## Exercise (Wednesday) – Writing and Tuning Generators

Load the file **Coin.hs** into ghci. It defines a **Coin** type with a maximum value, inspired by a cryptocurrency application, along with a function to check validity of coins and to add them together (provided the result is valid).

newtype Coin = ...
maxCoinValue :: Int

valid :: Coin -> Bool

add :: Coin -> Coin -> Maybe Coin

There is a generator and shrinker for the **Coin** type provided in the file, together with properties to check that all generated coins are valid, and that **add** works as it should:

```
prop_Valid :: Coin -> Bool
prop_Add :: Coin -> Coin -> Property
```

- 1. Begin by testing **prop\_Valid**. You will find that it fails, because the given generator can generate invalid **Coins**. Correct the generator and ensure that **prop\_Valid** passes a large number of tests. You may find the function **abs** useful<sup>1</sup>.
- 2. Now test prop\_Add. You should find that it passes. But are the tests effective? Instrument the property using cover² (from the lecture) to measure the proportion of test cases that cover each branch of the if-then-else. (You will need to decide what proportion of test cases—at a minimum—should cover each branch. Perhaps 40%?). Rerun the tests to measure the coverage achieved. Use checkCoverage to see whether your coverage requirements are met:

```
quickCheck . checkCoverage $ prop Add
```

- 3. Assuming that they are not, adjust the generator so that the requirements are met. *Hint:* my solution uses **choose**<sup>3</sup>.
- 4. Think about the unit tests you would write for add. Wouldn't you include some boundary cases where the sum falls close to the maximum possible value, on either side? Let's call a test a 'boundary case' if the sum is within 3 of the boundary. Instrument the property (using cover again) to report the proportion of boundary cases tested. Only a minority of tests can be expected to be boundary cases; choose a coverage requirement that ensures that most test runs will contain a boundary case.
- 5. Is your new coverage requirement met? If not, refine the generator again so that it is. *Hint:* my solution uses **NonNegative**<sup>4</sup>, **choose** and **oneof**<sup>5</sup>.

<sup>&</sup>lt;sup>1</sup> https://hackage.haskell.org/package/base-4.18.0.0/docs/Prelude.html#v:abs

<sup>&</sup>lt;sup>2</sup> https://hackage.haskell.org/package/QuickCheck-2.14.3/docs/Test-QuickCheck.html#v:cover

<sup>&</sup>lt;sup>3</sup> https://hackage.haskell.org/package/QuickCheck-2.14.3/docs/Test-QuickCheck.html#v:choose

<sup>&</sup>lt;sup>4</sup> https://hackage.haskell.org/package/QuickCheck-2.14.3/docs/Test-QuickCheck.html#t:NonNegative

<sup>&</sup>lt;sup>5</sup> https://hackage.haskell.org/package/QuickCheck-2.14.3/docs/Test-QuickCheck.html#v:oneof