

I had a very difficult time getting coverage to work, but once I did I starting running into seg faults during many iterations. From what I can gather, and what I have seen from others, it seems the issue is with floating point numbers. I tried my best to get coverage for floating point to work, but I kept running into problems I did not understand. In the end it seems getting coverage to work for floating point would take more time than getting the coverage I have so far.