

gilded_rose.mjs

 Mutants  Tests

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105

File / Directory	i	Mutation score	Killed	Survived	Timeout	No coverage	Ignored	Runtime errors	Compile errors	Detected	Undetected	Total
JS gilded_rose.mjs		100.00	105	0	0	0	0	0	0	105	0	105

  Killed (105)

```
1 export class Item {
2   constructor(name, sellIn, quality) {
3     this.name = name;
4     this.sellIn = sellIn;
5   }
```

```
        this.quality = quality;
6    }
7 }
8
9 export class Shop {
10     constructor(items = []) {
11         this.items = items;
12     }
13
14     updateQuality() {
15         for (var i = 0; i < this.items.length; i++) {
16             if (this.items[i].name !== "Aged Brie" && this.items[i].name !== "Backstage passes to a TAFK
17                 if (this.items[i].quality > 0) {
18                     if (this.items[i].name !== "Sulfuras, Hand of Ragnaros") {
19                         this.items[i].quality = this.items[i].quality - 1;
20                     }
21                 }
22             } else {
23                 if (this.items[i].quality < 50) {
24                     this.items[i].quality = this.items[i].quality + 1;
25                     if (this.items[i].name === "Backstage passes to a TAFKAL80ETC concert") {
26                         if (this.items[i].sellIn < 11) {
27                             if (this.items[i].quality < 50) {
```

```
28         this.items[i].quality = this.items[i].quality + 1;
29     }
30 }
31 if (this.items[i].sellIn < 6) {
32     if (this.items[i].quality < 50) {
33         this.items[i].quality = this.items[i].quality + 1;
34     }
35 }
36 }
37 }
38 }
39 if (this.items[i].name !== "Sulfuras, Hand of Ragnaros") {
40     this.items[i].sellIn = this.items[i].sellIn - 1;
41 }
42 if (this.items[i].sellIn < 0) {
43     if (this.items[i].name !== "Aged Brie") {
44         if (this.items[i].name !== "Backstage passes to a TAFKAL80ETC concert") {
45             if (this.items[i].quality > 0) {
46                 if (this.items[i].name !== "Sulfuras, Hand of Ragnaros") {
47                     this.items[i].quality = this.items[i].quality - 1;
48                 }
49             }
50         } else {
```

```
51         this.items[i].quality = this.items[i].quality - this.items[i].quality;
52     }
53 } else {
54     if (this.items[i].quality < 50) {
55         this.items[i].quality = this.items[i].quality + 1;
56     }
57 }
58 }
59 }
60
61     return this.items;
62 }
63 }
```

