Memorization

Test 1

Call the function twice and get the value from the cache

```
class MemorizeTest1 {
    public static void main(String argv[]) {
        int a;
        double b;
        String s;
        a = 19;
        b = 23.3;
        s = "prefect";
        Sample Variable v = new Sample Variable (91, 89.1);
        System.out.printf("\n---- First call Add and save result ----\n");
        System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s, v));
        System.out.printf("\n---- Second call Add and found result ----
\n");
        System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s, v));
   }
}
```

```
====== system under test
MemorizeTest1.main()
                                          ==== search started: 9/24/19 1:08 AM
 ===== SampleVariable:<init> ====
Input slots: [356, 91, 1079395942, 1717986918, 0, 0, 0]
----- First call Add and save result -----
    == Add:add ===
Input slots: [19, 1077365964, -858993459, 351, 356, 0, 0, 0]
# Add:add: Saving result 42 #
19 + 23 = 42!
----- Second call Add and found result ----
  ==== Add:add =====
Input slots: [19, 1077365964, -858993459, 351, 356, 0, 0, 0]
# Found Cached Result: 42 #
19 + 23 = 42!
```

Test 2

Call the method with different inputs and save those results

```
class MemorizeTest2 {
   public static void main(String argv[]) {
       int a;
       double b;
       String s;
       a = 19;
       b = 23.3;
        s = "prefect";
        SampleVariable v = new SampleVariable(91, 89.1);
        System.out.printf("\n---- First call Add and save result ----\n");
        System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s, v));
        System.out.printf("\n----- Call Add with different input and save
result ----\n");
       b = 50.1;
        System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s, v));
        System.out.printf("\n---- Second call Add and found result ----
\n");
        System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s, v));
        b = 23.3;
       System.out.printf("\n---- Second call Add and found result ----
\n");
        System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s, v));
   }
}
```

```
MemorizeTest2.main()
                                        ======= search started: 9/24/19 1:10 AM
===== SampleVariable:<init> ===
Input slots: [356, 91, 1079395942, 1717986918, 0, 0, 0]
----- First call Add and save result -----
 ===== Add:add ====
Input slots: [19, 1077365964, -858993459, 351, 356, 0, 0, 0]
# Add:add: Saving result 42 #
19 + 23 = 42!
----- Call Add with different input and save result -----
===== Add:add ===
Input slots: [19, 1078529228, -858993459, 351, 356, 0, 0, 0]
# Add:add: Saving result 69 #
19 + 50 = 69!
----- Second call Add and found result -----
===== Add:add ====
Input slots: [19, 1078529228, -858993459, 351, 356, 0, 0, 0]
# Found Cached Result: 69 #
19 + 50 = 69!
----- Second call Add and found result -----
===== Add:add =====
Input slots: [19, 1077365964, -858993459, 351, 356, 0, 0, 0]
# Found Cached Result: 42 #
19 + 23 = 42!
```

Test 3

Call the method with different objects and save those results

```
class MemorizeTest3 {
   public static void main(String argv[]) {
      int a;
      double b;
      String s;
      a = 19;
      b = 23.3;
      s = "prefect";
      SampleVariable v1 = new SampleVariable(91, 89.1);
      System.out.printf("\n----- First call Add and save result ----\n");
      System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s, v1));
```

```
System.out.printf("\n----- Call Add with different input and save
result ----\n");
    SampleVariable v2 = new SampleVariable(91, 100.1);
    System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s,
v2));
    System.out.printf("\n----- Second call Add and found result -----
\n");
    System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s,
v1));
    System.out.printf("\n----- Second call Add and found result -----
\n");
    System.out.printf("\n----- Second call Add and found result -----
\n");
    System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s,
v2));
    }
}
```

```
MemorizeTest3.main()
                                             === search started: 9/24/19 1:12 AM
==== SampleVariable:<init> ===
Input slots: [356, 91, 1079395942, 1717986918, 0, 0, 0]
----- First call Add and save result -----
===== Add:add =====
Input slots: [19, 1077365964, -858993459, 351, 356, 0, 0, 0]
# Add:add: Saving result 42 #
19 + 23 = 42!
----- Call Add with different input and save result -----
====== SampleVariable:<init> =====
Input slots: [632, 91, 1079576166, 1717986918, 0, 0, 0]
===== Add:add =====
Input slots: [19, 1077365964, -858993459, 351, 632, 0, 0, 0]
# Add:add: Saving result 42 #
19 + 23 = 42!
----- Second call Add and found result -----
===== Add:add =====
Input slots: [19, 1077365964, -858993459, 351, 356, 0, 0, 0]
# Found Cached Result: 42 #
19 + 23 = 42!
----- Second call Add and found result -----
Input slots: [19, 1077365964, -858993459, 351, 632, 0, 0, 0]
# Found Cached Result: 42 #
19 + 23 = 42!
```

Test 4 Update the object without hitting the caching

```
class MemorizeTest4 {
  public static void main(String argv[]) {
    int a;
    double b;
    String s;
    a = 19;
    b = 23.3;
    s = "prefect";
    SampleVariable v1 = new SampleVariable(91, 89.1);
    System.out.printf("\n----- First call Add and save result ----\n");
```

```
System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s,
v1));

System.out.printf("\n----- Second call Add and found result -----
\n");

System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s,
v1));

System.out.printf("\n----- Update the object without hitting the
caching ----\n");

v1.a = 9;

System.out.printf("%d + %d = %d!\n", a, (int) b, Add.add(a, b, s,
v1));

}
```

```
MemorizeTest4.main()
                                            ===== search started: 9/24/19 1:15 AM
===== MemorizeTest4:main =====
== SampleVariable:<init> ==
Input slots: [356, 91, 1079395942, 1717986918, 0, 0, 0]
----- First call Add and save result -----
===== Add:add =====
Input slots: [19, 1077365964, -858993459, 351, 356, 0, 0, 0]
# Add:add: Saving result 42 #
19 + 23 = 42!
----- Second call Add and found result -----
===== Add:add =====
Input slots: [19, 1077365964, -858993459, 351, 356, 0, 0, 0]
# Found Cached Result: 42 #
19 + 23 = 42!
----- Update the object without hitting the caching -----
==== Add:add ===
Input slots: [19, 1077365964, -858993459, 351, 356, 0, 0, 0]
Cache doesn't match: 9
                     91
19 + 23 = 42!
```