(Time), Normal(Date), Chime Alarm set(Alarm),

Chime Alarm set(Chime), Normal(Time), Normal(Date) >

T.C2 : (<start, C, b, a, b, a, b, a, b, a, a>,

States < Normal(Time), update(min), update min(m++), update(hour),

update hour(h++), update(day), update day(D++), update(month),

update month(M++), update(year), update year(y++), Normal(Time),

Normal(Date) >)

T.C3 : (<start, C, b, d, a>,

Normal(Date)

States < Normal(Time), update(min), update min(m++), Normal(Time), >

T.C4 : (<start, C, a, b, d, a>,

States < Normal(Time), -, update(hour), update hour(h++),

Normal(Time) >, Normal(Date) >)

T.C 5: (<Start, C, a, a, b, d, a>,

States < -, -, update(hour), update(day), update day(D++) , --, -->)

T.C 6: (<Start, C, a, a, a, b, d, a>,

States < --, --, --, update(month), update month(M++) , --, -->)