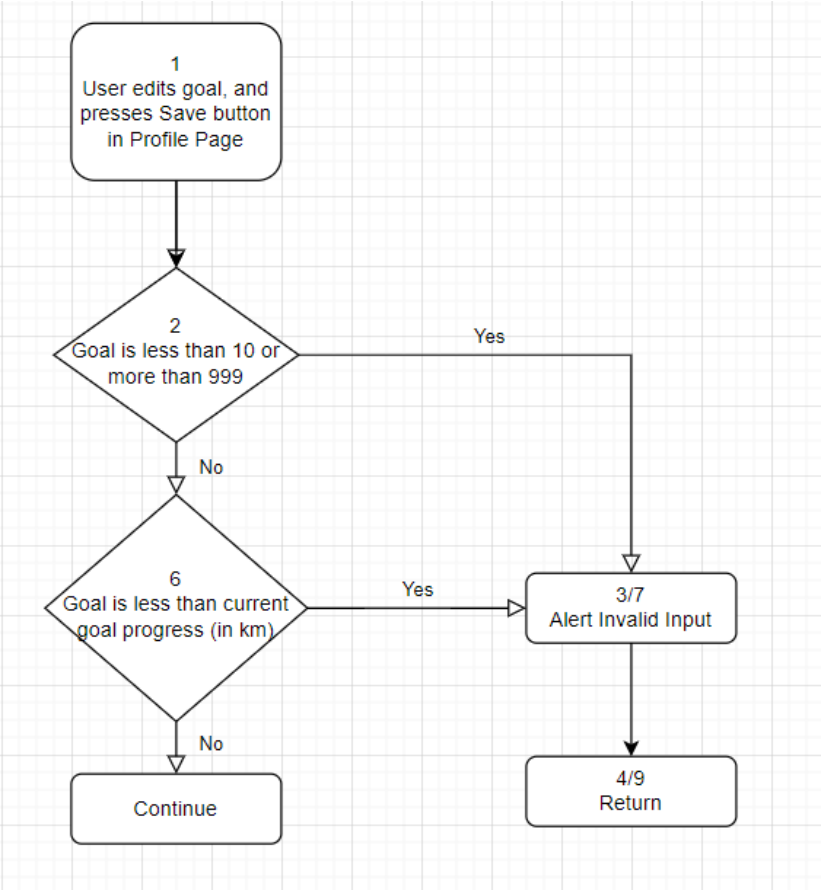
Control Flow Test for Update Profile

Edit Goal

Code

```
// Check if goal is valid
1   const checkGoal = (goal) => {
2     if (goal < 10 || goal > 999) {
3       Alert.alert("Goal must be between 10-999 km");
4       return;
5     }
6     if (goal < goalProgress / 1000) {
7       Alert.alert("Goal must be between " + goalProgress / 1000 + "-999
km");
9       return;
10    }
11  };
```

Control Flow Graph



Cyclomatic Complexity

Cyclomatic complexity = decision point + 1 = 2 + 1 = 3

Test cases

I. The user fills in the goal with a valid range and is more than current goal progress.
II. The user fills in a goal outside of the valid range and is more than current goal progress.
III. The user fills in a goal with a valid range but the goal is less than current goal progress.

Basis Path

I. Path 1: 1->2->6-> continue
II. Path 2: 1->2->3->4
III. Path 3: 1->2->6->7->9

Test Results

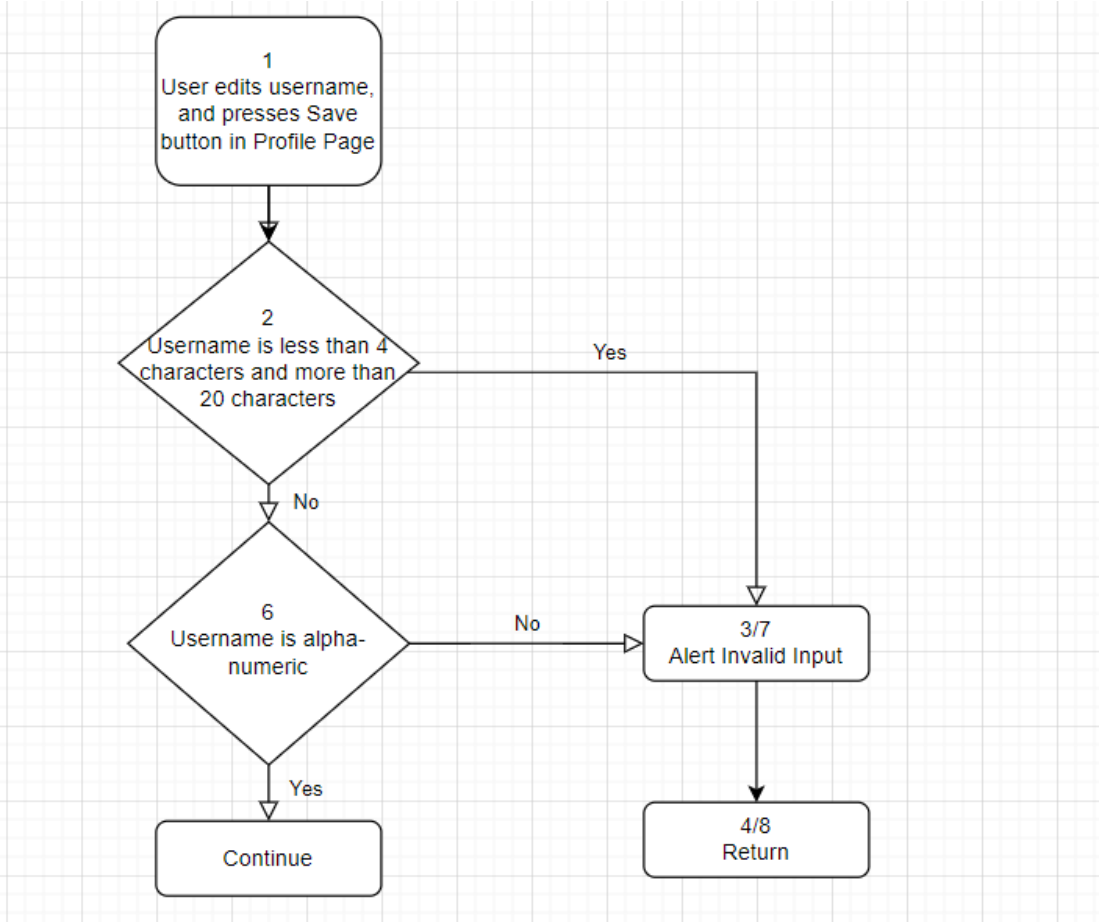
Path	Result
1	Pass
2	Pass
3	Pass

Edit Username

Code

```
//Check if username is valid
1   const checkUsername = (name) => {
2     if (name.length < 4 || name.length > 20) {
3       Alert.alert("Username must be between 4 to 20 characters");
4       return;
5     }
6     if (isAlphanumeric(name) == false) {
7       Alert.alert("Your username cannot contain invalid characters");
8       return;
9     }
10  };
```

Control Flow Graph



Cyclomatic Complexity

Cyclomatic complexity = decision point + 1 = 2 + 1 = 3

Test cases

IV. The user fills in the username within the valid length and is alpha-numeric.
V. The user fills in a username that is outside of the valid length and is alpha-numeric.
VI. The user fills in a username that is within the valid length and is not alpha-numeric.

Basis Path

IV. Path 1: 1->2->6-> continue
V. Path 2: 1->2->3->4
VI. Path 3: 1->2->6->7->8

Test Results

Path	Result
1	Pass
2	Pass
3	Pass