

Testing Recursion

CSC345: Programming Languages and Paradigms

Testing and Properties

Test Driven Development (TDD):

- Software development process
- Relies on the repetition of a very short development cycle
- Automatic grading!

One typical process:

- Add a test
- Run all tests and see if the new one fails
- Write some code
- Run tests
- Refactor code
- Repeat

How to write tests for Haskell?

```
-- Testing functions
test_exor1, test_exor2, test_exor3, test_exor4 :: Bool
test_exor1 = (exOr True True) == False
test_exor2 = (exOr True False) == True
test_exor3 = (exOr False True) == True
test_exor4 = (exOr False False) == False
```

We want all 4 of these tests to evaluate to **True**.

Demo

Prompt: Write tests for `threeMax` function

- (It's easily possible to make a mistake in coding not only your **threeMax** function but also your test functions.)

Recursion

(A very important programming mechanism)

- Recursion: definition in which a function or object refers to itself
- *Prompt*: can you give a template for “primitive recursion”
 - Primitive recursion: pattern for most (but not all) recursive problems

```
func n
  | n == 0      = ...           -- base case
  | n > 0      = ... func (n-1) -- recursive step
```

- Going from “goal” (what we want to compute) backwards to the base case (using the recursive step)
- **Base case** is typically the simplest case
- **Recursive step**: a way of going from the value at **n-1** to the next value at **n**

Example: the *factorial* fn

6!

$$6! = 1 * 2 * 3 * 4 * 5 * 6$$

$$6! = 5! * 6$$

Recursive Step

- What is the **base case**?

$$0! = 1$$

Defined by mathematicians

```
func n
  | n == 0      = ...           -- base case
  | n > 0       = ... func (n-1) -- recursive step
```

```
fac :: Integer -> Integer
```

```
fac n
```

```
  | n == 0 = 1
```

```
  | n > 0 = fac (n-1) * n
```


Demo

Trace of `fac` 4

Try **fac** (-2)

How to fix?

Example: a function that sums the factorials

$$0! + 1! + \dots + n!$$

Example: a function `rangeProduct` that given natural numbers m and n , returns the product of those integers between them, inclusive

$$m * (m + 1) * \dots * (n - 1) * n$$

```
> rangeProduct 3 6
```

```
3 * 4 * 5 * 6
```

```
360
```

Trace of rangeProduct

How is **fac** related to **rangeProduct**