

## Node Coverage:

1. TR:
2. Test path:

### TP1 (Number '0' Button)

Start at the initial node.

Press the '0' button to trigger R.id.key\_0\_btn.

Press the 'equals' button to reach a return point.

End at the final node.

### TP2 (Number '1' Button)

Start at the initial node.

Press the '1' button to trigger R.id.key\_1\_btn.

Press the 'equals' button to reach a return point.

End at the final node.

### TP3 (Number '2' Button)

Start at the initial node.

Press the '2' button to trigger R.id.key\_2\_btn.

Press the 'equals' button to reach a return point.

End at the final node.

### TP10 (Number '9' Button):

Start at the initial node.

Press the '9' button to trigger R.id.key\_9\_btn.

Press the 'equals' button to reach a return point.

End at the final node.

### TP11 (Addition '+'):

Start at the initial node.

Press the '+' button to trigger R.id.key\_add\_btn.

Press a number button (e.g., '1') to provide num1.

Press another number button (e.g., '2') to provide num2.

Press the 'equals' button to perform addition and reach a return point.

End at the final node.

### TP15 (Clear 'C'):

Start at the initial node.

Press the 'clear' button to trigger R.id.key\_clear\_btn and reset the calculator state.

Press the 'equals' button to reach a return point (even though no computation is needed).

End at the final node.

**Edge Coverage:**

1. TR:
2. Test path:

**Edge-Pair Coverage:**

1. TR:
2. Test path: