Node Coverage

Function Covered: Simulation in Simulation.java
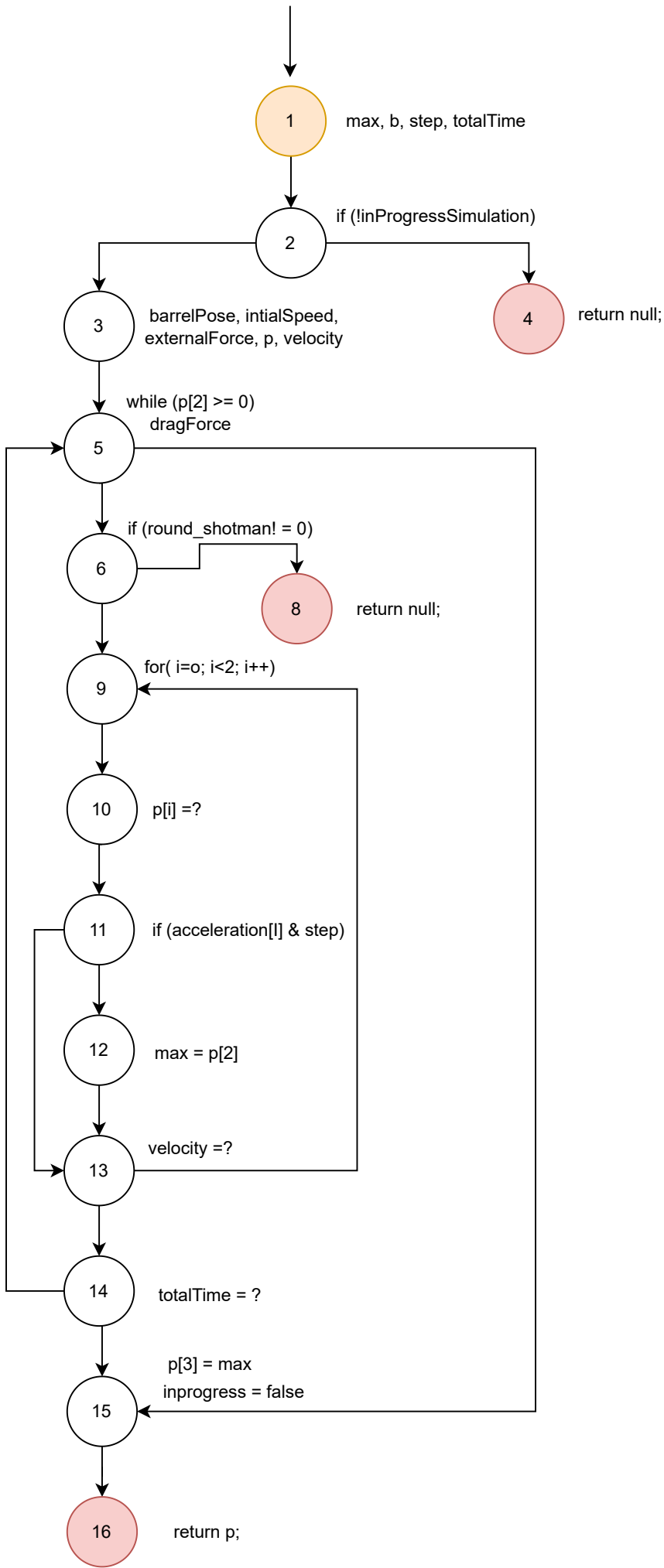
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Start Node   End Node

1 — max, b, step, totalTime

2 — if (!inProgressSimulation)

3 — barrelPose, intialSpeed, externalForce, p, velocity

4 — return null;

5 — while (p[2] >= 0) dragForce

6 — if (round_shotman! = 0)

8 — return null;

9 — for(i=o; i<2; i++)

10 — p[i] =?

11 — if (acceleration[l] & step)

12 — max = p[2]

13 — velocity =?

14 — totalTime = ?

15 — p[3] = max inprogress = false

16 — return p;

Test Paths

1. {1,2,4}

2. {1,2,3,5,15,16}

3. {1,2,3,5,6,8}

4. {1,2,3,5,6,9,10,11,13,14,15,16}

5. {1,2,3,5,6,9,10,11,12,13,9,10,11,12,13,14,15,16}

6. {1,2,3,5,6,9,10,11,12,13,14,15,16}

7. {1,2,3,5,6,9,10,11,12,13,14,5,15,16}