Abstraction:
We used ranges, to perform bound analysis.

Hardest to implement:
Asserts.

We do not handle any exception other than division by 0.

Arithmetics.java	
alwaysThrows1	👍
AlwaysThrows2	👍
AlwaysThrows3	👍
AlwaysThrows4	👍
alwaysThrows5	👍
itDependsOnLattice1	👍
itDependsOnLattice2	👍
itDependsOnLattice3	😕
itDependsOnLattice4	👍
itDependsOnLattice5	👍
speedVsPrecision	👎

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