Property-based Testing

Design Property Tests for each of the problems:

1. `passingScore` method which takes in an integer and returns a boolean value (`true` if the score is greater or equal to 60).

2. `unique` method that returns a descending array of integer values included in the input array.

3. `indexOf` method that returns the index of the value within the array, or –1 if not found or null.
```
public static int indexOf(final int[] array, final int valueToFind, int startIndex)
```

4. `NaturalUtils` add method.

5. `NaturalUtils` subtract method.

6. `isTriangle` method:

```
public class Triangle {
  public static boolean isTriangle(int a, int b, int c) {
    boolean hasABadSide = a >= (b + c) || c >= (b + a) || b >= (a + c);
    return !hasABadSide;
  }
}
```

7. `Basket` `add` and `remove` methods from last week's homework.