

# CoinChange.java

```

1  package com.example;
2
3  public class CoinChange {
4      public static int change(int[] coins, int amount) {
5          1 int[] combinations = new int[amount + 1];
6              combinations[0] = 1;
7
8              for (int coin : coins) {
9                  4 for (int i = coin; i < amount + 1; i++) {
10                     2 combinations[i] += combinations[i - coin];
11             }
12         }
13
14         1 return combinations[amount];
15     }
16
17     /**
18      * This method finds the minimum number of coins needed for a given amount.
19      *
20      * @param coins The list of coins
21      * @param amount The amount for which we need to find the minimum number of
22      * coins. Finds the minimum number of coins that make a given value.
23      */
24     public static int minimumCoins(int[] coins, int amount) {
25         // minimumCoins[i] will store the minimum coins needed for amount i
26         1 int[] minimumCoins = new int[amount + 1];
27
28         minimumCoins[0] = 0;
29
30         3 for (int i = 1; i <= amount; i++) {
31             minimumCoins[i] = Integer.MAX_VALUE;
32         }
33         3 for (int i = 1; i <= amount; i++) {
34             for (int coin : coins) {
35                 2 if (coin <= i) {
36                     1 int sub_res = minimumCoins[i - coin];
37                     4 if (
38                         sub_res != Integer.MAX_VALUE &&
39                         sub_res + 1 < minimumCoins[i]
40                     ) {
41                     1 minimumCoins[i] = sub_res + 1;
42                 }
43             }
44         }
45
46         1 return minimumCoins[amount];
47     }
48 }

```

## Mutations

- 5 1. Replaced integer addition with subtraction → KILLED
- 1. changed conditional boundary → KILLED
- 9 2. Changed increment from 1 to -1 → KILLED
- 3. Replaced integer addition with subtraction → KILLED
- 4. negated conditional → KILLED

<a href="#">10</a>	1. Replaced integer subtraction with addition → KILLED 2. Replaced integer addition with subtraction → KILLED
<a href="#">14</a>	1. replaced int return with 0 for com/example/CoinChange::change → KILLED
<a href="#">26</a>	1. Replaced integer addition with subtraction → KILLED
<a href="#">30</a>	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. negated conditional → KILLED
<a href="#">33</a>	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → TIMED_OUT 3. negated conditional → KILLED
<a href="#">35</a>	1. changed conditional boundary → KILLED 2. negated conditional → KILLED
<a href="#">36</a>	1. Replaced integer subtraction with addition → KILLED
<a href="#">37</a>	1. changed conditional boundary → SURVIVED 2. Replaced integer addition with subtraction → SURVIVED 3. negated conditional → KILLED 4. negated conditional → KILLED
<a href="#">41</a>	1. Replaced integer addition with subtraction → KILLED
<a href="#">46</a>	1. replaced int return with 0 for com/example/CoinChange::minimumCoins → KILLED

## Active mutators

- BOOLEAN\_FALSE\_RETURN
- BOOLEAN\_TRUE\_RETURN
- CONDITIONALS\_BOUNDARY\_MUTATOR
- EMPTY\_RETURN\_VALUES
- INCREMENTS\_MUTATOR
- INVERT\_NEGS\_MUTATOR
- MATH\_MUTATOR
- NEGATE\_CONDITIONALS\_MUTATOR
- NULL\_RETURN\_VALUES
- PRIMITIVE\_RETURN\_VALS\_MUTATOR
- VOID\_METHOD\_CALL\_MUTATOR

## Tests examined

- com.example.CoinChangeTest.testMinimumCouns(com.example.CoinChangeTest) (2 ms)
- com.example.CoinChangeTest.testChange(com.example.CoinChangeTest) (0 ms)

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