## ReversePairs.java

```
1
   package com.example;
2
3
    import java.util.ArrayList;
4
5
   public class ReversePairs {
6
7
             public static int countPairs(int[] a, int n) {
8
9
                     // Count the number of pairs:
                     int cnt = 0;
10
                     for (int i = 0; i < n; i++) {
12 4
                         for (int j = i + 1; j < n; j++) {
                              if (a[i] > 2 * a[j])
133
14 1
                                  cnt++;
15
                         }
16
                     }
                     return cnt;
17 <u>1</u>
                 }
18
19
20
                public static int team1(int[] skill, int n) {
                     return countPairs(skill, n);
21 1
22
23
24
                private static void merge(int[] arr, int low, int mid, int high) {
25
                     ArrayList<Integer> temp = new ArrayList<>(); // temporary array
26
                     int left = low;
                                          // starting index of left half of arr
                     int right = mid + 1; // starting index of right half of arr
27 1
28
29
                     //storing elements in the temporary array in a sorted manner//
30
31 4
                     while (left <= mid && right <= high)
32 2
                         if (arr[left] <= arr[right]) {</pre>
33
                             temp.add(arr[left]);
34 1
                             left++;
35
                         } else {
36
                              temp.add(arr[right]);
37 1
                              right++;
38
                         }
39
                     }
40
                     // if elements on the left half are still left //
41
42
43 2
                     while (left <= mid) {
44
                         temp.add(arr[left]);
                         left++;
45 1
46
                     }
47
48
                     // if elements on the right half are still left //
49 2
                     while (right <= high) {
50
                         temp.add(arr[right]);
51 <u>1</u>
                         right++;
                     }
52
53
54
                     // transfering all elements from temporary to arr //
553
                     for (int i = low; i <= high; i++) {
56 1
                         arr[i] = temp.get(i - low);
57
                     }
58
```

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```
59
60
                 public static int countPairs(int[] arr, int low, int mid, int high) {
61 1
                     int right = mid + 1;
62
                     int cnt = 0;
63 3
                     for (int i = low; i <= mid; i++) {
64 6
                         while (right <= high && arr[i] > 2 * arr[right]) right++;
                         cnt += (right - (mid + 1));
65 3
66
                     }
67 <u>1</u>
                     return cnt;
68
                 }
69
70
                 public static int mergeSort(int[] arr, int low, int high) {
71
                     int cnt = 0;
                     if (low >= high) return cnt;
72 3
73 2
                     int mid = (low + high) / 2;
74 1
                     cnt += mergeSort(arr, low, mid); // left half
75 2
                     cnt += mergeSort(arr, mid + 1, high); // right half
761
                     cnt += countPairs(arr, low, mid, high); //Modification
77 1
                     merge(arr, low, mid, high); // merging sorted halves
78 1
                     return cnt;
79
                 }
80
81
                 public static int team(int[] skill, int n) {
82 2
                     return mergeSort(skill, 0, n - 1);
83
                 }
84
```

## Mutations

```
1. changed conditional boundary → SURVIVED
<u>11</u>
    2. Changed increment from 1 to -1 \rightarrow KILLED
    3. negated conditional → KILLED
    1. changed conditional boundary \rightarrow KILLED
    2. Changed increment from 1 to -1 \rightarrow \text{KILLED} 3. Replaced integer addition with subtraction \rightarrow \text{KILLED}
    4. negated conditional → KILLED
    1. changed conditional boundary → SURVIVED
<u>13</u>
    2. Replaced integer multiplication with division → KILLED
    3. negated conditional \rightarrow KILLED
<u>14</u>
    1. Changed increment from 1 to -1 \rightarrow NO\_COVERAGE
    1. replaced int return with 0 for com/example/ReversePairs::countPairs → SURVIVED
17
21
    1. replaced int return with 0 for com/example/ReversePairs::team1 → SURVIVED
<u>27</u>
    1. Replaced integer addition with subtraction → KILLED
    1. changed conditional boundary → KILLED
    2. changed conditional boundary → KILLED
31
    3. negated conditional → KILLED

 negated conditional → KILLED

    1. changed conditional boundary → SURVIVED
<u>32</u>
    2. negated conditional \rightarrow KILLED
<u>34</u>
    1. Changed increment from 1 to -1 \rightarrow KILLED
<u>37</u>
    1. Changed increment from 1 to -1 → SURVIVED
    1. changed conditional boundary → KILLED
43
    2. negated conditional → KILLED
<u>45</u>
    1. Changed increment from 1 to -1 \rightarrow \text{KILLED}
    1. changed conditional boundary → KILLED
<u>49</u>
    2. negated conditional → KILLED
<u>51</u>
    1. Changed increment from 1 to -1 → KILLED
    1. changed conditional boundary → KILLED
    2. Changed increment from 1 to -1 \rightarrow KILLED
<u>55</u>
    3. negated conditional → KILLED
<u>56</u>
   1. Replaced integer subtraction with addition → KILLED
    1. Replaced integer addition with subtraction → KILLED
<u>61</u>
    1. changed conditional boundary → KILLED
    2. Changed increment from 1 to -1 → KILLED
<u>63</u>
    3. negated conditional → KILLED
```

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```
1. changed conditional boundary → KILLED
    2. changed conditional boundary \rightarrow KILLED 3. Changed increment from 1 to -1 \rightarrow KILLED
    4. Replaced integer multiplication with division → KILLED
    5. negated conditional → KILLED
    6. negated conditional → KILLED
    1. Replaced integer addition with subtraction → KILLED
<u>65</u>
    2. Replaced integer subtraction with addition \rightarrow KILLED
    3. Replaced integer addition with subtraction → KILLED
67
    1. replaced int return with 0 for com/example/ReversePairs::countPairs → KILLED
    1. changed conditional boundary \rightarrow KILLED

    2. negated conditional → KILLED
    3. replaced int return with 0 for com/example/ReversePairs::mergeSort → SURVIVED

<u>72</u>
    1. Replaced integer addition with subtraction → KILLED
<u>73</u>
    2. Replaced integer division with multiplication \rightarrow KILLED
<u>74</u>
    1. Replaced integer addition with subtraction → SURVIVED
    1. Replaced integer addition with subtraction → KILLED
<u>75</u>
    2. Replaced integer addition with subtraction 
ightarrow KILLED
    1. Replaced integer addition with subtraction → KILLED
<u>76</u>
77
    1. removed call to com/example/ReversePairs::merge → KILLED
78
    1. replaced int return with 0 for com/example/ReversePairs::mergeSort → KILLED
    1. Replaced integer subtraction with addition → KILLED
<u>82</u>
    replaced int return with 0 for com/example/ReversePairs::team → KILLED
```

## Active mutators

- BOOLEAN FALSE RETURN
- BOOLEAN TRUE RETURN
- CONDITIONALS BOUNDARY MUTATOR
- EMPTY\_RETURN VALUES
- INCREMENTS MUTATORINVERT\_NEGS\_MUTATOR
- MATH MUTATOR
- NEGATE CONDITIONALS MUTATOR
- NULL RĒTURN\_VALUES
- PRIMITIVE\_RETURN\_VALS\_MUTATOR
- VOID METHOD CALL MUTATOR

## Tests examined

com.example.ReversePairsTest.testReversePairs(com.example.ReversePairsTest) (1 ms)

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