

SAT: Property-based Testing

1. Write property-based tests for the following procedure:

```
1 public String sameEnds(String string) {
2     int length = string.length();
3     int half = length / 2;
4     String left = "";
5     String right = "";
6     int size = 0;
7     for (int i = 0; i < half; i++) {
8         left = left + string.charAt(i);
9         right = string.charAt(length - 1 - i) + right;
10        if (left.equals(right)) {
11            size = left.length();
12        }
13    }
14    return string.substring(0, size);
15 }
```

- generator: end and middle (two strings)
- post-processing: end+middle+reverse(end) to get the string argument
- validation: sameEnds result is end

2. Write property-based tests for the following procedure:

```
1 public static boolean isLeapYear(int year) {
2     if (year % 400 == 0)
3         return true;
4     if (year % 100 == 0)
5         return false;
6     return year % 4 == 0;
7 }
```

- generator: multiple of 400, multiple of 100, multiple of 4, not a multiple of 4
- no post-processing
- validation: isLeapYear returns true,false,true,false in this order for the 4 cases.

3. Write property-based tests for the following procedure:

```
1 public enum TYPE {
2     NONE,
3     SCALENE,
4     ISOSCELES,
5     EQUILATERAL
6 }
7
8 public static TYPE checkTriangle(int s1, int s2, int s3) {
9     if (!isValidTriangle(s1, s2, s3))
10        return TYPE.NONE;
11    else if (isEquilateral(s1, s2, s3))
12        return TYPE.EQUILATERAL;
13    else if (isIsosceles(s1, s2, s3))
14        return TYPE.ISOSCELES;
15    else
16        return TYPE.SCALENE;
17 }
18 public static boolean isValidTriangle(int a, int b, int c) {
19     return (a + b > c && b + c > a && c + a > b);
20 }
21 public static boolean isEquilateral(int a, int b, int c) {
22     return (a == b && b == c);
23 }
24 public static boolean isIsosceles(int a, int b, int c) {
25     return (a == b || b == c || a == c);
26 }
```

- generator: one positive int (equilateral), two positive ints that make a triangle (isosceles), three positive ints that make a triangle (scalene), three positive ints that violate either of the conditions for it to be a triangle (none)
- no post-processing
- validation: checkTriangle returns the correct enumeration type