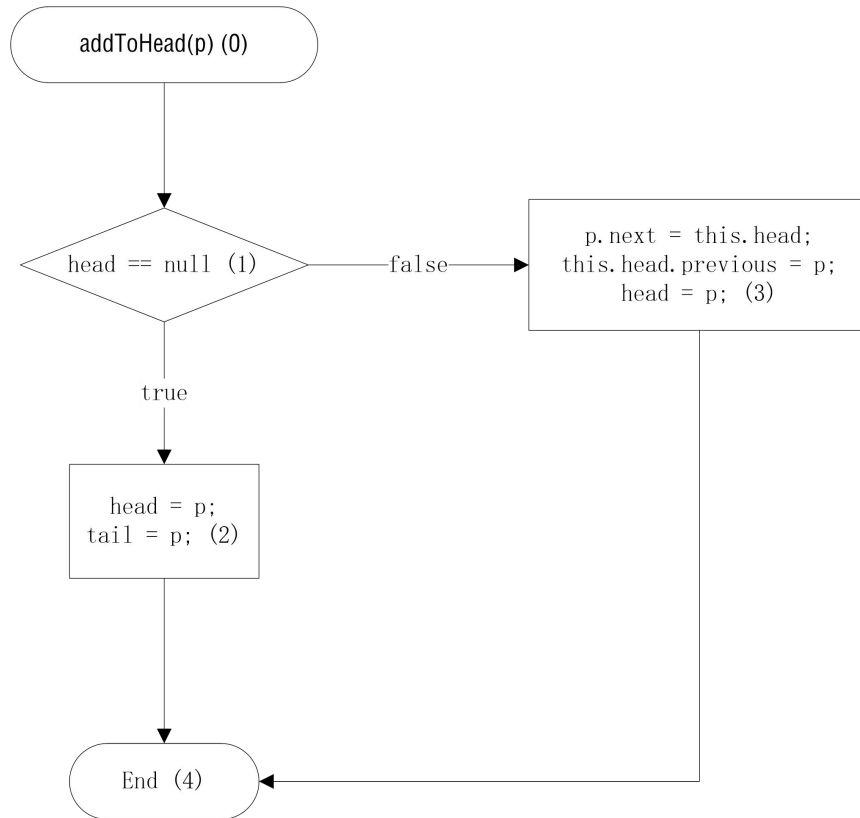


AddToHead

The CFG is:

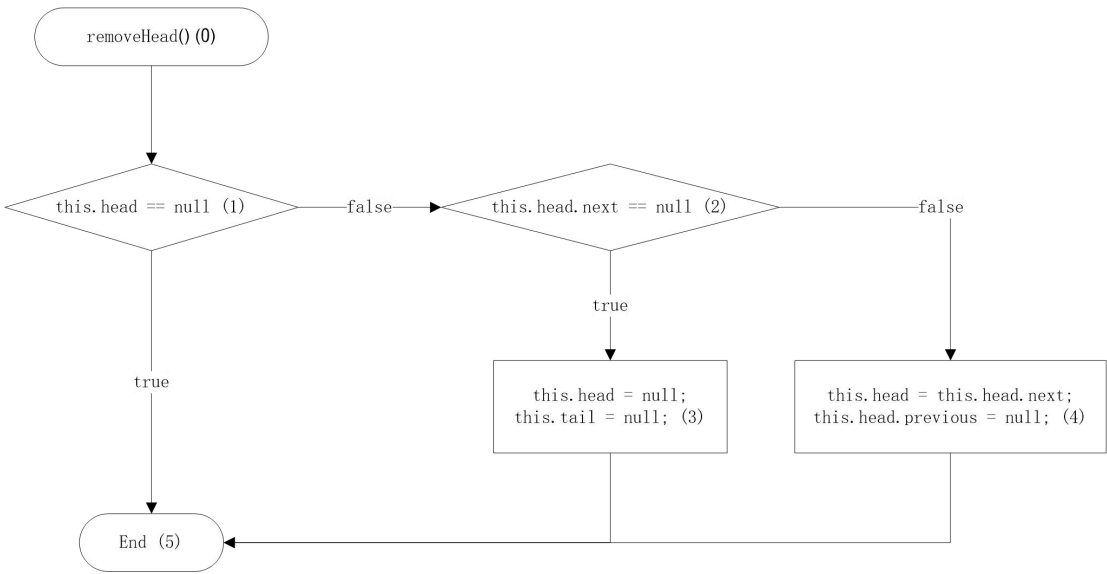


The basic path set with the respective test cases:

	Paths	Test Cases
Path0	(0, 1, 2, 4)	(TC0, head = null)
path1	(0, 1, 3, 4)	(TC0, head != null)

RemoveHead

The CFG is:

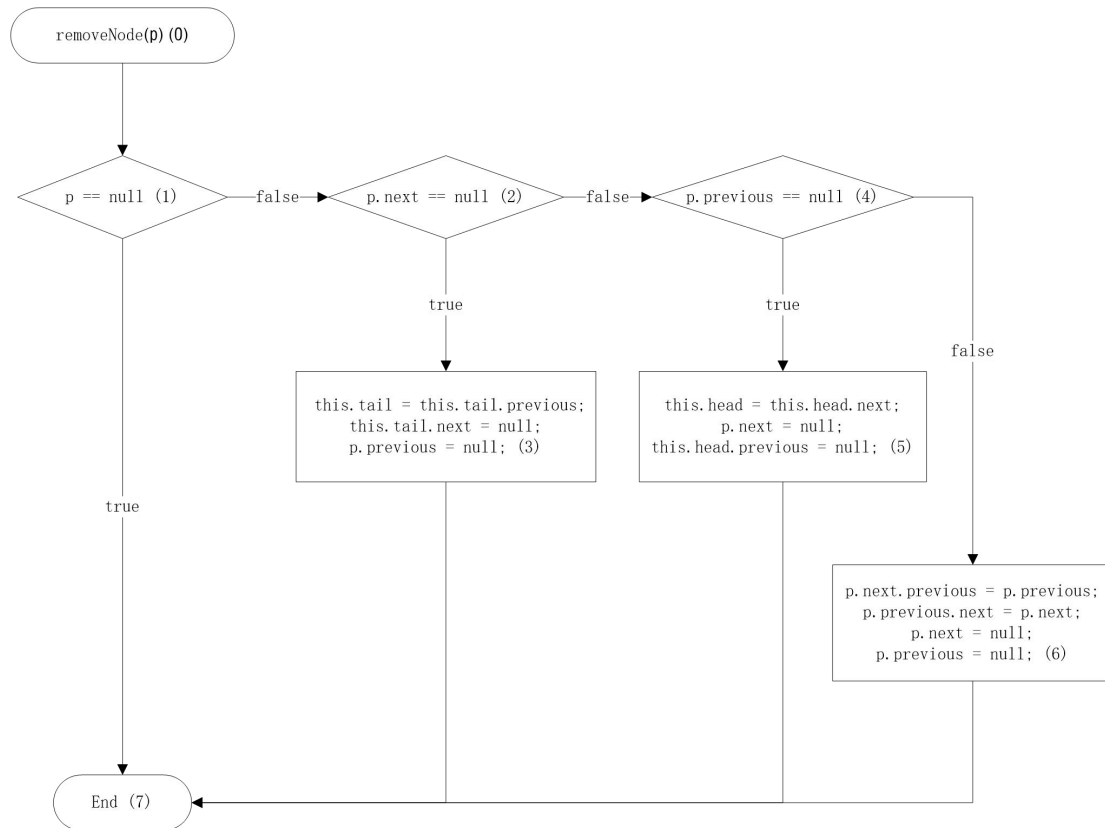


The basic path set with the respective test cases:

	Paths	Test Cases
Path0	(0, 1, 5)	(TC0, head = null)
path1	(0, 1, 2, 3, 5)	(TC1, head != null, head.next = null)
Path2	(0, 1, 2, 4, 5)	(TC2, head != null, head.next != null)

RemoveNode

The CFG is:



The basic path set with the respective test cases:

	Paths	Test Cases
Path0	(0, 1, 7)	(TC0, p = null)
path1	(0, 1, 2, 3, 7)	(TC1, p != null, p.next = null)
Path2	(0, 1, 2, 4, 5, 7)	(TC2, p != null, p.next != null, p.previous = null)
Path3	(0, 1, 2, 4, 6, 7)	(TC3, p != null, p.next != null, p.previous != null)