# THEORETICAL EXERCISE 2



# GRAVITATIONAL EQUATION PROBLEM

**GROUP A03** 

## 1. Pseudocode of the identified methods

Gravitational Equation class:

```
package es.uclm.esi.iso2.ga03.GravitationalEq;
public class GravitationalEquation {
   private static final double GRAVITATIONAL_CONSTANT = 6.67430e-11;
   private double mass1;
   private double mass2;
   private double distance;
   public GravitationalEquation(double mass1, double mass2, double distance) {
       this.setMass1(mass1);
       this.setMass2(mass2);
       this.setDistance(distance);
   public double calculateGravitationalForce() {
    return (GRAVITATIONAL_CONSTANT * mass1 * mass2) / Math.pow(distance, 2);
   public double getMass1() {
       return mass1;
   public void setMass1(double mass1) {
       this.mass1 = mass1;
   public double getMass2() {
       return mass2;
   public void setMass2(double mass2) {
       this.mass2 = mass2;
   public double getDistance() {
       return distance;
   public void setDistance(double distance) {
     this.distance = distance;
   }
```

#### Main class:

```
package es.uclm.esi.iso2.ga03.GravitationalEq;
import java.util.InputMismatchException;
import java.util.Scanner;
public class Main {
    final static Scanner scanner = new Scanner(System.in);
    public static void main(String[] args) {
        try {
            printResult(askValues());
       } catch (IllegalArgumentException e) {
            System.out.println("Error: " + e.getMessage());
    }
    public static void printResult(double gravitationalForce) {
        System.out.println("Gravitational Force: " + gravitationalForce + " Newtons");
    public static double askValues() {
         double mass1 = returnValues("Enter the mass of the first object: ");
         double mass2 = returnValues("Enter the mass of the second object: ");
         double distance = returnValues("Enter the distance between the objects: ");
         GravitationalEquation gravitationalEquation = new GravitationalEquation(mass1, mass2, distance);
         return calculateResult(gravitationalEquation);
   public static double returnValues(String task) {
        double value = 0.0;
            try {
                System.out.print(task);
                value = scanner.nextDouble();
                checkPositiveInput(value);
            } catch (InputMismatchException e) {
                System.err.println("Error: Enter a valid number.");
                scanner.next();
            } catch (IllegalArgumentException e) {
                System.err.println("Error: " + e.getMessage());
            return value;
        }
    public static void checkPositiveInput(double input) {
        if (isPositive(input) == false) {
            throw new IllegalArgumentException("Enter a positive number greater than zero.");
    }
    public static boolean isPositive(double input) {
        if (input <= 0) {
            return false:
        else {
            return true;
    }
    public static double calculateResult(GravitationalEquation gravitationalEquation) {
        return gravitationalEquation.calculateGravitationalForce();
}
```

# 2. Identifying variables

In order to test the method for the gravitational equation, we must check the following variables:

- mass1
- mass2
- distance

# 3. Identifying test values

Parameter	Equivalence Classes	Values	Boundary values
		Error-guessing	(Light variant)
Mass1	(-∞,0]	-5	0
	(0, ∞)	1.23	1
		5	
		aaaa	
Mass2	(-∞,0]	-5	0
	(0, ∞)	2.89	1
		90	
		abba	
Distance	(-∞,0]	-5	0
	(0, ∞)	8000.64	1
		59991	
		aacc	

## 4. Maximum number of test cases

The possible test cases are 5 per each variable, in total: 6\*6\*6 = 216

## 5. Set of test cases

#### Each-use:

Case1: {-5,-5,-5}

Case2: {1.23,2.89,8000.64}

Case3: {5,90,59991}

Case4: {aaaa,abba,aacc}

Case5: {0,0,0} Case6: {1,1,1}

# 6. Pairwise Testing

We have used the following website to calculate it: Pairwise Pict Online (https://pairwise.yuuniworks.com/). After that we obtained the following combinations:

Mass1	Mass2	Distance
1	abba	8000.64
-5	90	-5
-5 -5	2.89	0
1	2.89	aacc
1.23	2.89	8000.64
0	2.89	-5
0	-5	aacc
aaaa	abba	59991
1.23	0	0
0	1	1
0	abba	0
-5	-5	1
1.23	90	1
aaaa	90	aacc
-5	abba	aacc
0	0	8000.64
aaaa	2.89	1
1.23	1	aacc
aaaa	-5	-5
1	-5	0
-5	0	59991
1.23	-5	59991
-5	1	8000.64
1	0	-5
1	90	1
5	90	8000.64
1	1	59991
5	0	1
5	0	aacc
5	2.89	59991
5	-5	-5
1.23	abba	-5
0	90	59991
aaaa	-5	8000.64
5	abba	1
5	1	0
aaaa	1	0
5	90	0
aaaa	1	-5
aaaa	0	1

## 7. Decision Coverage

The condition we are going to test is the one condition in the **checkPositiveInput** method. This method is controlled by the method isPositive

#### A: isPositive

Condition	Decision	Dominant
Α	A	
true	false	Α
false	true	Α

## 8. MC/DC coverage

As the code is very simplified, the set of test cases to achieve MC/DC coverage is the same as the one used to achieve coverage of decisions.

### 9. Final comments

The following capture shows the coverage of the JUnit tests. As we can see, it has a 79% of coverage. This means that it is almost covered all methods.

### GravitationalEq

