

# Paths.java

```
1 package com.example;
2
3 import java.util.*;
4
5 class Paths {
6     public int MOD = (int)(1e9 +7);
7     public int countPaths1(int n, int[][] roads) {
8         ArrayList<ArrayList<Pair>> list = new ArrayList<>();
9         for(int i=0;i<n;i++){
10             ArrayList<Pair> ap=new ArrayList<Pair>();
11             list.add(ap);
12         }
13         for(int i=0;i<roads.length;i++){
14             list.get(roads[i][0]).add(new Pair(roads[i][1],(long) roads[i][2]));
15             list.get(roads[i][1]).add(new Pair(roads[i][0], (long) roads[i][2]));
16         }
17         PriorityQueue<Pair> pq= new PriorityQueue<>();
18         pq.add(new Pair(0,0));
19         long[] dist= new long[n];
20         Arrays.fill(dist, Long.MAX_VALUE/2);
21         dist[0]=0;
22         int[] ways = new int[n];
23         ways[0]=1;
24         // int minD=Integer.MAX_VALUE;
25         while(!pq.isEmpty()){
26             Pair p = pq.peek();
27             int node =p.node;
28             long d=p.d;
29             pq.poll();
30             for(Pair np: list.get(node)){
31                 int newNode = np.node;
32                 long newD =np.d;
33                 if(d+newD<dist[newNode]){
34                     ways[newNode]= ways[node];
35                     dist[newNode]=d+newD;
36                     pq.add(new Pair(newNode,d+newD));
37                 }
38                 else if(d+newD==dist[newNode]){
39                     ways[newNode]=(ways[newNode] + ways[node])%MOD;
40                 }
41             }
42         }
43         return ways[n-1]%MOD;
44     }
45 }
46
47 class Pair implements Comparable<Pair> {
48     int node;
49     long d;
50
51     Pair(int node, long d) {
52         this.node = node;
53         this.d = d;
54     }
55
56     @Override
57     public int compareTo(Pair other) {
```

```

58 1      return Long.compare(this.d, other.d);
59      }
60  }

```

## Mutations

	1. changed conditional boundary → SURVIVED
<a href="#">9</a>	2. Changed increment from 1 to -1 → TIMED_OUT
	3. negated conditional → KILLED
<a href="#">13</a>	1. changed conditional boundary → KILLED
	2. negated conditional → KILLED
<a href="#">20</a>	1. removed call to java/util/Arrays::fill → KILLED
<a href="#">25</a>	1. negated conditional → KILLED
	1. changed conditional boundary → SURVIVED
<a href="#">33</a>	2. Replaced long addition with subtraction → TIMED_OUT
	3. negated conditional → KILLED
<a href="#">35</a>	1. Replaced long addition with subtraction → SURVIVED
<a href="#">36</a>	1. Replaced long addition with subtraction → TIMED_OUT
<a href="#">38</a>	1. Replaced long addition with subtraction → KILLED
	2. negated conditional → KILLED
<a href="#">39</a>	1. Replaced integer addition with subtraction → SURVIVED
	2. Replaced integer modulus with multiplication → SURVIVED
	1. Replaced integer subtraction with addition → KILLED
<a href="#">43</a>	2. Replaced integer modulus with multiplication → KILLED
	3. replaced int return with 0 for com/example/Paths::countPaths1 → KILLED
<a href="#">58</a>	1. replaced int return with 0 for com/example/Pair::compareTo → SURVIVED

## 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.PathsTest.testCountPaths6(com.example.PathsTest) (1 ms)
- com.example.PathsTest.testCountPaths4(com.example.PathsTest) (0 ms)
- com.example.PathsTest.testCountPaths7(com.example.PathsTest) (0 ms)
- com.example.PathsTest.testCountPaths8(com.example.PathsTest) (0 ms)
- com.example.PathsTest.testCountPaths9(com.example.PathsTest) (0 ms)

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