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Question 1

C/C++: (output -1)

```
#include <stdio.h>

int main()
{
    printf("%i", (-5) % 2);

    return 0;
}
```

Java: (output -1)

```
public class Modulo {

    public static void main(String []args){
        System.out.println((-5) % 2);
    }
}
```

Python: (output 1)

```
print((-5) % 2)
```

Perl: (output 1)

```
print ((-5) % 2);
```

After running previous 4 code snippets, I found out that C, C++ and Java output -1, but Perl and Python output 1.

The reason for this discrepancy is because different languages have different implementations. In C/C++ and Java, the negative sign is prepended to the output, but this is not the case for Python or Perl.

Strategies:

1. The compiler/interpreter can disallow negative input completely and throw an error message when it encounters one.
2. Developers can develop a habit of always use an `abs` function to the result of a modulo operation.
3. Compilers can analyze the program in compile time to give alert of potential negative inputs to the modulo operation.
4. Programming languages can agree on a new standard that always output a nonnegative number.

Question 2

Valgrind Output:

```
==184638==
==184638== HEAP SUMMARY:
```

```

==184638==      in use at exit: 9 bytes in 1 blocks
==184638==    total heap usage: 7 allocs, 6 frees, 2,115 bytes allocated
==184638==
==184638== LEAK SUMMARY:
==184638==    definitely lost: 9 bytes in 1 blocks
==184638==    indirectly lost: 0 bytes in 0 blocks
==184638==    possibly lost: 0 bytes in 0 blocks
==184638==    still reachable: 0 bytes in 0 blocks
==184638==    suppressed: 0 bytes in 0 blocks
==184638== Rerun with --leak-check=full to see details of leaked memory
==184638==
==184638== For counts of detected and suppressed errors, rerun with: -v
==184638== ERROR SUMMARY: 0 errors from 0 contexts (suppressed: 0 from 0)

```

(a) The problem is that when the program exits, not all allocated memories are freed. The bug for test case 1 is that when a node is to be deleted from the linked list in function `delete_node`, the `str` field of that node is not freed. Therefore, I fixed it by freeing the `str` field before freeing the node

(b) The problem is that there are some invalid pointer dereference as well as some invalid address input for the `free` function inside `delete_all` and `i`. The bug for this case is that the pointer `p` is not updated to `NULL` after all nodes in the list are freed, so when `delete_all` is called consecutively 2 times, in the second time, it will point to a block that is already freed.

(c) The following test case would generate an error when run with Valgrind:

```

[(i)nsert,(d)elte,delete (a)ll,d(u)plicate,(e)dit,(p)rint,e(x)it]:i
enter the tel:>100
enter the name:>Tom

[(i)nsert,(d)elte,delete (a)ll,d(u)plicate,(e)dit,(p)rint,e(x)it]:u
enter the tel:>100

[(i)nsert,(d)elte,delete (a)ll,d(u)plicate,(e)dit,(p)rint,e(x)it]:e

```

Valgrind would report:

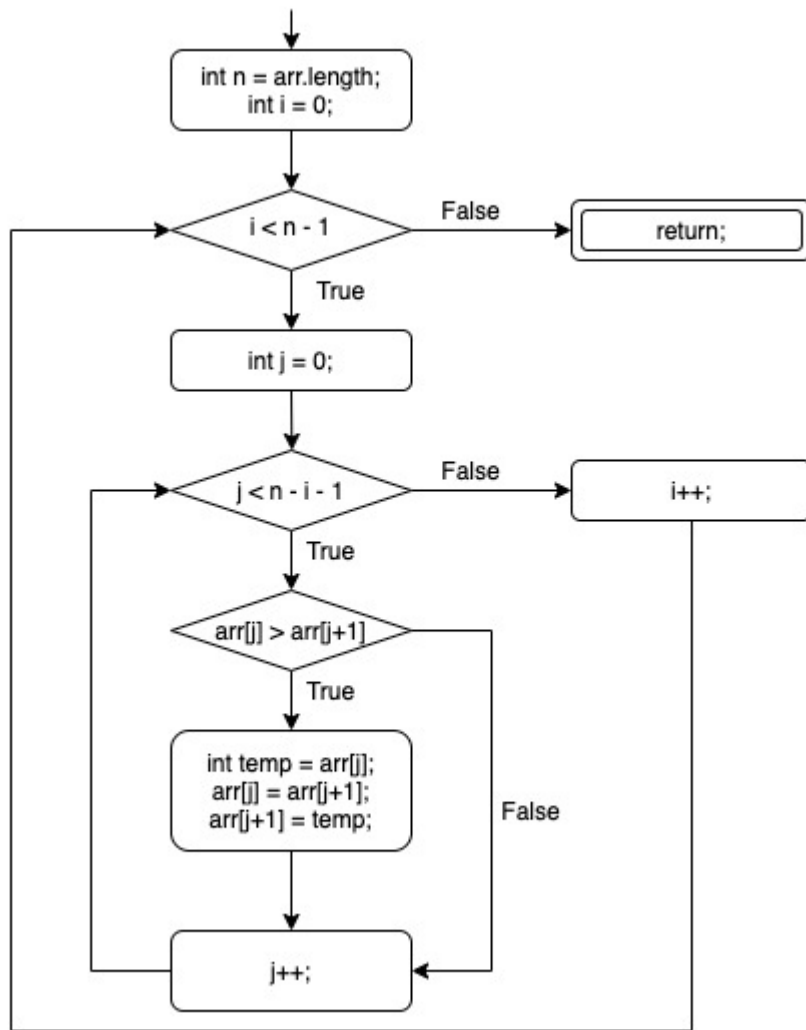
```

==52345== Invalid write of size 1
==52345==    at 0x4C32E0D: strcpy (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==52345==    by 0x108F39: duplicate (sll_fixed.c:193)
==52345==    by 0x1092FA: main (sll_fixed.c:320)
==52345== Address 0x522d973 is 0 bytes after a block of size 3 alloc'd
==52345==    at 0x4C2FB0F: malloc (in /usr/lib/valgrind/vgpreload_memcheck-amd64-linux.so)
==52345==    by 0x108F1F: duplicate (sll_fixed.c:192)
==52345==    by 0x1092FA: main (sll_fixed.c:320)

```

The bug is at the `malloc` call of function `duplicate`. The variable `len` is the length of the `str` field without counting the null character, but the size of char array to allocate should include the size of the null character. Therefore, changing the `malloc` size from `len` to `(len + 1)` fixes the bug.

Quesiton 3



Question 4

(a)

TRs for NC:

```
{1,2,3,4,5,6,7,8,9,10,11}
```

TRs for EC:

```
{
  [1,2], [1,3],
  [2,3],
  [3,4], [3,5], [3,6], [3,7],
  [4,8],
  [5,8],
  [6,7],
  [7,8],
  [8,9], [8,10],
  [9,11],
  [10,11]
}
```

unfeasible EC edges:

```
{ [6,8] }
```

Since `case 2` in `switch` doesn't have a `break` statement, node 6 will always go to 7 instead of 8.

TRs for EPC:

```
{  
  [1,2,3],  
  [1,3,4], [1,3,5], [1,3,6], [1,3,7],  
  [2,3,4], [2,3,5], [2,3,6], [2,3,7],  
  [3,4,8],  
  [3,5,8],  
  [3,6,7],  
  [3,7,8],  
  [4,8,10],  
  [5,8,9],  
  [6,7,8],  
  [7,8,9],  
  [8,9,11],  
  [8,10,11]  
}
```

unfeasible EPC subpaths:

```
{  
  [3,6,8], [6,8,9], [6,8,10],  
  [4,8,9],  
  [5,8,10], [7,8,10]  
}
```

Paths [3,6,8],[6,8,9],[6,8,10] are unfeasible because they contain unfeasible edge [6,8]

Path [4,8,9] is unfeasible because edge [4,8] is possible iff `args.length()` equals to 0, which means node 8 always takes the `false` branch.

Path [5,8,10],[7,8,10] are unfeasible because edges [5,8],[7,8] are possible iff `args.length` is greater than zero, which means node 8 always takes the `true` branch.

TRs for PPC:

```
{  
  [1,2,3,4,8,10,11],  
  [1,2,3,5,8,9,11],  
  [1,2,3,6,7,8,9,11],  
  [1,2,3,7,8,9,11],  
  
  [1,3,4,8,10,11],  
  [1,3,5,8,9,11],  
  [1,3,6,7,8,9,11],  
  [1,3,7,8,9,11],  
}
```

unfeasible PPC subpaths:

```
{  
  [1,2,3,4,8,9,11]  
}
```

```

    [1,2,3,5,8,10,11],
    [1,2,3,6,8,9,11], [1,2,3,6,8,10,11],
    [1,2,3,6,7,8,10,11],
    [1,2,3,7,8,9,11],

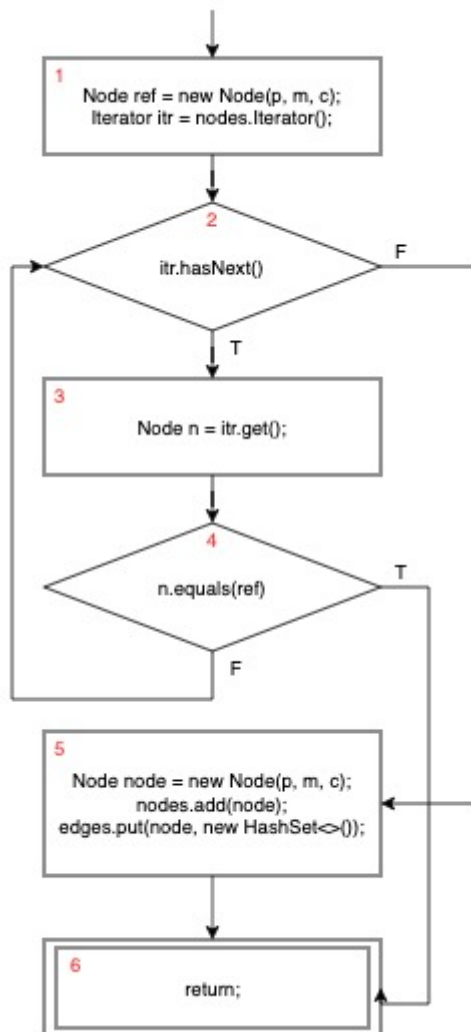
    [1,3,4,8,9,11]
    [1,3,5,8,10,11],
    [1,3,6,8,9,11], [1,3,6,8,10,11],
    [1,3,6,7,8,10,11],
    [1,3,7,8,10,11],
}

```

Question 5

addNode:

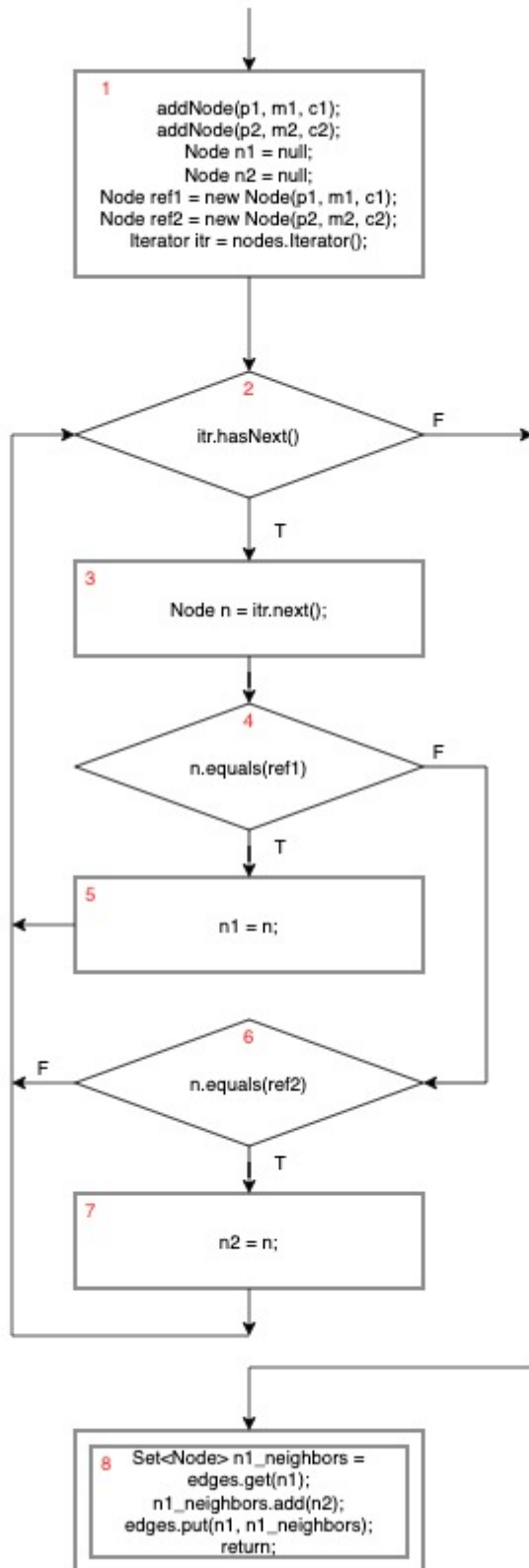
For function `addNode`, the test suite achieves NC and EC. The CFG of my implementation is the following:



From `createCFG()`, we know that initially the graph contains 90 nodes, which have positions 0 to 89. Therefore, when `addNode` is called, it will traverse the for loop multiple times and then it will discover that the node to add is not in `nodes`, so the program will create the node to add, and insert it into `nodes`. Thus, `addNode` achieves node coverage and it covers all edges except the edge [4, 6], which happens when the node to add is already contained by `nodes`. This edge is covered by `addNode_duplicate`. Therefore, the test suite achieves EC as well.

addEdge:

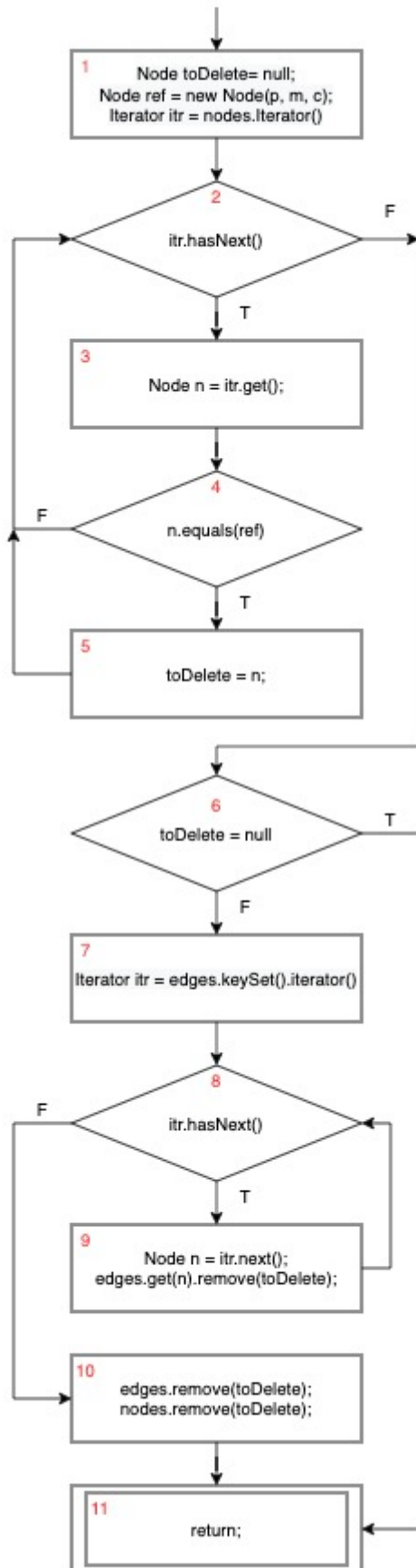
For function `addNode` , the test suite doesn't achieve NC or EC. The CFG of my implementation is the following:



Test case `addEdge` adds an edge whose two vertices are absent in `nodes` . Based on this semantics, it covers nodes [1,2,3,4,6,8] and edges [1,2], [2,3], [3,4], [4,6], [6,2], [2,8]. Test case `addEdge_oneNewNode` adds an edge whose first vertex is already present in `nodes` . This test case covers an additional node 5 and edges [4,5], [5,2]. However, edges [6,7], [7,2] and node 7 are not covered, because the second vertex is not a new node. Therefore, I created an additional test case `addEdge_twoNewNodes` which adds an edge of two nodes that are already present in `nodes` . Now all edges and vertices are covered.

deleteNode:

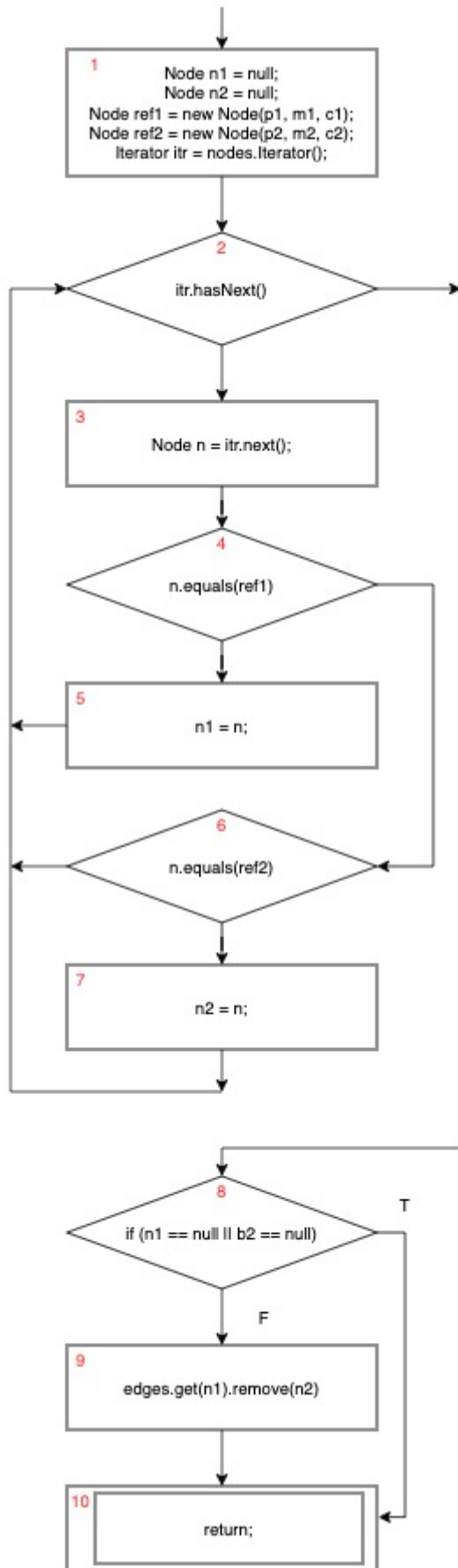
For function `deleteNode`, the test suite achieves NC and EC. The CFG of my implementation is the following, with the `foreach` loop translated with an explicit iterator:



Test case `deleteNode_missing` deletes a single node that is present in `nodes` . Based on this semantics, the test case covers all nodes and all edges except the edge [6, 11], which happens when the node to delete is not present. This case is covered by the test case `deleteNode_missing` . So the test suite achieves full NC and EC.

deleteEdge:

For function `deleteEdge`, the test suite achieves NC and EC. The CFG of my implementation is the following:

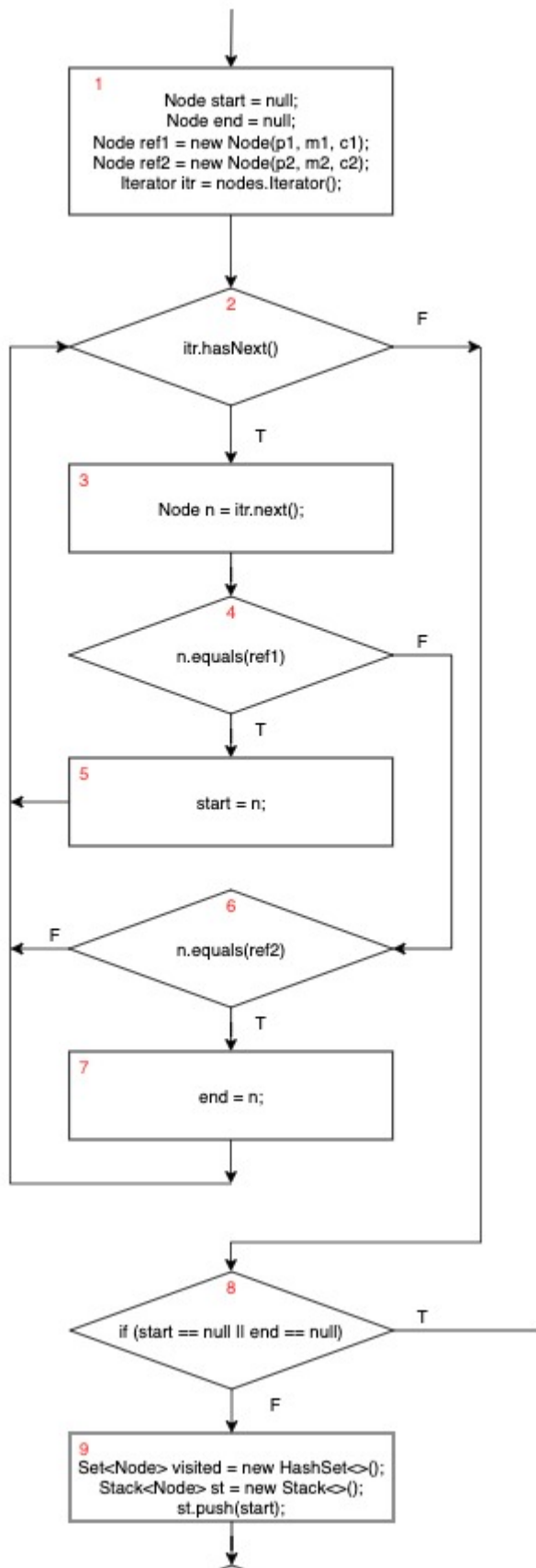


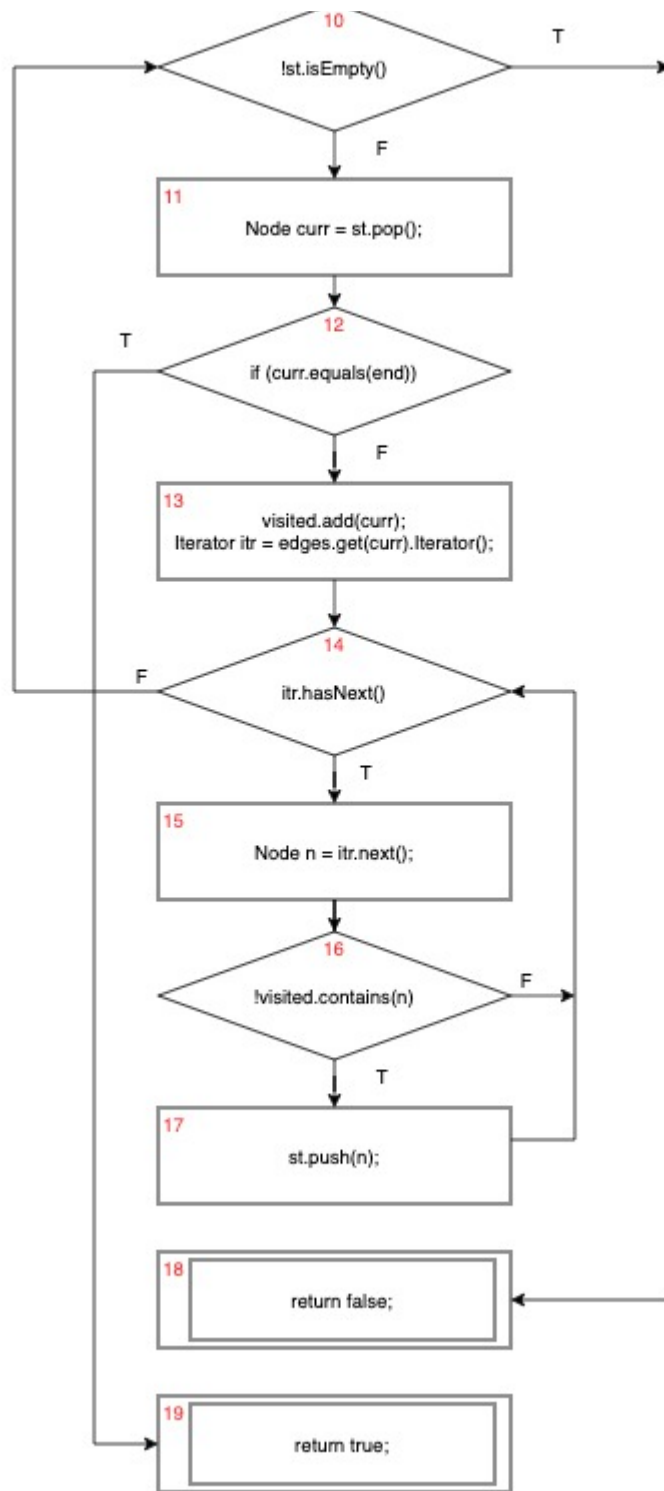
Test case `deleteEdge` deletes an edge whose nodes are present in `nodes` and the edge itself is also present. Based on this semantics, the test case covers all the nodes and all edges except [8, 10], which happens when one of the vertices of the edge

to delete is not present in `nodes` . This edge is covered by `deleteEdge_missing` , which tries to delete an edge whose vertices are not present in `nodes` . Therefore, the test suite achieves full NC and EC.

isReachable:

For function `isReachable` , the test suite achieves NC but not EC. The CFG of my implementation is the following:





The test case `reachable_true` searches two nodes that are both in `nodes`. In this case, all nodes and edges in nodes 1 to 7 are covered. By investigating the structure of the input CFG, I found out that for this test case, the set `visited` always empty, since there are no loops traversed by the DFS from the starting node to the end node. Therefore, this test case covers all edges except [8, 18] and [16, 14] and all nodes except node 18. The edge [8, 18] and the node 18 are covered by `reachable_missingSrc`, but no other test cases provided actually covered edge [16, 14]. So the test suite achieves node coverage but not edge coverage. Therefore, I added another test case that adds an additional edge to form a loop. This time, edge [16, 17] is covered.