Testname (Groovy)	Model used	Usage	Classes Covered	Notes/ TODOs
algMultProcedure	generated	generates a model "Multiplication" and animates it	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	dead code?
algorithmMultExample	generated	generates the model "Multiplication" from an algorithm	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	dead code?
animationCommands	scheduler.mch	uses animationCommands on a model	CheckMaxOperationsReachedStatusCommand, CheckTimeoutStatusCommand, GetEnabledOperationsCommand, GetOperationsByPredicateCommand, IStateSpaceModifier	Not every command is checked
animationSmokeTest	scheduler.mch	creates 10 random Traces for a model		
anyOperationTest	scheduler.mch	anyOperation and anyEvent are executed properly	Trace	
assertionPropagation	generated	generates a model of a "binary search" algorithm	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	dead code?
asynchronusEval	scheduler.mch	checks if formulas can be registered and evaluated later on	EvaluationErrorResult	
bowlOfCherriesTest	generated	generate and animate the "bowlOfCherries" Model	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	
branchTrace	scheduler.mch	perform animations on a model, go back and have different step results in a correct trace	Trace, getTransitionList	
carsOnABridge	generated			TODO: not covered
cbcChecking	createErrors.bcm	test constraint based dreadlock and invariant checking	CBCDeadlockChecker	many warnings
cbcTest	scheduler.mch	test if CBC solving correctly	CbcSolveCommand	TODO: another example and translation test missing - why isn't CBC written in upperCase in CbcSolveCommand
checkStdLib	none	check if standard library is present		
correctIncludes	M1.mch	check if machines are prefixed and represented correctly (and checks if subscription works correctly)	Dependency Graph	subscription mechanism (old or new one?)
counterLoadBumBumTest	machine.bum.bum	ensures that .bum.bum file can be loaded and doesn't result in empty machine	.	TODO: Fragen:.bum.bum, wozu gebraucht?
CoverageTest	scheduler.mch	ComputeCoverageCommand returns expected result	ComputeCoverageCommand	only test written in upper case

cspAssertions	*Deterministic1.csp*		CSPModel, CSPAssertionCommand	example for checking CSP assertion
enableMatrixTest	*scheduler.mch*	checks if info of GetEnableMatrixCommand is set correctly while executed	GetEnableMatrixCommand	dead code?
enumerationWarning	*scheduler.mch*	check if warnings are handled	EnumerationWarning	
euclidAlgorithm	*generated*	generates the model "Multiplication" from an algorithm	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	dead code?
evalStore	*scheduler.mch*	eval store MAY(?) be working correctly	EvalstoreCreateByStateCommand, EvalstoreEvalCommand (redundant), EvalstoreResult	maybe give it a better name... (!!)
evaluateFormulasTest	*scheduler.mch*	check if registered formula is automatically evaluated in every state and can be found in the cache later on		there's a ticket for that so keep in mind -> command to unregister formulas PROBCORE-931
evaluateTest	*scheduler.mch*	check if evaluating of FORMULAS work	ClassicalB, TranslatedEvalResult, Atom	Name not telling, better: evaluationOfFormulasTest
executeUntil2	*Simple.mch*	for scheduler it is possible to randomly animate until a condition is met, check whether result trace is as expected	ExecuteUtilCommand	TODO: command to slow to make a new ExecuteUtilCommand and execute it; wieso 2 und nicht 1 oder nummer ganz weglassen?
factorialAlgorithm	*generated*	generate and animate the "fatorialAlgorithm" Model	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	dead code?
filterByPredicate	*scheduler.mch*	test if method getStatesFromPredicate works correctly		
filterStates	*scheduler.mch*	test if command FilterStatesFromPredicateCommand works correctly	FilterStatesFromPredicateCommand	
findTrace	*scheduler.mch*	test if GetShortestTraceCommand works correctly	GetShortestTraceCommand	
formulaExpansion	*scheduler.mch*	test if ExpandFormulaCommand works correctly	ExpandFormulaCommand	
getStateRep	*scheduler.mch*	test if you can get a state representation from prolog	State, getStateRep	
getTransitionDiagrammTest	*scheduler.mch*	check if GetTransitionDiagrammCommand works correctly	GetTransitionDiagrammCommand	
getVersion	*scheduler.mch*	check if GetVersionCommand works correctly	GetVersionCommand	
levelsLoadBccTest	*levels.bcc*	check if a .bcc file can be loaded and doesn't result in empty machine	api.*_load	

levelsLoadBucTest	*levels.buc*	check if a .buc file can be loaded and doesn't result in empty machine	api.*_load	
llParsingAlgorithm	*generated*	generate and animate the "LLParsing" Model	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	dead code?
loadAndSaveEventB	*lift0.bcm*	test if loading and storing an eventB example works		
loadClassicalBfromAst	*generated*	load generated B machine and test it	Bparser	
loadEventBFromZip	*Farmer.zip*	check if model can be loaded from zip file	ModelFactory	
loadEventBLift	*lift0.bcm*	check if the models are still accessible, when an EventB file is loaded	Dependency Graph.ERefType	
loadFromAst	*generated*	check if it's possible to load a model from an ast	BParser, ModelFactory	
loadFromString	*generated*	check if it's possible to load a model from a string	ModelFactory	
loadLift	*Lift.mch*	check if Lift.mch is loaded		
ltlTest	*scheduler.mch*	test if LTLFormulas can be checked	LTL, LTLCounterExample, LTLError, ModelChecker	
modelAPI	*EmptyMachine.bcm*	test if ModelAPI works correctly	ModelModifier, make	
modelAPI2	*EmptyMachine.bcm*	test if ModelAPI works correctly	ModelModifier, make	kann man die beiden nicht verbinden?
modelCheck	*scheduler.mch*	test if Model Checking works correctly	ConsistencyChecker, ModelCheck	
modelCheckingProcedures	*generated*	create model of model checking algorithm		
modelConstruction	*generated*	test if it's possible to construct a model	ModelModifier, getModel	
nonExistentFilesCaught	*none*	test if FileNotFoundException is thrown if an invalid file is given	api.*_load	
opRepresentation	*MultipleExample.mch Deterministic1.csp*	check if Operations are expanded as expected, when calling getCurrentTransition		

predicateCommands	*scheduler.mch*	test if PrimePredicateCommand works correctly	PrimePredicateCommand	
preferencesTest	*scheduler.mch*	set Preferences and check if they work	GetCurrentPreferenceCommand	dead code?
proB344TypeError	*Life.mch Marriage.mch*	check if ProB-344 is still resolved		**this only happened, because every test is with scheduler**
prologASTTest	*scheduler.mch*	Check if PrologAST builds correctly	GetModelCheckingCommand, PrologAST	maybe try another machine
russischeBauernmulti	*generated*	generate and animate the "Bauern2" Model	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	why in german?
schedulerLoadBcmTest	*Scheduler0.bcm*	check if a .bcm file can be loaded and doesn't result in empty machine, and check if some steps can be done	api.*_load	
schedulerLoadBumTest	*Scheduler0.bum*	check if a .bum file can be loaded and doesn't result in empty machine, and check if some steps can be done	api.*_load	
schedulerTests	*scheduler.mch*	test some attributes of the scheduler model		if this test doesn't work, most of the other tests wouldn't work either
searchForGoal	*scheduler.mch*	test if checking for goals works	ModelCheckingOptions, checkGoal	
SerializeTest	*scheduler.mch*	test if state can be serialized	SerializeStateCommand	
simpleMultiplication	*generated*	generate and animate "SimpleMult" model	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	dead code?
syncedTraces	*scheduler.mch lift0.bcm*	check if it's possible to sync traces with event and parameter combinations	SyncedTraces, Trace	
testPrettyTransitions	*lift0.bcm*	test if pretty print works	Trace, getPrettyRep	
testStub	*scheduler.mch*	RAW MODEL OF HOW A TEST SHOULD LOOK LIKE, WITH SCHEDULER AS MODEL...		maybe change the machine model here, would result in different machines in the next tests and rename to template
testUnitPluginActivation	*Empty.mch*	test if unit plugin can be activated and accessed successfully	GetPluginResultCommand	
testCommand	*scheduler.mch*	test if it's possible to create a simple text command	SimpleTextCommand	
theoryIntegration	*Mch.bcm*	test if it's possible to load and create and animate and Event-B model that uses the theory plugin	Theory, ModelModifier	dead code?

traceFromToNode	*scheduler.mch*	test if you can create a trace between two given nodes	FindTraceBetweenNodesCommand	
translateSubscribe	*scheduler.mch*	test if a formula object can be subscribed	ClassicalBModel, subscribe	
truncateValues	*MultipleExample.mch*	test if expanding and truncating formulas works	FormulaExpand	has no description
typeCheck	*scheduler.mch*	test if it's possible to type check a formula	ClassicalB, Formula, typecheck	
unsatCore	*scheduler.mch*	test if UnsatCoreCommand and MinimumUnsatCoreCommand work properly	UnsatCoreCommand, MinimumUnsatCoreCommand	dead code? and MinimumUnsatCoreCommand is not used
upgradeNotAllowed	*scheduler.mch*	test ensures that no CLI's are open before downloading CLI	api.*_load	**dead code? AND it doesn't test what it says**
usedMachineVariableScoping	*Foo.mch*	test if variables are correctly prefixed	ClassicalBModel, variables, invariants	
useSeqsInAlgorithm	*generated*	test if it's possible to load and create and animate and Event-B model that uses the theory plugin	Theory, ModelModifier, AlgorithmTranslator	dead code?
valueTranslator	*none*	check if values are translated correctly	Tanslator, translate	intelliJ shows me a bug there
variantGeneration	*generated*	test if it's possible to generate "MyLoopProject" and check termination of loops	ModelModifier, AlgorithmGenerationOptions, AlgorithmTranslator	dead code?
WDerrorsInEvaluation	*scheduler.mch*	test if evaluation errors can be caught and evaluated simply	EvaluationErrorResult	

Legend

grey= model, orange= TODO,
green= ticket! yellow= Template