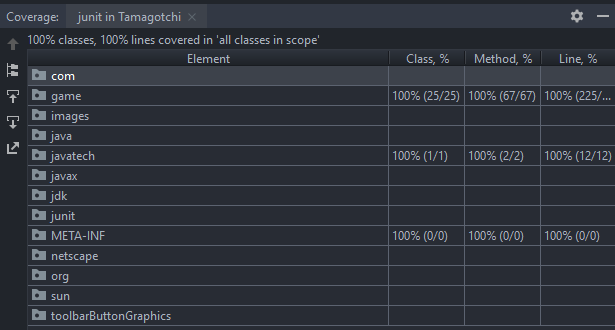
**100% Statement Coverage:**



**Table 1. Equivalence Partitions:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Partition ID** | **Class/Method Tested** | **Input/output** | **Tested Partition** | **Inputs** |
| 1 | Item/ getDescription | Description | Any Strings | “Test” |
| 2 | Item/ getCost | Cost | Cost>0 | 49 |
| 3 | Ball/ getCleanliness | Cleanliness | Cleanliness>=0 | 15 |
| 4 | Ball/ getMood | Mood | Mood>0 | 35 |
| 5 | WaterWash/ getCleanliness | Cleanliness | Cleanliness>=0 | 30 |
| 6 | Ultra\_Soap/ getCleanliness | Cleanliness | Cleanliness>=0 | 40 |
| 7 | Soap/ getCleanliness | Cleanliness | Cleanliness>=0 | 35 |
| 8 | Salad/ getWater | Water | Water>=0 | 20 |
| 9 | Salad/ getMood | Mood | Mood>0 | 35 |
| 10 | Salad/ getFood | Food | Food>0 | 45 |
| 11 | Salad/ getCleanliness | Cleanliness | Cleanliness>=0 | 15 |
| 12 | Pizza/ getWater | Water | Water>=0 | 20 |
| 13 | Pizza/ getMood | Mood | Mood>0 | 45 |
| 14 | Pizza/ getFood | Food | Food>0 | 30 |
| 15 | Pizza/ getCleanliness | Cleanliness | Cleanliness>=0 | 15 |
| 16 | Burger/ getWater | Water | Water>=0 | 20 |
| 17 | Burger/ getMood | Mood | Mood>0 | 40 |
| 18 | Burger/ getFood | Food | Food>0 | 35 |
| 19 | Burger/ getCleanliness | Cleanliness | Cleanliness>=0 | 15 |
| 20 | SuperWater/ getWater | Water | Water>=0 | 45 |
| 21 | SuperWater/ getMood | Mood | Mood>0 | 35 |
| 22 | Soda/ getWater | Water | Water>=0 | 35 |
| 23 | Soda/ getMood | Mood | Mood>0 | 45 |
| 24 | Juice/ getWater | Water | Water>=0 | 35 |
| 25 | Juice/ getMood | Mood | Mood>0 | 35 |
| 26 | Tamagotchi/ decrementStats | Stats | Int>0 | 99, 99, 99, 99 |
| 27 | Tamagotchi/ getName | Name | String | “Test” |
| 28 | Tamagotchi/ setName | Name | String | “New Name” |
| 29 | Tamagotchi/ getFood & setFood | Food | Food>0 | 80 |
| 30 | Tamagotchi/ getCleanliness & setCleanliness | Cleanliness | Cleanliness>0 | 80 |
| 31 | Tamagotchi/ getMood & setMood | Mood | Mood>0 | 80 |
| 32 | Tamagotchi/ ToString | String | Not Null | X |
| 33 | Tamagotchi/ setPersonality | Personality | String | Normal |
| 34 | Tamagotchi/ privateFuncClamp X GreaterThanMax | Int | Int>0 | 110 |
| 35 | Tamagotchi/ privateFuncClamp X LessThanMin | Int | Int<0 | -5 |
| 36 | Tamagotchi/ getMoney & setMoney | Money | Money>0 | 30 |
| 37 | Tamagotchi/ getInventory | Inventory | Not Null | X |
| 38 | Communication/ Communicate | Communicate | String | Mood, Personality |
| 39 | GameIO/ saveTamagotchi | Tamagotchi | Not Null | Tamagotchi |
| 40 | GameIO/ LoadTamagotchi | Tamagotchi | Null | X |

**Table 2. Test Case:**

|  |  |  |  |
| --- | --- | --- | --- |
| **Test ID** | **Test inputs** | **Expected output** | **Partition ID covered** |
| 1 | “Test” | “Test” | 1 |
| 2 | 49 | 49 | 2 |
| 3 | 15 | 15 | 3 |
| 4 | 35 | 35 | 4 |
| 5 | 30 | 30 | 5 |
| 6 | 40 | 40 | 6 |
| 7 | 35 | 35 | 7 |
| 8 | 20 | 20 | 8 |
| 9 | 35 | 35 | 9 |
| 10 | 45 | 45 | 10 |
| 11 | 15 | 15 | 11 |
| 12 | 20 | 20 | 12 |
| 13 | 45 | 45 | 13 |
| 14 | 30 | 30 | 14 |
| 15 | 15 | 15 | 15 |
| 16 | 20 | 20 | 16 |
| 17 | 40 | 40 | 17 |
| 18 | 35 | 35 | 18 |
| 19 | 15 | 15 | 19 |
| 20 | 45 | 45 | 20 |
| 21 | 35 | 35 | 21 |
| 22 | 35 | 35 | 22 |
| 23 | 45 | 45 | 23 |
| 24 | 35 | 35 | 24 |
| 25 | 35 | 35 | 25 |
| 26 | 99, 99, 99, 99 | 99, 99, 99, 99 | 26 |
| 27 | “Test” | “Test” | 27 |
| 28 | “New Name” | “New Name” | 28 |
| 29 | 80 | 80 | 29 |
| 30 | 80 | 80 | 30 |
| 31 | 80 | 80 | 31 |
| 32 | X | X | 32 |
| 33 | Normal | Normal | 33 |
| 34 | 110 | 110 | 34 |
| 35 | -5 | -5 | 35 |
| 36 | 30 | 30 | 36 |
| 37 | X | X | 37 |
| 38 | "Hello!!" | "Hello!!" | 38 |
| 39 | “Doing great!!” | “Doing great!!” | 38 |
| 40 | “Always!!” | “Always!!” | 38 |
| 41 | “Hi” | “Hi” | 38 |
| 42 | “Doing ok.” | “Doing ok.” | 38 |
| 43 | “Why not!” | “Why not!” | 38 |
| 44 | “\*Cries\* Hi….. ” | “\*Cries\* Hi….. ” | 38 |
| 45 | “Feeling sad” | “Feeling sad” | 38 |
| 46 | “That would be nice! \*Wipes tears\*” | “That would be nice! \*Wipes tears\*” | 38 |
| 47 | DEAD | DEAD | 38 |
| 48 | DEAD | DEAD | 38 |
| 49 | DEAD | DEAD | 38 |
| 50 | “Hello!!” | “Hello!!” | 38 |
| 51 | “Doing great!!” | “Doing great!!” | 38 |
| 52 | “Always!!” | “Always!!” | 38 |
| 53 | “Hi” | “Hi” | 38 |
| 54 | “Doing ok” | “Doing ok” | 38 |
| 55 | “Why not!” | “Why not!” | 38 |
| 56 | “\*Cries\* Hi….. ” | “\*Cries\* Hi….. ” | 38 |
| 57 | “Feeling sad” | “Feeling sad” | 38 |
| 58 | “That would be nice! \*Wipes tears\*” | “That would be nice! \*Wipes tears\*” | 38 |
| 59 | DEAD | DEAD | 38 |
| 60 | DEAD | DEAD | 38 |
| 61 | DEAD | DEAD | 38 |
| 62 | Tamagotchi | Tamagotchi | 39 |
| 63 | X | X | 40 |