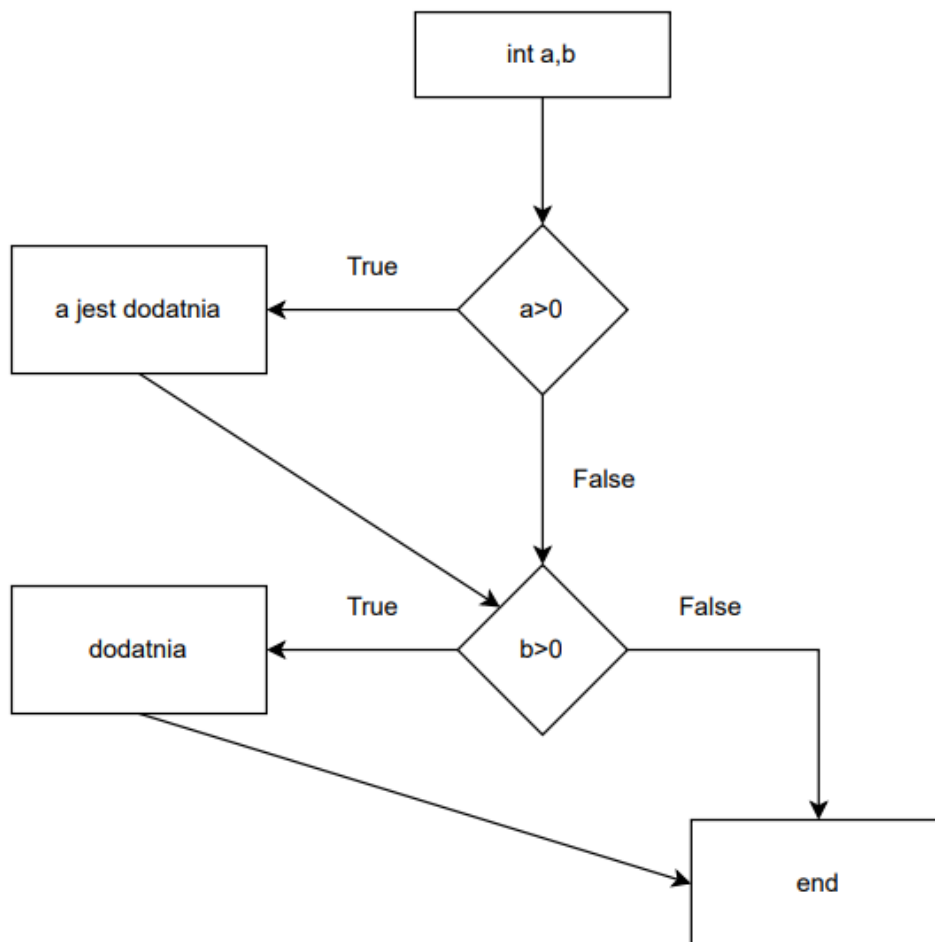


**EXAMPLE 1****Pseudocode:**

```
int a,b
if (a>0) {
    printf („a jest dodatnia”)
}
if (b>0) {
    printf („dodatnia”)
}
end
```

**Block diagram:**

## Test cases:

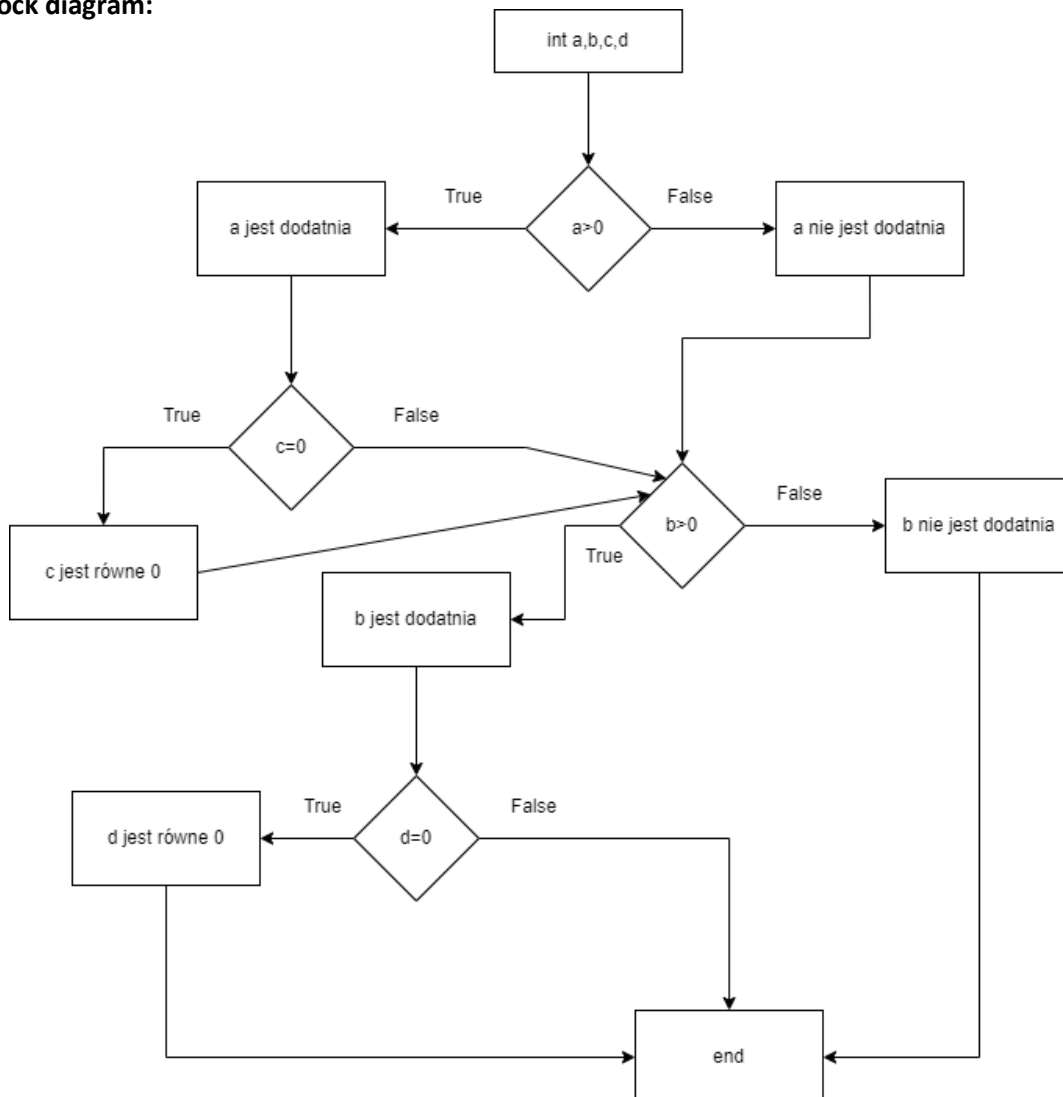
Id	Test case	A case report	Test steps	Step description	The expected result	The current result	Status	Comments
1	Correct identification of entered "a" and "b" values greater than 0.	The user can read whether the entered values "a" and "b" are positive.	Prerequisite	Launching the application. Preparation of test data (digits greater than 0, e.g. 1).				
			Step 1	Put a "a" value greater than 0 into the application.	The application returns the message "a is positive" and then exits.	The application returns the message "a is positive" and then exits.	Pass	
			Step 2	Put a "b" value greater than 0 into the application.	The application returns "positive" and then exits.	The application returns "positive" and then exits.	Pass	
			Step 3	Delete entered data.	The data can be deleted. The system is ready to enter the new values "a" and "b".	The data can be deleted. The system is ready to enter the new values "a" and "b".	Pass	
2	Correct identification of entered "a" and "b" values lower than 0.	The user can read whether the entered values "a" and "b" are not positive.	Prerequisite	Launching the application. Preparation of test data (digits less than 0, e.g. -1).				
			Step 1	Put a "a" value less than 0 into the application.	The application does not return a message, but exits.	The application does not return a message, but exits.	Pass	
			Step 2	Put a "b" value less than 0 into the application.	The application does not return a message, but exits.	The application does not return a message, but exits.	Pass	
			Step 3	Delete entered data.	The data can be deleted. The system is ready to enter the new values "a" and "b".	The data can be deleted. The system is ready to enter the new values "a" and "b".	Pass	

**EXAMPLE 2****Pseudocode:**

```

int a,b,c,d
if (a>0) {
    printf („a jest dodatnia”)
    if (c==0) {
        printf („c jest równe 0”)
    }
} else {
    printf („a nie jest dodatnia”)
}
if (b>0) {
    printf („b jest dodatnia”)
    if (d==0) {
        printf („d jest równe 0”)
    }
} else {
    printf („b nie jest dodatnia”)
}
end

```

**Block diagram:**

## Test cases:

Id	Test case	A case report	Test steps	Step description	The expected result	The current result	Status	Comments
1	Correct identification of entered "a" and "b" values greater than 0.	The user can read whether the entered values "a" and "b" are positive, and "c" and "d" are equal to 0.	Prerequisite	Launching the application. Preparation of test data (digits greater than 0, e.g 1).				
			Step 1	Put a "a" value greater than 0 into the application.	The application returns the message: "a is positive".	The application returns the message: "a is positive".	Pass	
			Step 2	Put a "c" value equal to 0 into the application.	The application returns the message: "c is equal to zero".	The application returns the message: "c is equal to zero".	Pass	
			Step 3	Put a "b" value greater than 0 into the application.	The application returns the message: "b is positive".	The application returns the message: "b is positive".	Pass	
			Step 4	Put a "d" value equal to 0 into the application.	The application returns the message "d is equal to " and then exits.	The application returns the message "d is equal to " and then exits.	Pass	
			Step 5	Delete entered data.	The data can be deleted. The system is ready to enter the new values "a", "b", "c" and "d".	The data can be deleted. The system is ready to enter the new values "a", "b", "c" and "d".	Pass	
2	Correct identification of the entered values "a" and "b" less than 0.	The user can read whether the entered values "a" and "b" are not positive.	Prerequisite	Launching the application. Preparation of test data (digits less than 0, e.g -1).				
			Step 1	Put a "a" value less than 0 into the application.	The application returns the message: "a is not positive".	The application returns the message: "a is not positive".	Pass	
			Step 2	Put a "b" value less than 0 into the application.	The application returns the message "b is not positive" and then exits.	The application returns the message "b is not positive" and then exits.	Pass	

## Decision coverage exercises

			Step 3	Delete entered data.	The data can be deleted. The system is ready to enter the new values "a", "b", "c" and "d".	The data can be deleted. The system is ready to enter the new values "a", "b", "c" and "d".	Pass	
3	Correct identification of entered "c" and "d" values other than 0.	The user can read whether the entered values "c" and "d" are different from 0.	Prerequisite	Launching the application. Preparation of test data (digits other than 0, e.g 1).				
			Step 1	Introducing the value of "a" greater than 0 into the application.	The application returns the message: "a is positive".	The application returns the message: "a is positive".	Pass	
			Step 2	Put a "c" value different from 0 into the application.	The application does not return the message, but goes on to verify the value of "b".	The application does not return the message, but goes on to verify the value of "b".	Pass	
			Step 3	Put a "b" value greater than 0 into the application.	The application returns the message: "b is positive".	The application returns the message: "b is positive".	Pass	
			Step 4	Put a "d" value different from 0 into the application.	The application does not return the message, but exits.	The application does not return the message, but exits.	Pass	
			Step 5	Delete entered data.	The data can be deleted. The system is ready to enter the new values "a", "b", "c" and "d".	The data can be deleted. The system is ready to enter the new values "a", "b", "c" and "d".	Pass	