**calculateUtilizationScore()**

float calculateUtilizationScore(int weight, double vol)

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| Sno. | **Description + Test Data** | | **Expected result** | |
| Test1 | weight and volume are valid if the weight is a negative number. | int weight = -1  double vol = 0.5 | | 0 |
| Test2 | weight and volume are valid if the volume is a negative value | int weight = 400  double vol = -1 | | 0 |
| Test4 | weight and volume are valid if the volume is equal to NULL | int weight = 300  double vol = NULL | | 0 |
| Test5 | weight and volume are valid if the weight is equal to 0 | int weight = 0  double vol = 1.0 | | 0.02 |
| Test6 | weight and volume are valid if the volume is equal to 0 | int weight = 300  double vol = 0 | | 0.3 |
| Test7 | weight and volume are valid if both the weight and volume are equal to 0 | int weight = 0  double vol = 0 | | 0 |
| Test8 | weight and volume are valid if both the weight and volume are negative values | int weight = -1  double vol = -1 | | 0 |
| Test9 | weight and volume are valid if both the weight and volume are equal to NULL | int weight = NULL  double vol = NULL | | 0 |