CODE FOR SIMPLE GALLERY APP ONDRAW() METHOD:

```kotlin
override fun onDraw(canvas: Canvas) {
    super.onDraw(canvas)
    canvas.save()

    if (backgroundBitmap != null) {
        canvas.drawBitmap(backgroundBitmap!!, 0f, 0f, null)
    }

    for ((key, value) in mPaths) {
        changePaint(value)
        canvas.drawPath(key, mPaint)
    }

    changePaint(mPaintOptions)
    canvas.drawPath(mPath, mPaint)
    canvas.restore()
}
```

Node Coverage:

1. TR: {START,1,2,3,4,5,6,7,8,9,10}
2. Test path: {[START,1,2,3,5,6,7,10,6,8,9], [START,1,2,4,6,8,9], [START ,1,2,3,5,6,8,9]}

Edge Coverage:

1. TR: {[START,1], [1,2], [2,3], [2,4], [3,5], [5,6], [4,6], [6,7], [6,8], [7,10], [10,6], [8,9]}
2. Test path: {[START,1,2,3,5,6,7,10,6,8,9], [START,1,2,4,6,8,9], [START,1,2,3,5,6,8,9]}

Edge-Pair Coverage:

1. TR: { [START,1], [1,2], [2,3], [2,4], [3,5], [5,6], [4,6], [6,7], [6,8], [7,10], [10,6], [8,9],[1,2,3], [1,2,4],[2,3,5],[2,4,6],[6,7,10],[6,8,8],[1,2,3,5],[1,2,4,6],[2,3,5,6],[6,7,10,6],[6,7,10,6,8,9], [2,4,6,8,9],[2,4,6,7,10,6]}
2. Test path:{[START,1,2,3,5,6,7,10,6,8,9], [START,1,2,4,6,7,10,6,8,9], [START ,1,2,3,5,6,8,9], [START,1,2,4,6,8,9] }