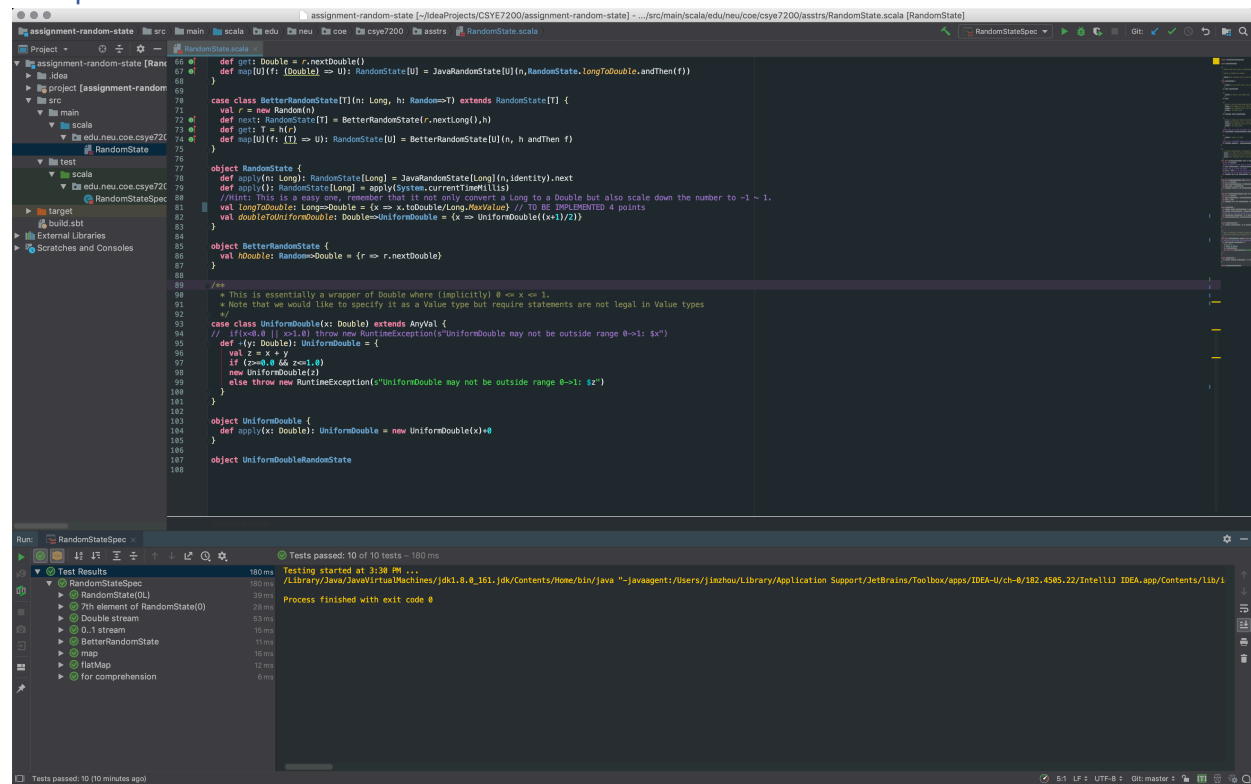


## Assignment4: RandomState

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## Snapshot of the test case:



The screenshot displays an IDE window with a Scala project named 'assignment-random-state'. The main editor shows the implementation of the `RandomState` object and its associated `UniformDouble` and `BetterRandomState` classes. The code includes methods for generating random numbers and streams, as well as a `get` method for accessing the internal state. The `UniformDouble` class is a wrapper for `Double` values, ensuring they are within the range  $0 \leq x < 1$ . The `BetterRandomState` class is a more efficient implementation of the random state.

```
def get: Double = r.nextDouble()
def map[U](f: (Double) => U): RandomState[U] = JavaRandomState[U](n, RandomState.longToDouble.andThen(f))

case class BetterRandomState[T](n: Long, h: Random=>T) extends RandomState[T] {
  val r = new Random(n)
  def next: RandomState[T] = BetterRandomState(r.nextLong(), h)
  def get: T = h(r)
  def map[U](f: T => U): RandomState[U] = BetterRandomState[U](n, h andThen f)
}

object RandomState {
  def apply(n: Long): RandomState[Long] = JavaRandomState[Long](n, identity).next
  def apply(i: RandomState[Long]) = apply(System.currentTimeMillis)
  //Hint: This is a easy one, remember that it not only convert a Long to a Double but also scale down the number to -1 ~ 1.
  val longToDouble: Long=>Double = (x => x.toDouble/Long.MaxValue) // TO BE THOUGHTED 4 points
  val doubleToUniformDouble: Double=>UniformDouble = (x => UniformDouble((x+1)/2))
}

object BetterRandomState {
  val hDouble: Random=>Double = (r => r.nextDouble)
}

/**
 * This is essentially a wrapper of Double where (implicitly) 0 <= x < 1.
 * Note that we would like to specify it as a Value type but require statements are not legal in Value types
 */
case class UniformDouble(x: Double) extends AnyVal {
  // If x is 0.0 || x > 1.0 throw new RuntimeException("UniformDouble may not be outside range 0->1: $x")
  def +(y: Double): UniformDouble = {
    val z = x + y
    if (z >= 0.0 && z <= 1.0)
      new UniformDouble(z)
    else throw new RuntimeException("UniformDouble may not be outside range 0->1: $z")
  }
}

object UniformDouble {
  def apply(x: Double): UniformDouble = new UniformDouble(x)
}

object UniformDoubleRandomState
```

The bottom panel shows the test results for `RandomStateSpec`. The tests passed, and the process finished with exit code 0.

Test Results	Time
RandomStateSpec	180 ms
RandomState(0)	180 ms
7th element of RandomState(0)	28 ms
Double stream	53 ms
0.1 stream	15 ms
BetterRandomState	17 ms
map	10 ms
flatMap	12 ms
for comprehension	6 ms