Pit Test Coverage Report

Package Summary

us.ihmc.games.wordoku

Number of Classes	Line Coverage		Mutation Coverage	
3	99%	105/106	91%	315/345

Breakdown by Class

Name	Line Coverage		Mutation Coverage	
CorrectPlayer.java	100%	5/5	100%	13/13
WordokuGamePlay.java	100%	10/10	90%	18/20
WordokuPuzzle.java	99%	90/91	91%	284/312

Report generated by PIT 1.3.2

CorrectPlayer.java

```
1     package us.ihmc.games.wordoku;
2
3     public class CorrectPlayer implements WordokuPlayerInterface
4     {
5
6        private int numberOfMoves;
7
8        public char getLetter()
9        {
10 2        return correctLetters[numberOfMoves];
11       }
12
13       public int getRow()
14       {
15 3        return correctPositions[numberOfMoves][0]; //row number corresponding with input letter
16       }
17
18       public int getColumn()
19       {
20 3        numberOfMoves++;
21 5        return correctPositions[numberOfMoves - 1][1]; //column number corresponding with input letter
22       }
23    }
```

Mutations

```
10  1. replaced char return with 0 for us/ihmc/games/wordoku/CorrectPlayer::getLetter → KILLED
    2. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
15  1. Substituted 0 with 1 → KILLED
    2. replaced int return with 0 for us/ihmc/games/wordoku/CorrectPlayer::getRow → KILLED
    3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
20  1. Substituted 1 with 0 → KILLED
    2. Replaced integer addition with subtraction → KILLED
    3. Removed assignment to member variable numberOfMoves → KILLED
21  1. Substituted 1 with 0 → KILLED
    2. Substituted 1 with 0 → KILLED
    3. Replaced integer subtraction with addition → KILLED
    4. replaced int return with 0 for us/ihmc/games/wordoku/CorrectPlayer::getColumn → KILLED
    5. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
```

Active mutators

- RETURN_VALS_MUTATOR
- BOOLEAN_TRUE_RETURN
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_61
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_60
- CONDITIONALS_BOUNDARY_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_56
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_55
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_58
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_57
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_52
- VOID_METHOD_CALL_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_51
- NULL_RETURN_VALUES
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_54
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_53
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_59
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_50
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_45
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_44

- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_47
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_46
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_41
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_40
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_43
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_42
- NEGATE_CONDITIONALS_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_49
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_48
- INLINE_CONSTANT_MUTATOR
- CONSTRUCTOR_CALL_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_34
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_33
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_36
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_35
- EXPERIMENTAL_MEMBER_VARIABLE_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_30
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_32
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_31
- REMOVE_CONDITIONALS_ORDER_ELSE_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_38
- BOOLEAN_FALSE_RETURN
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_37
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_39
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_3
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_2
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_1
- INVERT_NEGS_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_0
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_23
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_22
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_25
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_9
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_24
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_8
- EMPTY_RETURN_VALUES
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_7
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_6
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_21
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_5
- NAKED_RECEIVER
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_20
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_4
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_27
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_26
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_29
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_28
- PRIMITIVE_RETURN_VALS_MUTATOR
- REMOVE_INCREMENTS_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_12
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_11
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_99
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_14
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_13
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_96
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_95
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_10
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_98
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_97
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_19
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_16
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_15
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_18
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_17
- EXPERIMENTAL_SWITCH_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_92
- ARGUMENT_PROPAGATION_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_91
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_94
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_93
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_90
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_89
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_88
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_85
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_84

- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_87
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_86
- MATH_MUTATOR
- NON_VOID_METHOD_CALL_MUTATOR
- REMOVE_CONDITIONALS_EQUAL_IF_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_81
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_80
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_83
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_82
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_78
- REMOVE_CONDITIONALS_EQUAL_ELSE_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_77
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_79
- INCREMENTS_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_74
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_73
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_76
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_75
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_70
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_72
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_71
- REMOVE_CONDITIONALS_ORDER_IF_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_67
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_66
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_69
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_68
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_63
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_62
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_65
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_64

Tests examined

- us.ihmc.games.wordoku.WordokuGamePlayTest.testPlayWithValid(us.ihmc.games.wordoku.WordokuGamePlayTest) (7 ms)

Report generated by PIT 1.3.2

WordokuGamePlay.java

```
1      package us.ihmc.games.wordoku;
2      
3      public class WordokuGamePlay
4      {
5      
6         boolean puzzleSolved;
7   2     boolean validMove = true;
8      
9         public boolean play(WordokuPlayerInterface player, WordokuPuzzle puzzle)
10        {
11  6        while (!puzzleSolved && validMove)
12           {
13  2           System.out.println(puzzle.printBoard());
14     
15              //NB: It is important that you getColumn LAST bc it increments numberOfMoves
16  1           char letter = player.getLetter();
17  1           int row = player.getRow();
18  1           int column = player.getColumn();
19     
20  2           validMove = puzzle.modify(row, column, letter);
21  2           puzzleSolved = puzzle.completeBoard();
22           }
23  3        return puzzleSolved;
24        }
25     }
```

Mutations

7	1. Substituted 1 with 0 → KILLED 2. Removed assignment to member variable validMove → KILLED
11	1. negated conditional → KILLED 2. negated conditional → KILLED 3. removed conditional - replaced equality check with false → KILLED 4. removed conditional - replaced equality check with false → KILLED 5. removed conditional - replaced equality check with true → KILLED 6. removed conditional - replaced equality check with true → KILLED
13	1. removed call to us/ihmc/games/wordoku/WordokuPuzzle::printBoard → SURVIVED 2. removed call to java/io/PrintStream::println → SURVIVED
16	1. removed call to us/ihmc/games/wordoku/WordokuPlayerInterface::getLetter → KILLED
17	1. removed call to us/ihmc/games/wordoku/WordokuPlayerInterface::getRow → KILLED
18	1. removed call to us/ihmc/games/wordoku/WordokuPlayerInterface::getColumn → KILLED
20	1. removed call to us/ihmc/games/wordoku/WordokuPuzzle::modify → KILLED 2. Removed assignment to member variable validMove → KILLED
21	1. removed call to us/ihmc/games/wordoku/WordokuPuzzle::completeBoard → KILLED 2. Removed assignment to member variable puzzleSolved → KILLED
23	1. replaced boolean return with false for us/ihmc/games/wordoku/WordokuGamePlay::play → KILLED 2. replaced boolean return with true for us/ihmc/games/wordoku/WordokuGamePlay::play → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED

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- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_35
- EXPERIMENTAL_MEMBER_VARIABLE_MUTATOR
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- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_65
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_64

Tests examined

- us.ihmc.games.wordoku.WordokuGamePlayTest.testPlayWithValid(us.ihmc.games.wordoku.WordokuGamePlayTest) (7 ms)
- us.ihmc.games.wordoku.WordokuGamePlayTest.testPlayWithInvalid(us.ihmc.games.wordoku.WordokuGamePlayTest) (170 ms)

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WordokuPuzzle.java

```
   package us.ihmc.games.wordoku;

   import java.util.HashSet;
   import java.util.Set;

   public class WordokuPuzzle
   {
      //game board
      private char[][] board;

      //Dimensions
      private static final int ROWS = 4;
      private static final int COLUMNS = 4;
      private static final int MINIMUM_INDEX = 0;

      //Boxes
      public enum Boxes
      {
         TOP_LEFT, TOP_RIGHT, BOTTOM_LEFT, BOTTOM_RIGHT;

         public static Boxes getBox(int row, int column)
         {
            if (row < 2 && column < 2)
               return TOP_LEFT;
            else if (row < 2 && column > 2)
               return TOP_RIGHT;
            else if (row > 2 && column < 2)
               return BOTTOM_LEFT;
            else
               return BOTTOM_RIGHT;
         }
      }

      //Original set of 4 distinct letters on the board
      private Set<Character> originalLetters;

      //Dimensions of original positions array
      private static final int NUMBER_OF_POSITIONS = 16;
      private static final int NUMBER_OF_DIMENSIONS = 2;

      //Positions of letters that came with the original board
      private int[][] originalPositions;

      //Number of letters on the original board
      private int numberOfOriginal;

      //Dictionary of Valid Words
1     private String[] validWords = WordokuLibrary.WORDS;

      public WordokuPuzzle(char[][] b)
      {
1        board = b;
2        originalLetters = this.differentLetters();
2        originalPositions = getOriginalPositions();
      }

      //Gets the array of original positions that the user cannot edit
      public int[][] getOriginalPositions()
      {
2        numberOfOriginal = 0;
2        int[][] positions = new int[NUMBER_OF_POSITIONS][NUMBER_OF_DIMENSIONS];

8        for (int row = 0; row < ROWS; row++)
         {
7           for (int column = 0; column < COLUMNS; column++)
            {
3              if (board[row][column] != Character.MIN_VALUE)
               {
1                 positions[numberOfOriginal][0] = row;
1            positions[numberOfOriginal][1] = column;
3            numberOfOriginal++;
           }
         }
       }
2      return positions;

     }

     //Gets all the distinct letters of the board
     public Set<Character> differentLetters()
     {
1      Set<Character> set = new HashSet<Character>();
8      for (int row = 0; row < ROWS; row++)
       {
7        for (int column = 0; column < COLUMNS; column++)
         {
2          set.add(board[row][column]);
         }
       }
3      set.remove(Character.MIN_VALUE);
2      return set;
     }

     //Returns true if the board has no more blank spaces
     public boolean completeBoard()
     {
8      for (int row = 0; row < ROWS; row++)
       {
7        for (int column = 0; column < COLUMNS; column++)
         {
3          if (board[row][column] == 0)
           {
3            return false;
           }
         }
       }
3      return true;

     }

     //Returns true if a given letter is a part of the original set of letters and thus valid
     public boolean validLetter(char letter)
     {
5      return originalLetters.contains(letter);
     }

     //Returns true if a given row does not have any repeating letters
     public boolean validRow(int rowNumber)
     {
1      Set<Character> lettersInRow = new HashSet<Character>();

       //Checks for repeating letters
       for (char currentLetter : board[rowNumber])
       {
         //char currentLetter = board[rowNumber][i];
3        if (currentLetter != 0)
         {
5          if (lettersInRow.contains(currentLetter))
           {
3            return false; //contains a repeating letter
           }
           else
           {
2            lettersInRow.add(currentLetter);
           }
         }
       }

3      return true;
     }

     //Tests if a given column does not have any repeating letters
```

```
   public boolean validColumn(int columnNumber)
   {
      Set<Character> lettersInColumn = new HashSet<Character>();

      //Checks for repeating letters
      for (int i = 0; i < COLUMNS; i++)
      {
         char currentLetter = board[i][columnNumber];
         if (currentLetter != 0)
         {
            if (lettersInColumn.contains(currentLetter))
            {
               return false; //contains a repeating letter
            }
            else
            {
               lettersInColumn.add(currentLetter);
            }
         }
      }

      return true;
   }

   //Tests if a given box does not have any repeating letters
   public boolean valid2x2Box(Boxes whichBox)
   {
      //Row and column numbers for topleft letter of each 2x2 box
      int rowNumber;
      int columnNumber;

      switch (whichBox)
      {
      case TOP_LEFT:
         rowNumber = columnNumber = 0;
         break;
      case TOP_RIGHT:
         rowNumber = 0;
         columnNumber = 2;
         break;
      case BOTTOM_LEFT:
         rowNumber = 2;
         columnNumber = 0;
         break;
      case BOTTOM_RIGHT:
         rowNumber = columnNumber = 2;
         break;
      default:
         throw new RuntimeException("Not a valid box type");
      }

      //Checks for repeating letters

      Set<Character> set = new HashSet<Character>();
      char[] boxLetters = {board[rowNumber][columnNumber], board[rowNumber][columnNumber + 1], board[rowNumber + 1][colum
            board[rowNumber + 1][columnNumber + 1]};
      for (char letter : boxLetters)
      {
         if (letter != 0)
         {
            if (set.contains(letter))
               return false;
            else
               set.add(letter);
         }
      }

      return true;
   }

   //Returns true if the main diagonal spells out a valid word
   public boolean diagonalIsWord()
   {
```

```
216 18       String word = "" + board[0][0] + board[1][1] + board[2][2] + board[3][3];
217 5        for (int i = 0; i < validWords.length; i++)
218          {
219 4           if (validWords[i].equals(word))
220 3              return true;
221          }
222 3        return false;
223       }
224 
225       //Print the current state of the board
226       public String printBoard()
227       {
228          String boardString = "";
229 
230 8        for (int row = 0; row < 4; row++)
231          {
232 7           for (int column = 0; column < 4; column++)
233             {
234 3              if (board[row][column] != 0)
235 5                 boardString = boardString + board[row][column];
236                else
237 5                 boardString = boardString + "_";
238 5              boardString = boardString + " ";
239             }
240 5           boardString = boardString + "\n";
241          }
242 2        return boardString;
243       }
244 
245       //Method to modify a slot on the board (must not be any of the originally filled in slots)
246       //NOTE TO CHECK VALIDITY OF ROW AND COL NUMBER AND LETTER WHEREVER YOU CALL THIS METHOD
247       public boolean modify(int row, int column, char letter)
248 
249       {
250          //Exits if the row or column is out of bounds
251 18       if (row < MINIMUM_INDEX || row >= ROWS || column < MINIMUM_INDEX || column >= COLUMNS)
252 3           return false;
253 
254          //Exits if the letter is not a part of the 4 distinct ones given
255 4        if (!validLetter(letter))
256 3           return false;
257 
258          //Exits if the slot to be modified is in a slot that was prefilled
259 6        for (int i = 0; i < numberOfOriginal; i++)
260          {
261 8           if (originalPositions[i][0] == row && originalPositions[i][1] == column)
262 3              return false;
263          }
264 
265          //Modifies the board
266          board[row][column] = letter;
267 
268          //Exits if this modification causes repeating letters in row, column, or box
269 13       if (!validRow(row) || !validColumn(column) || !valid2x2Box(Boxes.getBox(row, column)))
270          {
271 1           board[row][column] = Character.MIN_VALUE;
272 3           return false;
273          }
274 3        return true;
275       }
276 
277       //Return the char array board
278       public char[][] getArray()
279       {
280 2        return board;
281       }
282 
283    }
```

Mutations

```
48    1. Removed assignment to member variable validWords → KILLED
52    1. Removed assignment to member variable board → KILLED
```

53	1. removed call to us/ihmc/games/wordoku/WordokuPuzzle::differentLetters → KILLED 2. Removed assignment to member variable originalLetters → KILLED
54	1. removed call to us/ihmc/games/wordoku/WordokuPuzzle::getOriginalPositions → SURVIVED 2. Removed assignment to member variable originalPositions → KILLED
60	1. Substituted 0 with 1 → KILLED 2. Removed assignment to member variable numberOfOriginal → KILLED
61	1. Substituted 16 with 17 → KILLED 2. Substituted 2 with 3 → KILLED
63	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → KILLED 4. Substituted 4 with 5 → KILLED 5. negated conditional → KILLED 6. removed conditional - replaced comparison check with false → KILLED 7. removed conditional - replaced comparison check with true → KILLED 8. Removed increment 1 → KILLED
65	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → KILLED 4. Substituted 4 with 5 → KILLED 5. negated conditional → KILLED 6. removed conditional - replaced comparison check with false → KILLED 7. removed conditional - replaced comparison check with true → KILLED
67	1. negated conditional → KILLED 2. removed conditional - replaced equality check with false → KILLED 3. removed conditional - replaced equality check with true → KILLED
69	1. Substituted 0 with 1 → KILLED
70	1. Substituted 1 with 0 → KILLED
71	1. Substituted 1 with 0 → KILLED 2. Replaced integer addition with subtraction → KILLED 3. Removed assignment to member variable numberOfOriginal → KILLED
75	1. replaced return value with null for us/ihmc/games/wordoku/WordokuPuzzle::getOriginalPositions → KILLED 2. mutated return of Object value for us/ihmc/games/wordoku/WordokuPuzzle::getOriginalPositions to (if (x != null) null e throw new RuntimeException) → KILLED
82	1. removed call to java/util/HashSet::<init> → KILLED
83	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → KILLED 4. Substituted 4 with 5 → KILLED 5. negated conditional → KILLED 6. removed conditional - replaced comparison check with false → KILLED 7. removed conditional - replaced comparison check with true → KILLED 8. Removed increment 1 → TIMED_OUT
85	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → KILLED 4. Substituted 4 with 5 → KILLED 5. negated conditional → KILLED 6. removed conditional - replaced comparison check with false → KILLED 7. removed conditional - replaced comparison check with true → KILLED
87	1. removed call to java/lang/Character::valueOf → KILLED 2. removed call to java/util/Set::add → KILLED
90	1. Substituted 0 with 1 → KILLED 2. removed call to java/lang/Character::valueOf → KILLED 3. removed call to java/util/Set::remove → KILLED
91	1. replaced return value with Collections.emptyList for us/ihmc/games/wordoku/WordokuPuzzle::differentLetters → KILLED 2. mutated return of Object value for us/ihmc/games/wordoku/WordokuPuzzle::differentLetters to (if (x != null) null else new RuntimeException) → KILLED
97	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → SURVIVED 4. Substituted 4 with 5 → KILLED 5. negated conditional → KILLED 6. removed conditional - replaced comparison check with false → KILLED 7. removed conditional - replaced comparison check with true → KILLED 8. Removed increment 1 → TIMED_OUT
99	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → SURVIVED 4. Substituted 4 with 5 → KILLED 5. negated conditional → KILLED 6. removed conditional - replaced comparison check with false → KILLED 7. removed conditional - replaced comparison check with true → KILLED
101	1. negated conditional → KILLED 2. removed conditional - replaced equality check with false → KILLED 3. removed conditional - replaced equality check with true → KILLED
103	1. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::completeBoard → KILLED 2. Substituted 0 with 1 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
107	1. replaced boolean return with false for us/ihmc/games/wordoku/WordokuPuzzle::completeBoard → KILLED 2. Substituted 1 with 0 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
114	1. replaced boolean return with false for us/ihmc/games/wordoku/WordokuPuzzle::validLetter → KILLED 2. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::validLetter → KILLED 3. removed call to java/lang/Character::valueOf → KILLED

	4. removed call to java/util/Set::contains → KILLED 5. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
120	1. removed call to java/util/HashSet::<init> → KILLED
126	1. negated conditional → KILLED 2. removed conditional - replaced equality check with false → KILLED 3. removed conditional - replaced equality check with true → KILLED
128	1. negated conditional → KILLED 2. removed call to java/lang/Character::valueOf → KILLED 3. removed call to java/util/Set::contains → KILLED 4. removed conditional - replaced equality check with false → KILLED 5. removed conditional - replaced equality check with true → KILLED
130	1. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::validRow → KILLED 2. Substituted 0 with 1 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
134	1. removed call to java/lang/Character::valueOf → KILLED 2. removed call to java/util/Set::add → KILLED
139	1. replaced boolean return with false for us/ihmc/games/wordoku/WordokuPuzzle::validRow → KILLED 2. Substituted 1 with 0 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
145	1. removed call to java/util/HashSet::<init> → KILLED
148	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → KILLED 4. Substituted 4 with 5 → KILLED 5. negated conditional → KILLED 6. removed conditional - replaced comparison check with false → KILLED 7. removed conditional - replaced comparison check with true → KILLED
151	1. negated conditional → KILLED 2. removed conditional - replaced equality check with false → KILLED 3. removed conditional - replaced equality check with true → KILLED
153	1. negated conditional → KILLED 2. removed call to java/lang/Character::valueOf → KILLED 3. removed call to java/util/Set::contains → KILLED 4. removed conditional - replaced equality check with false → KILLED 5. removed conditional - replaced equality check with true → KILLED
155	1. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::validColumn → KILLED 2. Substituted 0 with 1 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
159	1. removed call to java/lang/Character::valueOf → KILLED 2. removed call to java/util/Set::add → KILLED
164	1. replaced boolean return with false for us/ihmc/games/wordoku/WordokuPuzzle::validColumn → KILLED 2. Substituted 1 with 0 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
174	1. removed call to us/ihmc/games/wordoku/WordokuPuzzle::$SWITCH_TABLE$us$ihmc$games$wordoku$WordokuPuzzle$Boxes → KILLED 2. removed call to us/ihmc/games/wordoku/WordokuPuzzle$Boxes::ordinal → KILLED 3. RemoveSwitch 0 mutation → KILLED 4. RemoveSwitch 1 mutation → KILLED 5. RemoveSwitch 2 mutation → KILLED 6. RemoveSwitch 3 mutation → KILLED 7. Switch mutation → KILLED
177	1. Substituted 0 with 1 → SURVIVED
180	1. Substituted 0 with 1 → SURVIVED
181	1. Substituted 2 with 3 → KILLED
184	1. Substituted 2 with 3 → KILLED
185	1. Substituted 0 with 1 → KILLED
188	1. Substituted 2 with 3 → KILLED
191	1. removed call to java/lang/RuntimeException::<init> → NO_COVERAGE
196	1. removed call to java/util/HashSet::<init> → KILLED
197	1. Substituted 4 with 5 → SURVIVED 2. Substituted 0 with 1 → SURVIVED 3. Substituted 1 with 0 → SURVIVED 4. Substituted 1 with 0 → KILLED 5. Substituted 2 with 3 → KILLED 6. Substituted 1 with 0 → KILLED 7. Substituted 3 with 4 → KILLED 8. Replaced integer addition with subtraction → KILLED 9. Replaced integer addition with subtraction → KILLED
198	1. Substituted 1 with 0 → KILLED 2. Substituted 1 with 0 → KILLED 3. Replaced integer addition with subtraction → KILLED 4. Replaced integer addition with subtraction → KILLED
201	1. negated conditional → KILLED 2. removed conditional - replaced equality check with false → KILLED 3. removed conditional - replaced equality check with true → KILLED
203	1. negated conditional → KILLED 2. removed call to java/lang/Character::valueOf → KILLED 3. removed call to java/util/Set::contains → KILLED 4. removed conditional - replaced equality check with false → KILLED 5. removed conditional - replaced equality check with true → KILLED
204	1. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::valid2x2Box → KILLED 2. Substituted 0 with 1 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
206	1. removed call to java/lang/Character::valueOf → KILLED 2. removed call to java/util/Set::add → KILLED

210	1. replaced boolean return with false for us/ihmc/games/wordoku/WordokuPuzzle::valid2x2Box → KILLED 2. Substituted 1 with 0 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
216	1. removed call to java/lang/StringBuilder::<init> → KILLED 2. Substituted 0 with 1 → KILLED 3. Substituted 0 with 1 → KILLED 4. Substituted 1 with 0 → KILLED 5. Substituted 1 with 0 → KILLED 6. Substituted 2 with 3 → KILLED 7. Substituted 2 with 3 → KILLED 8. Substituted 3 with 4 → KILLED 9. Substituted 3 with 4 → KILLED 10. removed call to java/lang/StringBuilder::append → KILLED 11. removed call to java/lang/StringBuilder::append → KILLED 12. removed call to java/lang/StringBuilder::append → KILLED 13. removed call to java/lang/StringBuilder::append → KILLED 14. removed call to java/lang/StringBuilder::toString → KILLED 15. replaced call to java/lang/StringBuilder::append with receiver → KILLED 16. replaced call to java/lang/StringBuilder::append with receiver → KILLED 17. replaced call to java/lang/StringBuilder::append with receiver → KILLED 18. replaced call to java/lang/StringBuilder::append with receiver → KILLED
217	1. changed conditional boundary → KILLED 2. Substituted 0 with 1 → KILLED 3. negated conditional → KILLED 4. removed conditional - replaced comparison check with false → KILLED 5. removed conditional - replaced comparison check with true → KILLED
219	1. negated conditional → KILLED 2. removed call to java/lang/String::equals → KILLED 3. removed conditional - replaced equality check with false → KILLED 4. removed conditional - replaced equality check with true → KILLED
220	1. replaced boolean return with false for us/ihmc/games/wordoku/WordokuPuzzle::diagonalIsWord → KILLED 2. Substituted 1 with 0 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
222	1. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::diagonalIsWord → KILLED 2. Substituted 0 with 1 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
230	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → KILLED 4. Substituted 4 with 5 → KILLED 5. negated conditional → KILLED 6. removed conditional - replaced comparison check with false → KILLED 7. removed conditional - replaced comparison check with true → KILLED 8. Removed increment 1 → TIMED_OUT
232	1. changed conditional boundary → KILLED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → KILLED 4. Substituted 4 with 5 → KILLED 5. negated conditional → KILLED 6. removed conditional - replaced comparison check with false → KILLED 7. removed conditional - replaced comparison check with true → KILLED
234	1. negated conditional → KILLED 2. removed conditional - replaced equality check with false → KILLED 3. removed conditional - replaced equality check with true → KILLED
235	1. removed call to java/lang/StringBuilder::<init> → KILLED 2. removed call to java/lang/String::valueOf → KILLED 3. removed call to java/lang/StringBuilder::append → KILLED 4. removed call to java/lang/StringBuilder::toString → KILLED 5. replaced call to java/lang/StringBuilder::append with receiver → KILLED
237	1. removed call to java/lang/StringBuilder::<init> → KILLED 2. removed call to java/lang/String::valueOf → KILLED 3. removed call to java/lang/StringBuilder::append → KILLED 4. removed call to java/lang/StringBuilder::toString → KILLED 5. replaced call to java/lang/StringBuilder::append with receiver → KILLED
238	1. removed call to java/lang/StringBuilder::<init> → KILLED 2. removed call to java/lang/String::valueOf → KILLED 3. removed call to java/lang/StringBuilder::append → KILLED 4. removed call to java/lang/StringBuilder::toString → KILLED 5. replaced call to java/lang/StringBuilder::append with receiver → KILLED
240	1. removed call to java/lang/StringBuilder::<init> → KILLED 2. removed call to java/lang/String::valueOf → KILLED 3. removed call to java/lang/StringBuilder::append → KILLED 4. removed call to java/lang/StringBuilder::toString → KILLED 5. replaced call to java/lang/StringBuilder::append with receiver → KILLED
242	1. replaced return value with "" for us/ihmc/games/wordoku/WordokuPuzzle::printBoard → KILLED 2. mutated return of Object value for us/ihmc/games/wordoku/WordokuPuzzle::printBoard to (if (x != null) null else throw RuntimeException) → KILLED
251	1. changed conditional boundary → KILLED 2. changed conditional boundary → SURVIVED 3. changed conditional boundary → KILLED 4. changed conditional boundary → SURVIVED 5. Substituted 4 with 5 → SURVIVED 6. Substituted 4 with 5 → SURVIVED 7. negated conditional → KILLED 8. negated conditional → KILLED 9. negated conditional → KILLED 10. negated conditional → KILLED 11. removed conditional - replaced comparison check with false → KILLED

	12. removed conditional - replaced comparison check with false → KILLED 13. removed conditional - replaced comparison check with false → KILLED 14. removed conditional - replaced comparison check with false → SURVIVED 15. removed conditional - replaced comparison check with true → SURVIVED 16. removed conditional - replaced comparison check with true → SURVIVED 17. removed conditional - replaced comparison check with true → SURVIVED 18. removed conditional - replaced comparison check with true → KILLED
252	1. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::modify → KILLED 2. Substituted 0 with 1 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
255	1. negated conditional → KILLED 2. removed call to us/ihmc/games/wordoku/WordokuPuzzle::validLetter → KILLED 3. removed conditional - replaced equality check with false → KILLED 4. removed conditional - replaced equality check with true → KILLED
256	1. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::modify → KILLED 2. Substituted 0 with 1 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
259	1. changed conditional boundary → SURVIVED 2. Changed increment from 1 to -1 → KILLED 3. Substituted 0 with 1 → SURVIVED 4. negated conditional → SURVIVED 5. removed conditional - replaced comparison check with false → KILLED 6. removed conditional - replaced comparison check with true → SURVIVED
261	1. Substituted 0 with 1 → SURVIVED 2. Substituted 1 with 0 → KILLED 3. negated conditional → KILLED 4. negated conditional → KILLED 5. removed conditional - replaced equality check with false → SURVIVED 6. removed conditional - replaced equality check with false → SURVIVED 7. removed conditional - replaced equality check with true → KILLED 8. removed conditional - replaced equality check with true → KILLED
262	1. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::modify → KILLED 2. Substituted 0 with 1 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
269	1. negated conditional → KILLED 2. negated conditional → KILLED 3. negated conditional → KILLED 4. removed call to us/ihmc/games/wordoku/WordokuPuzzle::validRow → KILLED 5. removed call to us/ihmc/games/wordoku/WordokuPuzzle::validColumn → KILLED 6. removed call to us/ihmc/games/wordoku/WordokuPuzzle$Boxes::getBox → KILLED 7. removed call to us/ihmc/games/wordoku/WordokuPuzzle::valid2x2Box → KILLED 8. removed conditional - replaced equality check with false → KILLED 9. removed conditional - replaced equality check with false → KILLED 10. removed conditional - replaced equality check with false → SURVIVED 11. removed conditional - replaced equality check with true → SURVIVED 12. removed conditional - replaced equality check with true → SURVIVED 13. removed conditional - replaced equality check with true → KILLED
271	1. Substituted 0 with 1 → SURVIVED
272	1. replaced boolean return with true for us/ihmc/games/wordoku/WordokuPuzzle::modify → KILLED 2. Substituted 0 with 1 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
274	1. replaced boolean return with false for us/ihmc/games/wordoku/WordokuPuzzle::modify → KILLED 2. Substituted 1 with 0 → KILLED 3. replaced return of integer sized value with (x == 0 ? 1 : 0) → KILLED
280	1. replaced return value with null for us/ihmc/games/wordoku/WordokuPuzzle::getArray → KILLED 2. mutated return of Object value for us/ihmc/games/wordoku/WordokuPuzzle::getArray to (if (x != null) null else throw ne RuntimeException) → KILLED

Active mutators

- RETURN_VALS_MUTATOR
- BOOLEAN_TRUE_RETURN
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_61
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_60
- CONDITIONALS_BOUNDARY_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_56
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_55
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_58
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_57
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_52
- VOID_METHOD_CALL_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_51
- NULL_RETURN_VALUES
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_54
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_53
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_59
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_50
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_45
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_44
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_47
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_46
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_41
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_40
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_43
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_42
- NEGATE_CONDITIONALS_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_49

- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_48
- INLINE_CONSTANT_MUTATOR
- CONSTRUCTOR_CALL_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_34
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_33
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_36
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_35
- EXPERIMENTAL_MEMBER_VARIABLE_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_30
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_32
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_31
- REMOVE_CONDITIONALS_ORDER_ELSE_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_38
- BOOLEAN_FALSE_RETURN
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_37
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_39
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_3
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_2
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_1
- INVERT_NEGS_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_0
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_23
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_22
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_25
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_9
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_24
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_8
- EMPTY_RETURN_VALUES
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_7
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_6
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_21
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_5
- NAKED_RECEIVER
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_20
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_4
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_27
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_26
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_29
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_28
- PRIMITIVE_RETURN_VALS_MUTATOR
- REMOVE_INCREMENTS_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_12
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_11
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_99
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_14
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_13
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_96
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_95
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_10
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_98
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_97
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_19
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_16
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_15
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_18
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_17
- EXPERIMENTAL_SWITCH_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_92
- ARGUMENT_PROPAGATION_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_91
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_94
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_93
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_90
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_89
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_88
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_85
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_84
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_87
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_86
- MATH_MUTATOR
- NON_VOID_METHOD_CALL_MUTATOR
- REMOVE_CONDITIONALS_EQUAL_IF_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_81
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_80
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_83
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_82
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_78
- REMOVE_CONDITIONALS_EQUAL_ELSE_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_77
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_79
- INCREMENTS_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_74
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_73
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_76
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_75
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_70
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_72
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_71
- REMOVE_CONDITIONALS_ORDER_IF_MUTATOR
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_67
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_66

- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_69
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_68
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_63
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_62
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_65
- EXPERIMENTAL_REMOVE_SWITCH_MUTATOR_64

Tests examined

- us.ihmc.games.wordoku.WordokuPuzzleTest.testGetOriginalPositionsWithValid(us.ihmc.games.wordoku.WordokuPuzzleTest) (4 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testInvalidBoard(us.ihmc.games.wordoku.WordokuPuzzleTest) (4 ms)
- us.ihmc.games.wordoku.WordokuGamePlayTest.testPlayWithValid(us.ihmc.games.wordoku.WordokuGamePlayTest) (7 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testModifyInvalidLetter(us.ihmc.games.wordoku.WordokuPuzzleTest) (12 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testDiffLettersWithBoardWith5Distinct(us.ihmc.games.wordoku.WordokuPuzzleTest) (3 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testModifyOutOfBounds(us.ihmc.games.wordoku.WordokuPuzzleTest) (5 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testModifyOriginalSlots(us.ihmc.games.wordoku.WordokuPuzzleTest) (11 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testPrintCompleteBoard(us.ihmc.games.wordoku.WordokuPuzzleTest) (3 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testValidModify(us.ihmc.games.wordoku.WordokuPuzzleTest) (2 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testDiffLettersWithValidIncomplete(us.ihmc.games.wordoku.WordokuPuzzleTest) (4 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testValidLetter(us.ihmc.games.wordoku.WordokuPuzzleTest) (2 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testValidIncompleteBoard(us.ihmc.games.wordoku.WordokuPuzzleTest) (2 ms)
- us.ihmc.games.wordoku.WordokuGamePlayTest.testPlayWithInvalid(us.ihmc.games.wordoku.WordokuGamePlayTest) (170 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testDiagonalIsWordWithInvalidBoard(us.ihmc.games.wordoku.WordokuPuzzleTest) (3 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testGetArray(us.ihmc.games.wordoku.WordokuPuzzleTest) (12 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testCompleteBoardWithIncomplete(us.ihmc.games.wordoku.WordokuPuzzleTest) (4 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testModifyRepeatingLetters(us.ihmc.games.wordoku.WordokuPuzzleTest) (9 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testCompleteBoardWithComplete(us.ihmc.games.wordoku.WordokuPuzzleTest) (5 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testDiagonalIsWordWithValidBoard(us.ihmc.games.wordoku.WordokuPuzzleTest) (3 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testInvalidLetter(us.ihmc.games.wordoku.WordokuPuzzleTest) (4 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testValidCompleteBoard(us.ihmc.games.wordoku.WordokuPuzzleTest) (3 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testPrintIncompleteBoard(us.ihmc.games.wordoku.WordokuPuzzleTest) (2 ms)
- us.ihmc.games.wordoku.WordokuPuzzleTest.testGetOriginalPositionsWithInvalid(us.ihmc.games.wordoku.WordokuPuzzleTest) (6 ms)

Report generated by PIT 1.3.2