

all files / testing-2/ purchaseOrder.js

100% Statements 81/81 100% Branches 90/90 100% Functions 6/6 100% Lines 81/81

```
1 1x var getAgeFactor=function(account)
2 16x { var factor ;
3 16x   if (account.age <0 || account.age >100)
4 3x     factor= -1;
5 13x   else if (account.age == 0 )
6 2x     factor = 1;
7 11x   else if (account.age < 2)
8 2x     factor= 5;
9 9x     else if (account.age < 5 )
10 3x     factor=10;
11 6x   else if (account.age< 10)
12 3x     factor =20;
13     else
14 3x     factor =50;
15 16x   return factor;
16 }
17
18 1x var getBalanceFactor=function (account)
19 20x {   var factor;
20
21 20x   if (account.balance < -100 || account.balance > 1000000000)
22 3x     factor = -1;
23 17x   else if (account.balance >= -100 && account.balance <=0)
24 3x     factor = 6;
25 14x   else if (account.balance < 1000)
26 3x     factor = 16;
27 11x   else if (account.balance < 50000)
28 3x     factor = 30;
29 8x     else if (account.balance < 100000)
30 3x     factor = 70;
31 5x   else if ( account.balance <= 1000000)
32 3x     factor = 200;
33   else
34 2x     factor = 500;
35
36 20x   return factor;
37 }
38
39 1x var AccountStatus=function (account) {
40 13x   var factor1 = getAgeFactor(account);
41 13x   var factor2 = getBalanceFactor(account);
42 13x   var factor3 = factor1 * factor2;
43 13x   if (factor3 < 0)
44 2x     return "invalid"
45 11x   else if (factor3 <= 700)
46 3x     return "poor";
47   else
48 8x   if (factor3 <= 3000)
49 3x     return "fair";
50 5x   else if (factor3 <= 10000)
51 3x     return "good"
52   else
53 2x     return "very good";
54 }
55
56 1x var creditStatus=function (client,creditCheckMode)
57 11x {var threshold;
58 11x   if (client.credit < 0 || client.credit >800)
59 2x     return "invalid";
60
61 9x   if (creditCheckMode==="restricted")
62 4x     threshold=750;
63 5x   else if (creditCheckMode==="default")
64 4x     threshold=700;
65 1x   else return "invalid";
66 }
```

```

67 8x      if (client.credit < threshold)
68 4x          return "bad";
69 4x      else return "good";
70  }
71
72 1x  var productStatus=function (product,store,storeThreshold)
73  {
74 7x      var q;
75 7x      for (i=0;i<=store.length;i++)
76  {
77 7x          if (product ===store[i].name)
78 6x              q=store[i].q;
79          else {
80 1x              q = 0;
81          }
82 7x          if (q<=0)
83 3x              return "sold-out";
84 4x          else if (q <= storeThreshold)
85 2x              return "limited"
86 2x          else return "available"
87      }
88  }
89 1x  var orderHandling=function(client,product,store,storeThreshold,creditCheckMode)
90  {
91
92 21x      var aStatus=AccountStatus(client);
93 21x      var cStatus=creditStatus(client,creditCheckMode);
94 21x      var pStatus=productStatus(product,store,storeThreshold);
95
96 21x      if (aStatus==="invalid" || cStatus==="invalid" || pStatus==="invalid" )
97 3x          return "invalid";
98
99 18x      if ((aStatus==="very good") || (aStatus==="good" && cStatus==="good") ||
100 (aStatus!="good" && cStatus==="good" && pStatus==="available"))
101 5x          return "accepted";
102
103 13x      else if ((aStatus==="good" && cStatus==="bad") || (aStatus==="fair" && cStatus==="bad"
104 && pStatus==="available"))
105 3x          return "underReview";
106
107 10x      else if ((aStatus==="fair" && cStatus==="good" && productStatus!="available")
108 || (aStatus==="poor" && cStatus==="good" && pStatus==="limited"))
109 4x          return "pending";
110
111 6x      else if ((aStatus==="fair" && cStatus==="bad" && productStatus!="available") || (aStatus==="poor" && cStatus==="good"
112 && pStatus==="sold-out") || (aStatus==="poor" && cStatus==="bad" ))
113 5x          return "rejected";
114
115      else
116 1x          return 'invalid';
117
118  }
119

```