

## Test coverage

### Function coverage:

- Function prevPage called at least once, only when user clicks the prev button
- Function nextPage called at least once, only when user clicks the next button
- Function getPokemonData fetches api, so it is called at least once
- Function createCard is called at least once within function loadCard
- Function loadCard is called at least once within function makePage
- Function makePage is called at least once
- Function deletePage is called at least once
- Function createDetails is called at least once
- Function loadDetails is called at least once

### Statement coverage:

prevPage('click'):  $\frac{2}{3}$  = 66%  
nextPage('click'):  $\frac{3}{3}$  = 100%  
getPokemonData(id):  $\frac{1}{1}$  = 100%  
createCard(13):  $\frac{4}{4}$  = 100%  
createCard(10):  $\frac{3}{4}$  = 75%  
loadCard(1):  $\frac{4}{4}$  = 100%  
loadCars(20):  $\frac{4}{4}$  = 100%  
makePage(page 1):  $\frac{26}{27}$  = 96%  
deletePage(page 1):  $\frac{1}{1}$  = 100%  
createDetails(pokemon 1):  $\frac{19}{20}$  = 95%  
loadDetails(pokemon 1):  $\frac{4}{4}$  = 100%

### Branch coverage :

prevPage('click'):  $\frac{1}{2}$  = 50%  
nextPage('click'):  $\frac{1}{2}$  = 50%  
getPokemonData(id):  $\frac{1}{1}$  = 100%  
createCard(13):  $\frac{2}{2}$  = 100%  
createCard(10):  $\frac{1}{2}$  = 50%  
loadCard(1):  $\frac{0}{0}$  = 100%  
loadCars(20):  $\frac{0}{0}$  = 100%  
makePage(page 1):  $\frac{1}{1}$  = 100%  
deletePage(page 1):  $\frac{0}{0}$  = 100%  
createDetails(pokemon 1) =  $\frac{1}{2}$  = 50%  
loadDetails(pokemon 1)  $\frac{0}{0}$  = 100%

### Condition coverage:

prevPage('click'):  $\frac{2}{3}$  = 66%  
nextPage('click'):  $\frac{3}{3}$  = 100%  
getPokemonData(id):  $\frac{1}{1}$  = 100%  
createCard(13):  $\frac{2}{2}$  = 100%  
createCard(10):  $\frac{1}{2}$  = 50%

loadCard(1): 0/0 = 100%  
loadCars(20): 0/0 = 100%  
makePage(page 1): 0/0 = 100%  
deletePage(page 1): 0/0 = 100%  
createDetails(pokemon 1): 2/4 = 50%  
loadDetails(pokemon 1): 0/0 = 100%