

```
int abs(int x) {  
    return x >= 0 ? x : -x;  
}  
  
@Test  
void testAbs() {  
    assertEquals(0, abs(0));  
}
```



## TERALIZER

replaced annotation → @Property

added constraint(s) → void testAbs(@Int(min=0) int x) {  
 assertEquals(x, abs(x));  
}

added parameter(s) → int abs(int x) {  
 return x >= 0 ? x : -x;  
}

replaced expected → assertEquals(0, abs(0));

replaced argument(s) → assertEquals(x, abs(x));