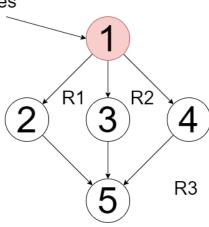
Members: Adam Passalacqua, Alexander Antonich, Philip Przekora, Shawn Suttie, Sichang Su

Independent Path Test 1

- setRepCount(goal) {
 1 switch (goal) {
 2 case "Strength":
 this.#repCount = "1 to 5 reps each";
 break;
 3 case "Hypertrophy":
 this.#repCount = "8 to 12 reps each";
 break;
 4 case "Endurance":
- (4) case "Endurance":
 this.#repCount = "12 to 20+ reps each";
 break;
 }

} (5)

Predicate nodes



Cyclomatic Complexity

V(G) = 3

Paths

Path 1: 1-2-5 Path 2: 1-3-5 Path 3: 1-4-5

Path 1

Input: "Strength"

Expected output: this.#repCount = "1 to 5 reps each"



Path 2

Input: "Hypertrophy"

Expected output: this.#repCount = "8 to 12 reps each"



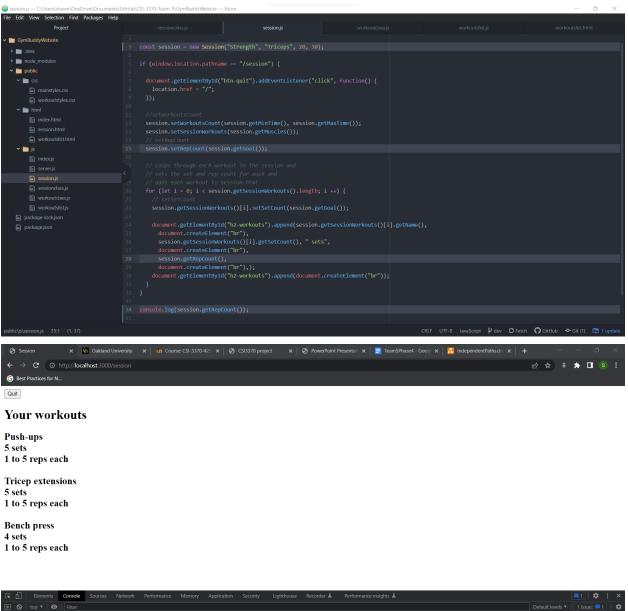
Path 3

Input: "Endurance"

Expected output: this.#repCount = "12 to 20+ reps each"

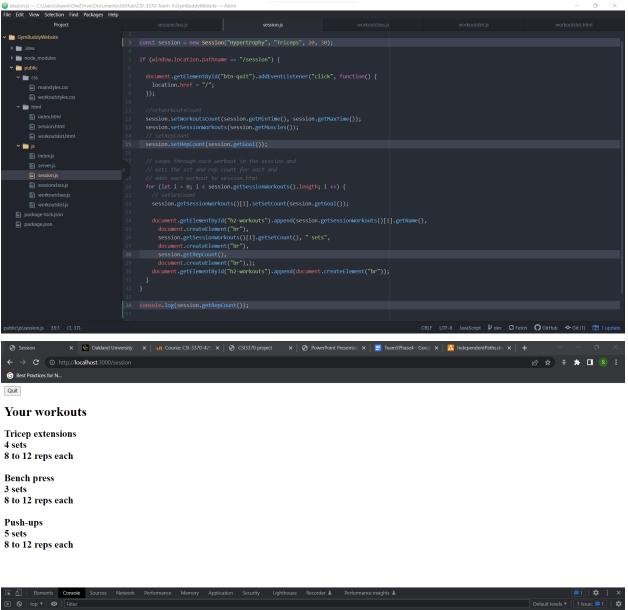


setRepCount() path 1 input/output





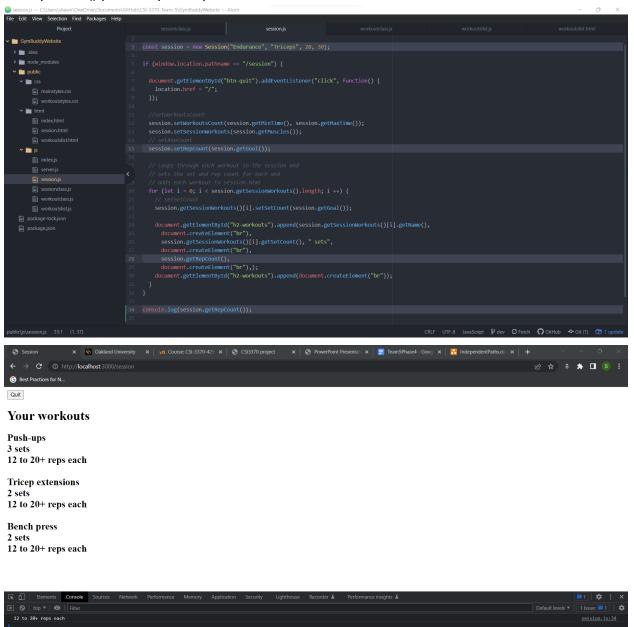
setRepCount() path 2 input/output



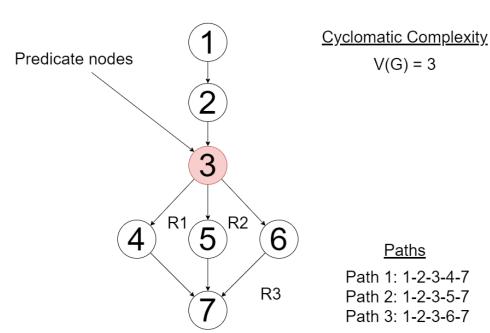


setRepCount() path 3 input/output

What's New ×



Independent Path Test 2 (Disclaimer: not fully implemented)



Path₁

Input 1: this.#minTime = 0, this.#maxTime = 0, muscles = "triceps"

Expected output: this.#workoutsCount = 1,

this.#sessionWorkouts = [1 workout object]



Input 2: this.#minTime = 0, this.#maxTime = 30, muscles = "triceps"
Expected output: this.#workoutsCount = random from 1 to 3,
this.#sessionWorkouts = [1 to 3 workout objects]



Input 3: this.#minTime = 30, this.#maxTime = 30, muscles = "triceps"

Expected output: this.#workoutsCount = 3,

this.#sessionWorkouts = [3 workout objects]

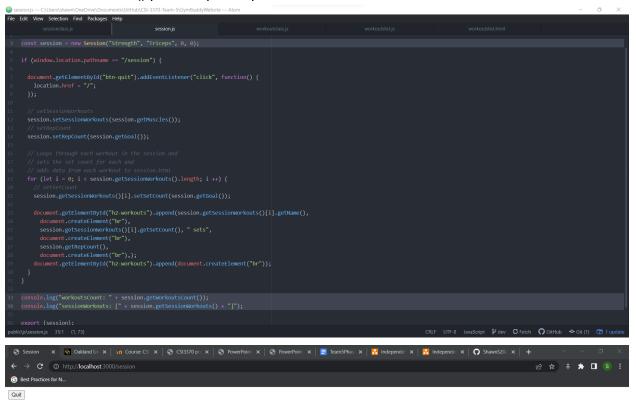


Path 2...

Workout objects for other muscles not yet implemented

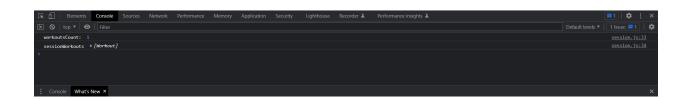


setSessionWorkouts() path 1 input/output 1

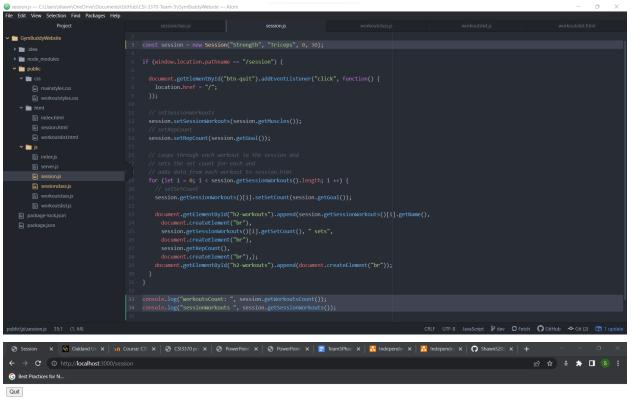


Your workouts

Push-ups 5 sets 1 to 5 reps each



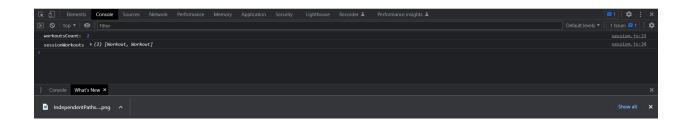
setSessionWorkouts() path 1 input/output 2



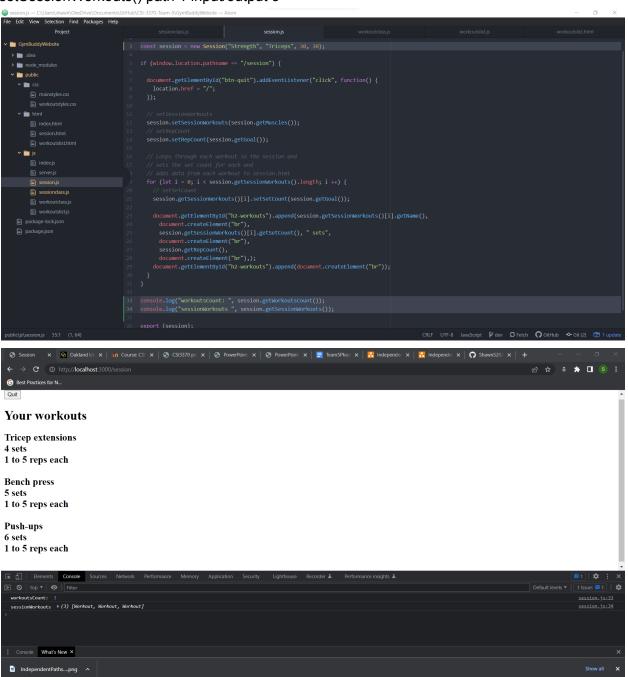
Your workouts

Tricep extensions 6 sets 1 to 5 reps each

Push-ups 6 sets 1 to 5 reps each



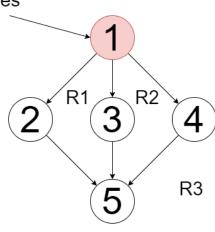
setSessionWorkouts() path 1 input/output 3



Independent Path Test 3

- case "Endurance":
 this.#setCount = Math.floor((Math.random() * (3 2 + 1)) + 2);
 break;
- } (5)

Predicate nodes



Cyclomatic Complexity

$$V(G) = 3$$

<u>Paths</u>

Path 1: 1-2-5 Path 2: 1-3-5 Path 3: 1-4-5

Path 1

Input: "Strength"

Expected output: this.#setCount = random number from 4 to 6



Path 2

Input: "Hypertrophy"

Expected output: this.#setCount = random number from 3 to 5



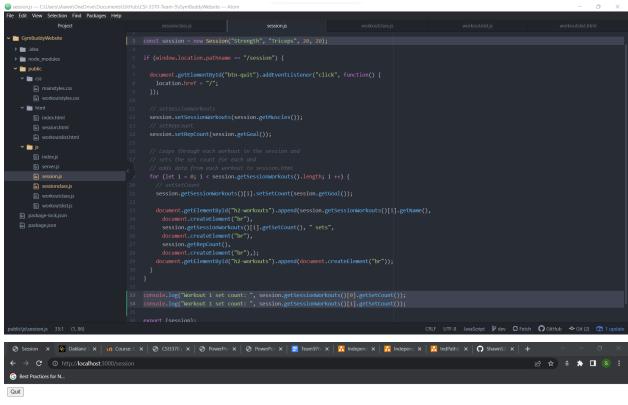
Path 3

Input: "Endurance"

Expected output: this.#setCount = random number from 2 to 3



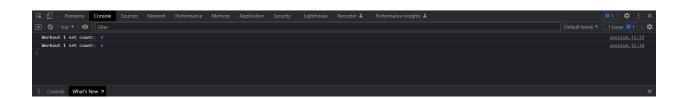
setSetCount() path 1 input/output



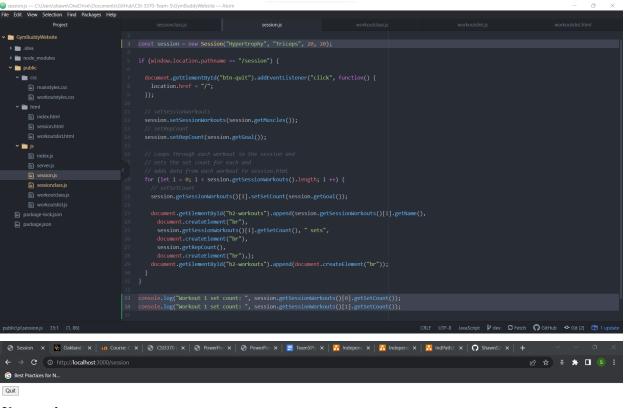
Your workouts

Bench press 4 sets 1 to 5 reps each

Tricep extensions 6 sets 1 to 5 reps each



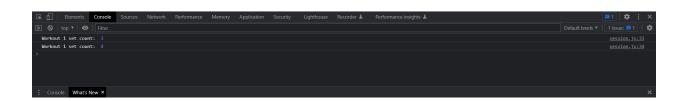
setSetCount() path 2 input/output



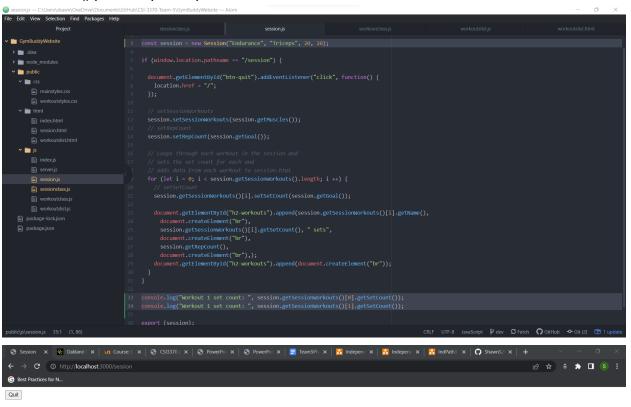
Your workouts

Push-ups 3 sets 8 to 12 reps each

Tricep extensions 4 sets 8 to 12 reps each



setSetCount() path 3 input/output



Your workouts

Tricep extensions 2 sets 12 to 20+ reps each

Push-ups 2 sets 12 to 20+ reps each

