



Integer manipulations

```
constant ABC = 10;
my Int $i;
my Hash $h;
$h<test> = $i;
5. nok $i.defined, 'T0';
ok $i ~~ Int, 'T1';
todo 'D2', 1;
ok $i !~~ Int, 'D3';
ok $i ~~ Cool, 'T4';
```

- ✓ **T0:** Declaration of an integer without an assignment of a value, should result in an undefinedness.
- ✓ **T1:** But when defined or not, its type value can be compared.

Next D3 test is a todo test: Someday we might make this not fail when wormwhole modules are installed

- 📄 **D3:** The opposite test should fail
- ✓ **T4:** Also inherited classes should be compared successfully.

```
10. $i = ABC;
is $i, 10, 'T5';
if ?"We are not stupid" {
  skip 'S6', 2;
}
15. else {
  ok 10 < 7, 'S7';
  ok 11 / 0, 'S8';
}
todo 'D9', 2;
20. is $i, 11, 'D10';
like $i.Str, /'not 10, but text'/, 'D11';
for ^10 {
  ok $^a < 7, 'T12';
}
25. for ^11 {
  todo 'D13', 1;
  ok $^a > 8, 'D14';
}
my Int $i2 = 20304;
30. todo 'B15', 2;
is $i2, 20304, 'B16';
is $i2 - 20305, 1, 'B17';
```


- ✓ **T5:** Initialize Int with the constant seems to have done well

Next 2 tests (S7-8) might be skipped: Two lines are skipped because these are stupid tests

- ☆☆ **S7:** 10 not smaller than 7
- ☆☆ **S8:** Won't work in this universe



Next 2 tests (D10-11) are todo tests: Incredible tests which will be true in the not so distant future

- 📄 **D10:** Integer is 10 not 11


 **D11:** test some text


✓7 ✗3 **T12:** test a series of numbers against 7

Next D14 test is a todo test: Should make todos with this test

2 9 **D14:** test a series of numbers against 8

Next 2 tests (B16-17) are bug issue tests: Mentioned a few bugs from the issues list on github

 **B16:** ok, for now

 **B17:** not ok

The Perl 6 integer test report

The integer is in perl the most important type so we need to do our best to test it thoroughly. First we declare a constant to be used later and an integer without a value.

Operations

Next a few tests to see if operations can be applied to the integer

