

TESTING RAPOR FOR CHESS PROJECT

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1. SELECTED METHOD

start method selected in main.java file.

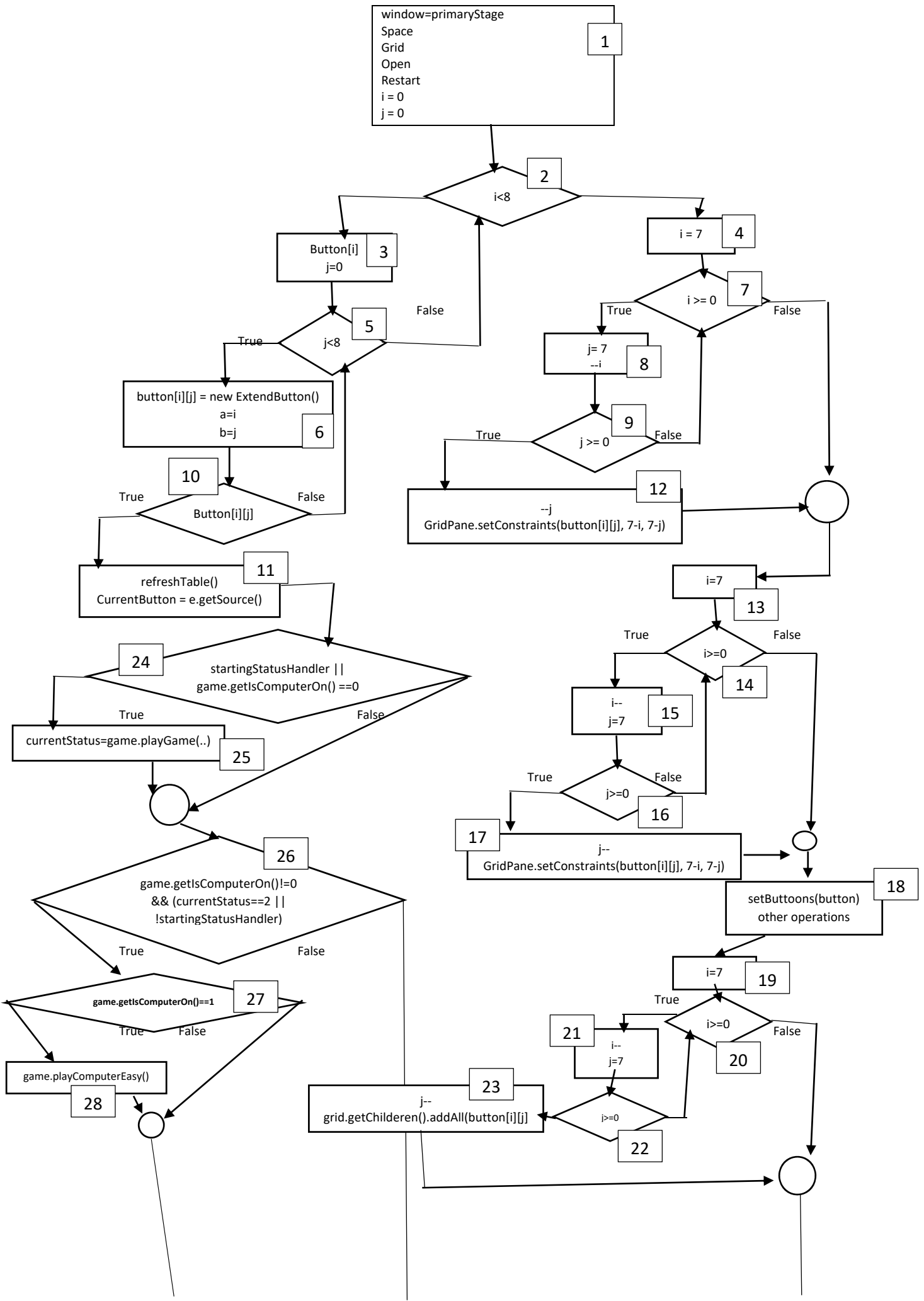
->public void start (Stage primaryStage) throws Exception

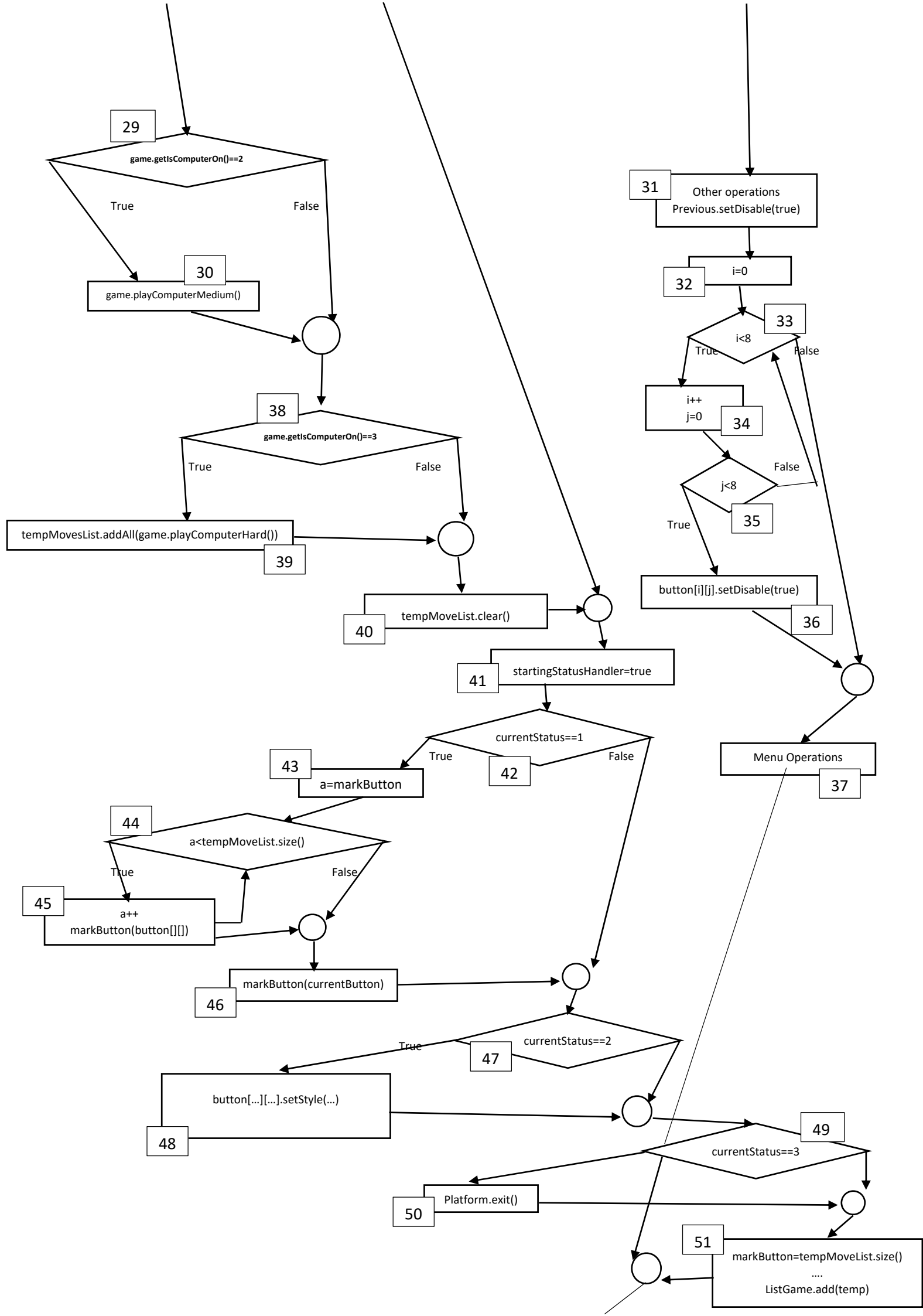
The selected method call in main method.

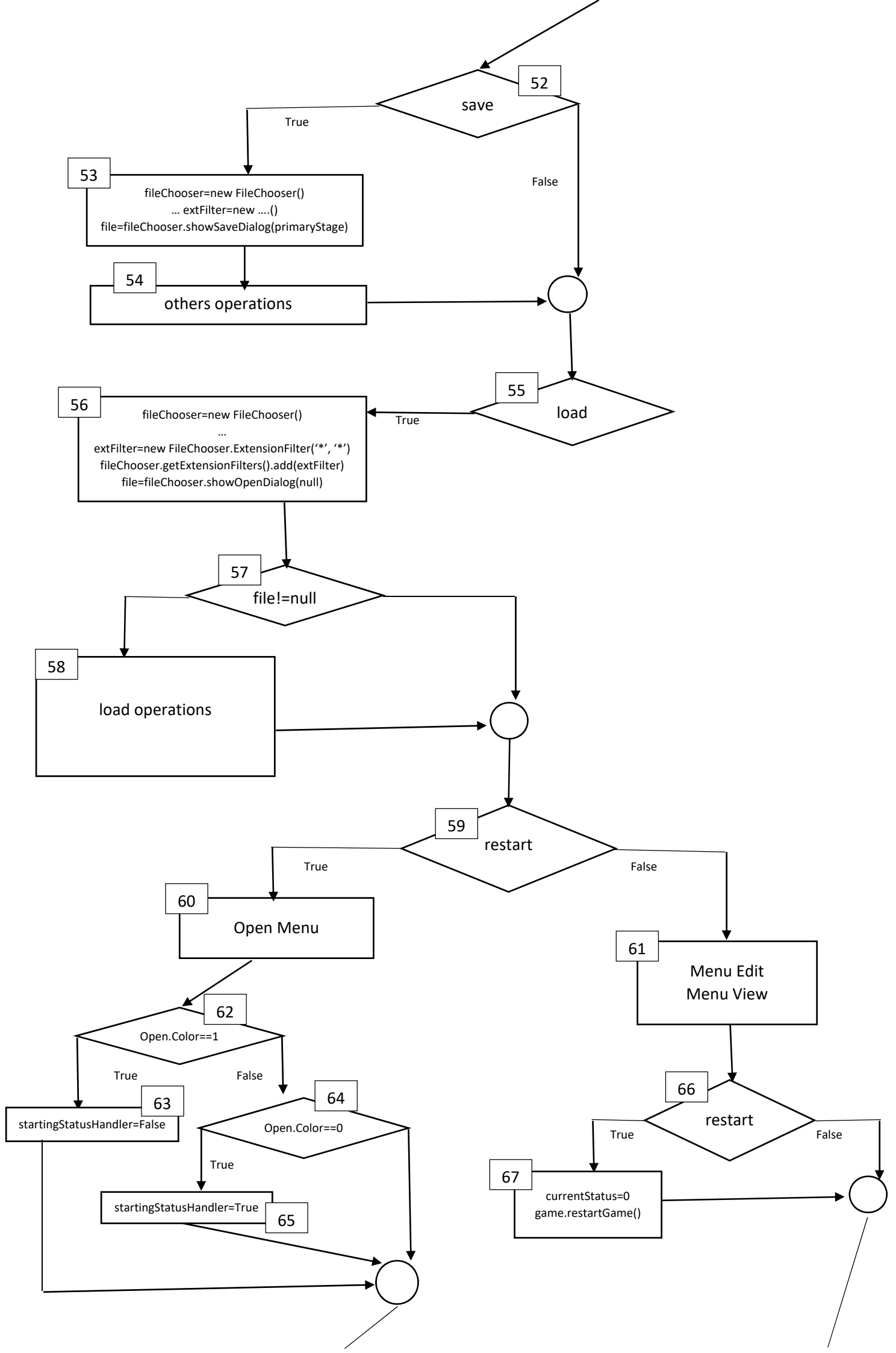
2. SELECTED METHOD PROPERTIES

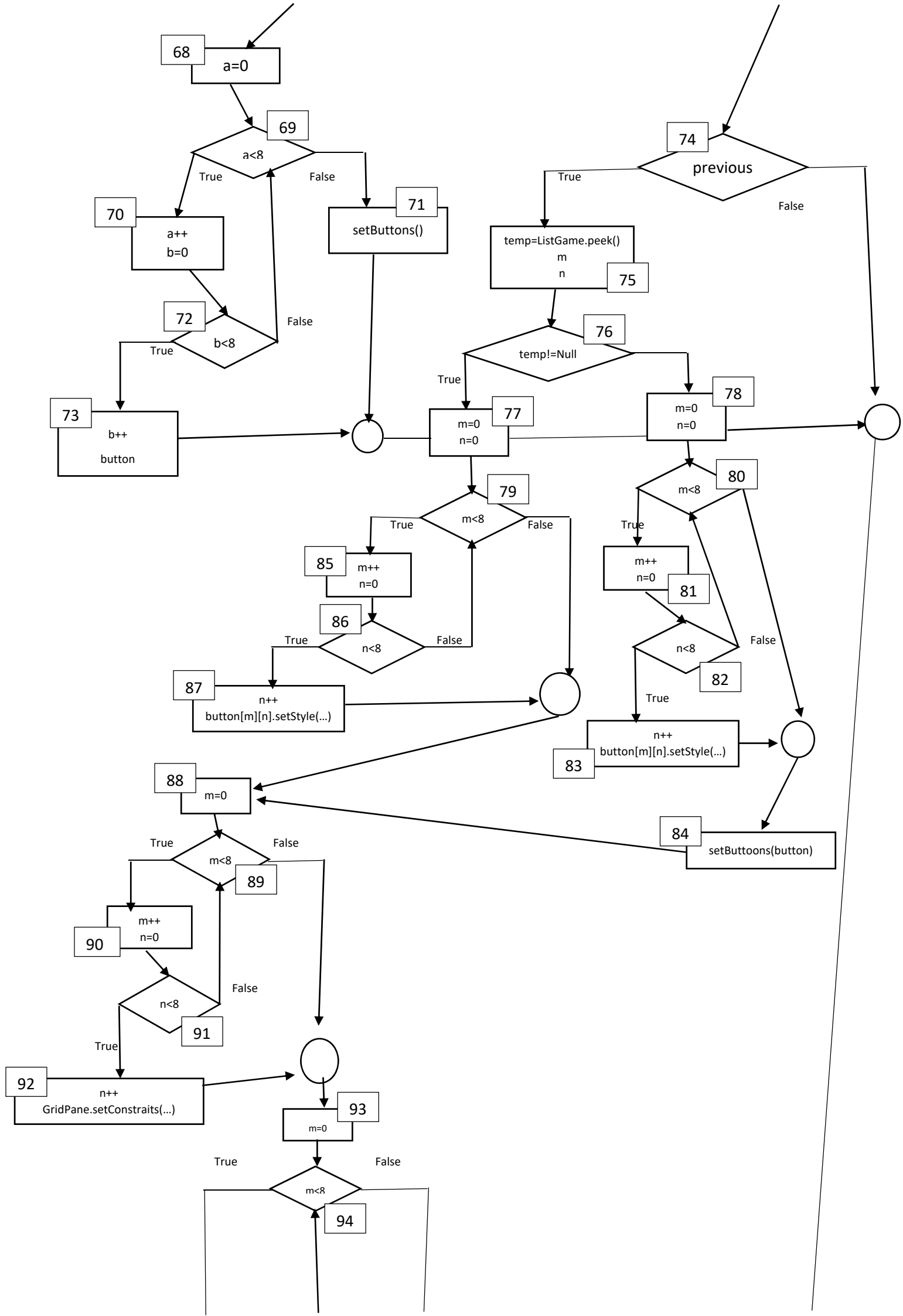
In start metod contains all event handlers for graphical user interface which are all event handlers of chess table which are 64 buttons. These buttons changes their css properties for example if we clicked to a button which contains pawn then we clicked to another button which doesn't contains any piece than pawn making move from first place to second place with changing own css properties. we added menu to graphical user interface so we added this property to start method. In start method we added grid properties which is a property of JavaFx , this property provides us setting layout in every place that want by us. In start method contains the event handler that provides playing chess that changing css properties 64 buttons and another event handler provides restart game which is event handler of restart button and previous game event handler provides that show previous status of the game that is event handler of previous button.

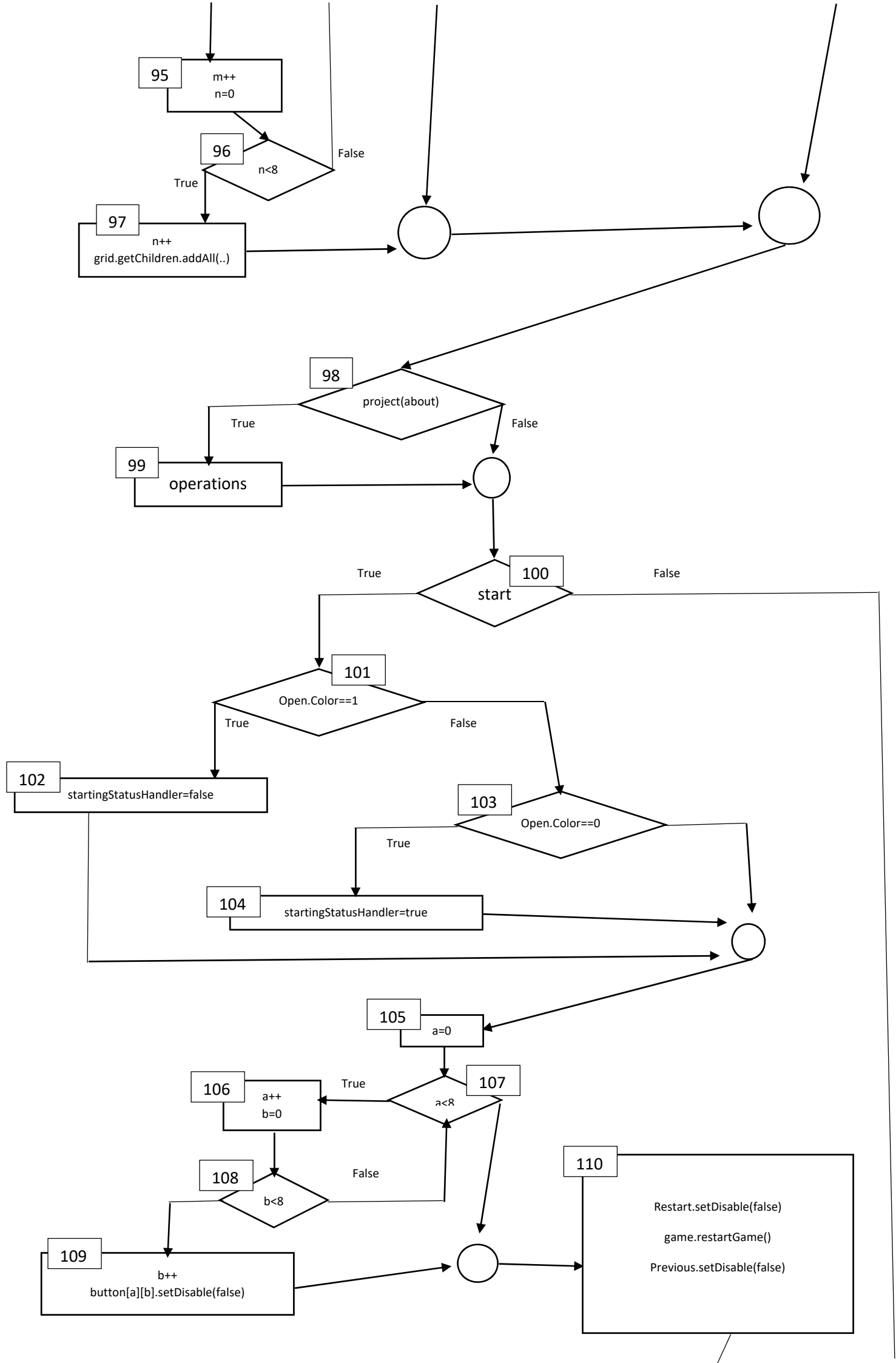
3. CONTROL FLOW GRAPH

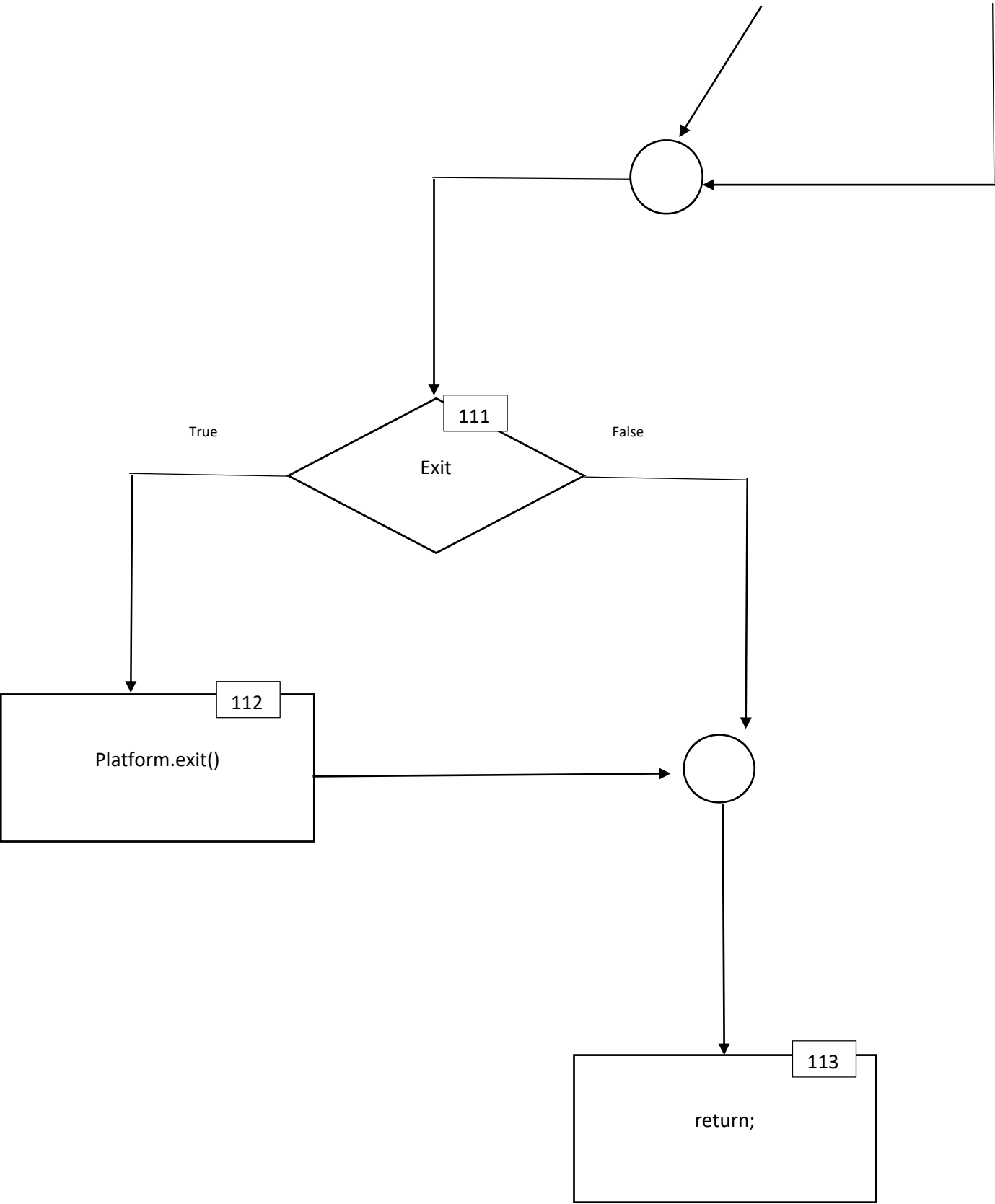












4. FULL STATEMENT COVERAGE PATHS

Path 1:

1-2(T)-3-5(T)-6-10(T)-11-24(T)-25-26(T)-27(T)-28-29(T)-30-38(T)-39-40-41-42(T)-43-44(T)-45-46-47(T)-48-49(T)-50-51-52(T)-53-54-55(T)-56-57(T)-58-59(T)-60-62(T)-63-68-69(T)-70-72(T)-73-77-78-98(T)-99-100(T)-101(T)-102-105-107(T)-106-108(T)-109-110-111(T)-112-113

Path 2:

1-2(T)-3-5(T)-6-10(T)-11-24(T)-25-26(T)-27(T)-28-29(T)-30-38(T)-39-40-41-42(T)-43-44(T)-45-46-47(T)-48-49(T)-50-51-52(T)-53-54-55(T)-56-57(T)-58-59(T)-60-62(T)-63-68-69(T)-70-72(T)-73-77-78-98(T)-99-100(T)-101(T)-102-105-107(T)-106-108(T)-109-110-111(F)-113

Path 3:

1-2(T)-3-5(T)-6-10(T)-11-24(T)-25-26(T)-27(T)-28-29(T)-30-38(T)-39-40-41-42(T)-43-44(T)-45-46-47(T)-48-49(T)-50-51-52(T)-53-54-55(T)-56-57(T)-58-59(T)-60-62(T)-63-68-69(T)-70-72(T)-73-77-78-98(T)-99-100(T)-101(T)-102-105-107(F)-110-111(T)-112-113

Path 4:

1-2(T)-3-5(T)-6-10(T)-11-24(T)-25-26(T)-27(T)-28-29(T)-30-38(T)-39-40-41-42(T)-43-44(T)-45-46-47(T)-48-49(T)-50-51-52(T)-53-54-55(T)-56-57(T)-58-59(T)-60-62(T)-63-68-69(T)-70-72(T)-73-77-78-98(T)-99-100(T)-101(T)-102-105-107(F)-110-111(F)-113

Path 5:

1-2(T)-3-5(T)-6-10(T)-11-24(T)-25-26(T)-27(T)-28-29(T)-30-38(T)-39-40-41-42(T)-43-44(T)-45-46-47(T)-48-49(T)-50-51-52(T)-53-54-55(T)-56-57(T)-58-59(T)-60-62(T)-63-68-69(T)-70-72(T)-73-77-78-98(T)-99-100(T)-101(F)-103(T)-104-105-107(T)-106-108(T)-109-110-111(T)-112-113

Path 6:

1-2(T)-3-5(T)-6-10(T)-11-24(T)-25-26(T)-27(T)-28-29(T)-30-38(T)-39-40-41-42(T)-43-44(T)-45-46-47(T)-48-49(T)-50-51-52(T)-53-54-55(T)-56-57(T)-58-59(T)-60-62(T)-63-68-69(T)-70-72(T)-73-77-78-98(T)-99-100(T)-101(F)-103(T)-104-105-107(T)-106-108(T)-109-110-111(F)-113

Path 7:

1-2(T)-3-5(T)-6-10(T)-11-24(T)-25-26(T)-27(T)-28-29(T)-30-38(T)-39-40-41-42(T)-43-44(T)-45-46-47(T)-48-49(T)-50-51-52(T)-53-54-55(T)-56-57(T)-58-59(T)-60-62(T)-63-68-69(T)-70-72(T)-73-77-78-98(T)-99-100(T)-101(F)-103(T)-104-105-107(F)-110-111(T)-112-113

Path 8:

1-2(T)-3-5(T)-6-10(T)-11-24(T)-25-26(T)-27(T)-28-29(T)-30-38(T)-39-40-41-42(T)-43-44(T)-45-46-47(T)-48-49(T)-50-51-52(T)-53-54-55(T)-56-57(T)-58-59(T)-60-62(T)-63-68-69(T)-70-72(T)-73-77-78-98(T)-99-100(T)-101(F)-103(T)-104-105-107(F)-110-111(F)-113

5. INPUTS THAT PROVIDES PATHS

Inputs For Path1:

(T) 2 -> `i < 8` -> `i` is not global or not input

(T) 5 -> `j < 8` -> `j` is not global or not input

(T) 10 -> `Button[i][j].eventhandler` -> `eventhandler` is not global or not input

(T) 24 -> `startingStatusHandler || game.getIsComputerOn() == 0`

-> `startingStatusHandler` is global and `game` is global. Conditions must be `True || True, True || False, False || True`.

`startingStatusHandler = True and game.getIsComputerOn() = 0`

`|| startingStatusHandler = True and game.getIsComputerOn() != 0`

`|| startingStatusHandler != True and game.getIsComputerOn() = 0`

(T) 26 -> `game.getIsComputerOn() != 0 && (currentStatus == 2 || ! startingStatusHandler)`

-> `startingStatusHandler` is global and `game` is global and `currentStatus` is global. Conditions must be `True && (True || True), True && (True || False), True && (False || True)`.

`True && (True || True) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler = True`

`True && (True || False) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler != True`

`True && (False || True) > game.getIsComputerOn() != 0 and currentStatus != 2 and startingStatusHandler = True`

(T) 27 -> `game.getIsComputerOn() == 1`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 1`

(T) 29 -> `game.getIsComputerOn() == 2`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 2`

(T) 38 -> `game.getIsComputerOn() == 3`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 3`

(T) 42 -> `currentStatus == 1`

-> `currentStatus` is global. Condition must be `True`.

currentStatus = 1

(T) 44 -> **a<tempMoveList.size()** -> **a is not global or not input but tempMoveList global but size of tempMoveList update in start method**

(T) 47 -> **currentStatus == 2**

-> currentStatus is global. Condition must be True.

currentStatus = 2

(T) 49 -> **currentStatus == 3**

-> currentStatus is global. Condition must be True.

currentStatus = 3

(T) 52 -> **save eventhandler** -> **eventhandler is not global or not input**

(T) 55 -> **load eventhandler** -> **eventhandler is not global or not input**

(T) 57 -> **file != null** -> **file is not global or not input**

(T) 59 -> **restart eventhandler** -> **eventhandler is not global or not input**

(T) 62 -> **Open.Color == 1** -> **Open is not global or not input**

(T) 69 -> **a<8** -> **a is not global or not input**

(T) 72 -> **b<8** -> **b is not global or not input**

(T) 98 -> **project(about) eventhandler** -> **eventhandler is not global or not input**

(T) 100 -> **start eventhandler** -> **eventhandler is not global or not input**

(T) 101 -> **Open.Color == 1** -> **Open is not global or not input**

(T) 107 -> **a<8** -> **a is not global or not input**

(T) 108 -> **b<8** -> **b is not global or not input**

(T) 111 -> **exit eventhandler** -> **eventhandler is not global or not input**

Inputs For Path2:

(T) 2 -> `i < 8` -> `i` is not global or not input

(T) 5 -> `j < 8` -> `j` is not global or not input

(T) 10 -> `Button[i][j].eventhandler` -> eventhandler is not global or not input

(T) 24 -> `startingStatusHandler || game.getIsComputerOn() == 0`

-> `startingStatusHandler` is global and `game` is global. Conditions must be `True || True, True || False, False || True`.

`startingStatusHandler = True and game.getIsComputerOn() = 0`

`|| startingStatusHandler = True and game.getIsComputerOn() != 0`

`|| startingStatusHandler != True and game.getIsComputerOn() = 0`

(T) 26 -> `game.getIsComputerOn() != 0 && (currentStatus == 2 || ! startingStatusHandler)`

-> `startingStatusHandler` is global and `game` is global and `currentStatus` is global. Conditions must be `True && (True || True), True && (True || False), True && (False || True)`.

`True && (True || True) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler = True`

`True && (True || False) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler != True`

`True && (False || True) > game.getIsComputerOn() != 0 and currentStatus != 2 and startingStatusHandler = True`

(T) 27 -> `game.getIsComputerOn() == 1`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 1`

(T) 29 -> `game.getIsComputerOn() == 2`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 2`

(T) 38 -> `game.getIsComputerOn() == 3`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 3`

(T) 42 -> `currentStatus == 1`

-> `currentStatus` is global. Condition must be `True`.

`currentStatus = 1`

- (T) 44 ->** `a<tempMoveList.size()` -> **a is not global or not input but tempMoveList global but size of tempMoveList update in start method**
- (T) 47 ->** `currentStatus == 2`
-> **currentStatus is global. Condition must be True.**
currentStatus = 2
- (T) 49 ->** `currentStatus == 3`
-> **currentStatus is global. Condition must be True.**
currentStatus = 3
- (T) 52 ->** `save eventhandler` -> **eventhandler is not global or not input**
- (T) 55 ->** `load eventhandler` -> **eventhandler is not global or not input**
- (T) 57 ->** `file != null` -> **file is not global or not input**
- (T) 59 ->** `restart eventhandler` -> **eventhandler is not global or not input**
- (T) 62 ->** `Open.Color == 1` -> **Open is not global or not input**
- (T) 69 ->** `a<8` -> **a is not global or not input**
- (T) 72 ->** `b<8` -> **b is not global or not input**
- (T) 98 ->** `project(about) eventhandler` -> **eventhandler is not global or not input**
- (T) 100 ->** `start eventhandler` -> **eventhandler is not global or not input**
- (T) 101 ->** `Open.Color == 1` -> **Open is not global or not input**
- (T) 107 ->** `a<8` -> **a is not global or not input**
- (T) 108 ->** `b<8` -> **b is not global or not input**
- (F) 111 ->** `exit eventhandler` -> **eventhandler is not global or not input**

Inputs For Path3:

(T) 2 -> `i < 8` -> `i` is not global or not input

(T) 5 -> `j < 8` -> `j` is not global or not input

(T) 10 -> `Button[i][j].eventhandler` -> `eventhandler` is not global or not input

(T) 24 -> `startingStatusHandler || game.getIsComputerOn() == 0`

-> `startingStatusHandler` is global and `game` is global. Conditions must be `True || True, True || False, False || True`.

`startingStatusHandler = True and game.getIsComputerOn() = 0`

`|| startingStatusHandler = True and game.getIsComputerOn() != 0`

`|| startingStatusHandler != True and game.getIsComputerOn() = 0`

(T) 26 -> `game.getIsComputerOn() != 0 && (currentStatus == 2 || ! startingStatusHandler)`

-> `startingStatusHandler` is global and `game` is global and `currentStatus` is global. Conditions must be `True && (True || True), True && (True || False), True && (False || True)`.

`True && (True || True) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler = True`

`True && (True || False) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler != True`

`True && (False || True) > game.getIsComputerOn() != 0 and currentStatus != 2 and startingStatusHandler = True`

(T) 27 -> `game.getIsComputerOn() == 1`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 1`

(T) 29 -> `game.getIsComputerOn() == 2`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 2`

(T) 38 -> `game.getIsComputerOn() == 3`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 3`

(T) 42 -> `currentStatus == 1`

-> `currentStatus` is global. Condition must be `True`.

`currentStatus = 1`

- (T) 44 ->** `a<tempMoveList.size()` -> **a is not global or not input but tempMoveList global but size of tempMoveList update in start method**
- (T) 47 ->** `currentStatus == 2`
-> **currentStatus is global. Condition must be True.**
currentStatus = 2
- (T) 49 ->** `currentStatus == 3`
-> **currentStatus is global. Condition must be True.**
currentStatus = 3
- (T) 52 ->** `save eventhandler` -> **eventhandler is not global or not input**
- (T) 55 ->** `load eventhandler` -> **eventhandler is not global or not input**
- (T) 57 ->** `file != null` -> **file is not global or not input**
- (T) 59 ->** `restart eventhandler` -> **eventhandler is not global or not input**
- (T) 62 ->** `Open.Color == 1` -> **Open is not global or not input**
- (T) 69 ->** `a<8` -> **a is not global or not input**
- (T) 72 ->** `b<8` -> **b is not global or not input**
- (T) 98 ->** `project(about) eventhandler` -> **eventhandler is not global or not input**
- (T) 100 ->** `start eventhandler` -> **eventhandler is not global or not input**
- (T) 101 ->** `Open.Color == 1` -> **Open is not global or not input**
- (F) 107 ->** `a<8` -> **a is not global or not input**
- (T) 111 ->** `exit eventhandler` -> **eventhandler is not global or not input**

Inputs For Path4:

(T) 2 -> `i < 8` -> `i` is not global or not input

(T) 5 -> `j < 8` -> `j` is not global or not input

(T) 10 -> `Button[i][j].eventhandler` -> `eventhandler` is not global or not input

(T) 24 -> `startingStatusHandler || game.getIsComputerOn() == 0`

-> `startingStatusHandler` is global and `game` is global. Conditions must be `True || True, True || False, False || True`.

`startingStatusHandler = True and game.getIsComputerOn() = 0`

`|| startingStatusHandler = True and game.getIsComputerOn() != 0`

`|| startingStatusHandler != True and game.getIsComputerOn() = 0`

(T) 26 -> `game.getIsComputerOn() != 0 && (currentStatus == 2 || ! startingStatusHandler)`

-> `startingStatusHandler` is global and `game` is global and `currentStatus` is global. Conditions must be `True && (True || True), True && (True || False), True && (False || True)`.

`True && (True || True) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler = True`

`True && (True || False) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler != True`

`True && (False || True) > game.getIsComputerOn() != 0 and currentStatus != 2 and startingStatusHandler = True`

(T) 27 -> `game.getIsComputerOn() == 1`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 1`

(T) 29 -> `game.getIsComputerOn() == 2`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 2`

(T) 38 -> `game.getIsComputerOn() == 3`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 3`

(T) 42 -> `currentStatus == 1`

-> `currentStatus` is global. Condition must be `True`.

`currentStatus = 1`

- (T) 44 ->** `a<tempMoveList.size()` -> **a is not global or not input but tempMoveList global but size of tempMoveList update in start method**
- (T) 47 ->** `currentStatus == 2`
-> **currentStatus is global. Condition must be True.**
currentStatus = 2
- (T) 49 ->** `currentStatus == 3`
-> **currentStatus is global. Condition must be True.**
currentStatus = 3
- (T) 52 ->** `save eventhandler` -> **eventhandler is not global or not input**
- (T) 55 ->** `load eventhandler` -> **eventhandler is not global or not input**
- (T) 57 ->** `file != null` -> **file is not global or not input**
- (T) 59 ->** `restart eventhandler` -> **eventhandler is not global or not input**
- (T) 62 ->** `Open.Color == 1` -> **Open is not global or not input**
- (T) 69 ->** `a<8` -> **a is not global or not input**
- (T) 72 ->** `b<8` -> **b is not global or not input**
- (T) 98 ->** `project(about) eventhandler` -> **eventhandler is not global or not input**
- (T) 100 ->** `start eventhandler` -> **eventhandler is not global or not input**
- (T) 101 ->** `Open.Color == 1` -> **Open is not global or not input**
- (F) 107 ->** `a<8` -> **a is not global or not input**
- (F) 111 ->** `exit eventhandler` -> **eventhandler is not global or not input**

Inputs For Path5:

(T) 2 -> `i < 8` -> `i` is not global or not input

(T) 5 -> `j < 8` -> `j` is not global or not input

(T) 10 -> `Button[i][j].eventhandler` -> `eventhandler` is not global or not input

(T) 24 -> `startingStatusHandler || game.getIsComputerOn() == 0`

-> `startingStatusHandler` is global and `game` is global. Conditions must be `True || True, True || False, False || True`.

`startingStatusHandler = True and game.getIsComputerOn() = 0`

`|| startingStatusHandler = True and game.getIsComputerOn() != 0`

`|| startingStatusHandler != True and game.getIsComputerOn() = 0`

(T) 26 -> `game.getIsComputerOn() != 0 && (currentStatus == 2 || ! startingStatusHandler)`

-> `startingStatusHandler` is global and `game` is global and `currentStatus` is global. Conditions must be `True && (True || True), True && (True || False), True && (False || True)`.

`True && (True || True) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler = True`

`True && (True || False) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler != True`

`True && (False || True) > game.getIsComputerOn() != 0 and currentStatus != 2 and startingStatusHandler = True`

(T) 27 -> `game.getIsComputerOn() == 1`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 1`

(T) 29 -> `game.getIsComputerOn() == 2`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 2`

(T) 38 -> `game.getIsComputerOn() == 3`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 3`

(T) 42 -> `currentStatus == 1`

-> `currentStatus` is global. Condition must be `True`.

`currentStatus = 1`

(T) 44 -> `a<tempMoveList.size()` -> **a is not global or not input but tempMoveList global but size of tempMoveList update in start method**

(T) 47 -> `currentStatus == 2`
-> **currentStatus is global. Condition must be True.**
currentStatus = 2

(T) 49 -> `currentStatus == 3`
-> **currentStatus is global. Condition must be True.**
currentStatus = 3

(T) 52 -> `save eventhandler` -> **eventhandler is not global or not input**

(T) 55 -> `load eventhandler` -> **eventhandler is not global or not input**

(T) 57 -> `file != null` -> **file is not global or not input**

(T) 59 -> `restart eventhandler` -> **eventhandler is not global or not input**

(T) 62 -> `Open.Color == 1` -> **Open is not global or not input**

(T) 69 -> `a<8` -> **a is not global or not input**

(T) 72 -> `b<8` -> **b is not global or not input**

(T) 98 -> `project(about) eventhandler` -> **eventhandler is not global or not input**

(T) 100 -> `start eventhandler` -> **eventhandler is not global or not input**

(F) 101 -> `Open.Color == 1` -> **Open is not global or not input**

(T) 103 -> `Open.Color == 0` -> **Open is not global or not input**

(T) 107 -> `a<8` -> **a is not global or not input**

(T) 108 -> `b<8` -> **b is not global or not input**

(T) 111 -> `exit eventhandler` -> **eventhandler is not global or not input**

Inputs For Path6:

(T) 2 -> `i < 8` -> `i` is not global or not input

(T) 5 -> `j < 8` -> `j` is not global or not input

(T) 10 -> `Button[i][j].eventhandler` -> `eventhandler` is not global or not input

(T) 24 -> `startingStatusHandler || game.getIsComputerOn() == 0`

-> `startingStatusHandler` is global and `game` is global. Conditions must be `True || True, True || False, False || True`.

`startingStatusHandler = True and game.getIsComputerOn() = 0`

`|| startingStatusHandler = True and game.getIsComputerOn() != 0`

`|| startingStatusHandler != True and game.getIsComputerOn() = 0`

(T) 26 -> `game.getIsComputerOn() != 0 && (currentStatus == 2 || ! startingStatusHandler)`

-> `startingStatusHandler` is global and `game` is global and `currentStatus` is global. Conditions must be `True && (True || True), True && (True || False), True && (False || True)`.

`True && (True || True) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler = True`

`True && (True || False) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler != True`

`True && (False || True) > game.getIsComputerOn() != 0 and currentStatus != 2 and startingStatusHandler = True`

(T) 27 -> `game.getIsComputerOn() == 1`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 1`

(T) 29 -> `game.getIsComputerOn() == 2`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 2`

(T) 38 -> `game.getIsComputerOn() == 3`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 3`

(T) 42 -> `currentStatus == 1`

-> `currentStatus` is global. Condition must be `True`.

`currentStatus = 1`

(T) 44 -> `a<tempMoveList.size()` -> **a is not global or not input but tempMoveList global but size of tempMoveList update in start method**

(T) 47 -> `currentStatus == 2`

 -> **currentStatus is global. Condition must be True.**

 currentStatus = 2

(T) 49 -> `currentStatus == 3`

 -> **currentStatus is global. Condition must be True.**

 currentStatus = 3

(T) 52 -> `save eventhandler` -> **eventhandler is not global or not input**

(T) 55 -> `load eventhandler` -> **eventhandler is not global or not input**

(T) 57 -> `file != null` -> **file is not global or not input**

(T) 59 -> `restart eventhandler` -> **eventhandler is not global or not input**

(T) 62 -> `Open.Color == 1` -> **Open is not global or not input**

(T) 69 -> `a<8` -> **a is not global or not input**

(T) 72 -> `b<8` -> **b is not global or not input**

(T) 98 -> `project(about) eventhandler` -> **eventhandler is not global or not input**

(T) 100 -> `start eventhandler` -> **eventhandler is not global or not input**

(F) 101 -> `Open.Color == 1` -> **Open is not global or not input**

(T) 103 -> `Open.Color == 0` -> **Open is not global or not input**

(T) 107 -> `a<8` -> **a is not global or not input**

(T) 108 -> `b<8` -> **b is not global or not input**

(F) 111 -> `exit eventhandler` -> **eventhandler is not global or not input**

Inputs For Path7:

(T) 2 -> `i < 8` -> `i` is not global or not input

(T) 5 -> `j < 8` -> `j` is not global or not input

(T) 10 -> `Button[i][j] eventhandler` -> `eventhandler` is not global or not input

(T) 24 -> `startingStatusHandler || game.getIsComputerOn() == 0`

-> `startingStatusHandler` is global and `game` is global. Conditions must be `True || True, True || False, False || True`.

`startingStatusHandler = True and game.getIsComputerOn() = 0`

`|| startingStatusHandler = True and game.getIsComputerOn() != 0`

`|| startingStatusHandler != True and game.getIsComputerOn() = 0`

(T) 26 -> `game.getIsComputerOn != 0 && (currentStatus == 2 || ! startingStatusHandler)`

-> `startingStatusHandler` is global and `game` is global and `currentStatus` is global. Conditions must be `True && (True || True), True && (True || False), True && (False || True)`.

`True && (True || True) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler = True`

`True && (True || False) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler != True`

`True && (False || True) > game.getIsComputerOn() != 0 and currentStatus != 2 and startingStatusHandler = True`

(T) 27 -> `game.getIsComputerOn() == 1`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 1`

(T) 29 -> `game.getIsComputerOn() == 2`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 2`

(T) 38 -> `game.getIsComputerOn() == 3`

-> `game` is global. Condition must be `True`.

`game.getIsComputerOn() = 3`

(T) 42 -> `currentStatus == 1`

-> `currentStatus` is global. Condition must be `True`.

`currentStatus = 1`

- (T) 44 ->** `a<tempMoveList.size()` -> **a is not global or not input but tempMoveList global but size of tempMoveList update in start method**
- (T) 47 ->** `currentStatus == 2`
-> **currentStatus is global. Condition must be True.**
currentStatus = 2
- (T) 49 ->** `currentStatus == 3`
-> **currentStatus is global. Condition must be True.**
currentStatus = 3
- (T) 52 ->** `save eventhandler` -> **eventhandler is not global or not input**
- (T) 55 ->** `load eventhandler` -> **eventhandler is not global or not input**
- (T) 57 ->** `file != null` -> **file is not global or not input**
- (T) 59 ->** `restart eventhandler` -> **eventhandler is not global or not input**
- (T) 62 ->** `Open.Color == 1` -> **Open is not global or not input**
- (T) 69 ->** `a<8` -> **a is not global or not input**
- (T) 72 ->** `b<8` -> **b is not global or not input**
- (T) 98 ->** `project(about) eventhandler` -> **eventhandler is not global or not input**
- (T) 100 ->** `start eventhandler` -> **eventhandler is not global or not input**
- (F) 101 ->** `Open.Color == 1` -> **Open is not global or not input**
- (T) 103 ->** `Open.Color == 0` -> **Open is not global or not input**
- (T) 107 ->** `a<8` -> **a is not global or not input**
- (T) 111 ->** `exit eventhandler` -> **eventhandler is not global or not input**

Inputs For Path8:

(T) 2 -> `i < 8` -> i is not global or not input

(T) 5 -> `j < 8` -> j is not global or not input

(T) 10 -> `Button[i][j] eventhandler` -> eventhandler is not global or not input

(T) 24 -> `startingStatusHandler || game.getIsComputerOn() == 0`

-> startingStatusHandler is global and game is global. Conditions must be
`True || True, True || False, False || True.`

`startingStatusHandler = True and game.getIsComputerOn() = 0`

`|| startingStatusHandler = True and game.getIsComputerOn() != 0`

`|| startingStatusHandler != True and game.getIsComputerOn() = 0`

(T) 26 -> `game.getIsComputerOn != 0 && (currentStatus == 2 || ! startingStatusHandler)`

-> startingStatusHandler is global and game is global and currentStatus is global. Conditions must be `True && (True || True), True && (True || False), True && (False || True).`

`True && (True || True) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler = True`

`True && (True || False) > game.getIsComputerOn() != 0 and currentStatus = 2 and startingStatusHandler != True`

`True && (False || True) > game.getIsComputerOn() != 0 and currentStatus != 2 and startingStatusHandler = True`

(T) 27 -> `game.getIsComputerOn() == 1`

-> game is global. Condition must be True.

`game.getIsComputerOn() = 1`

(T) 29 -> `game.getIsComputerOn() == 2`

-> game is global. Condition must be True.

`game.getIsComputerOn() = 2`

(T) 38 -> `game.getIsComputerOn() == 3`

-> game is global. Condition must be True.

`game.getIsComputerOn() = 3`

(T) 42 -> `currentStatus == 1`

-> currentStatus is global. Condition must be True.

`currentStatus = 1`

- (T) 44 ->** `a<tempMoveList.size()` -> **a is not global or not input but tempMoveList global but size of tempMoveList update in start method**
- (T) 47 ->** `currentStatus == 2`
-> **currentStatus is global. Condition must be True.**
currentStatus = 2
- (T) 49 ->** `currentStatus == 3`
-> **currentStatus is global. Condition must be True.**
currentStatus = 3
- (T) 52 ->** `save eventhandler` -> **eventhandler is not global or not input**
- (T) 55 ->** `load eventhandler` -> **eventhandler is not global or not input**
- (T) 57 ->** `file != null` -> **file is not global or not input**
- (T) 59 ->** `restart eventhandler` -> **eventhandler is not global or not input**
- (T) 62 ->** `Open.Color == 1` -> **Open is not global or not input**
- (T) 69 ->** `a<8` -> **a is not global or not input**
- (T) 72 ->** `b<8` -> **b is not global or not input**
- (T) 98 ->** `project(about) eventhandler` -> **eventhandler is not global or not input**
- (T) 100 ->** `start eventhandler` -> **eventhandler is not global or not input**
- (F) 101 ->** `Open.Color == 1` -> **Open is not global or not input**
- (T) 103 ->** `Open.Color == 0` -> **Open is not global or not input**
- (F) 107 ->** `a<8` -> **a is not global or not input**
- (F) 111 ->** `exit eventhandler` -> **eventhandler is not global or not input**

6. TABLO

To Node	Results of Conditions in This Node	Type of Error
72	False	infinite loop
82	False	infinite loop
86	False	infinite loop
91	False	infinite loop
96	False	infinite loop
108	False	infinite loop

Table 1: According to Result of Conditions Errors in nodes