#### 2024

## Lab #7

Nome Turma 3 Número de Aluno

## Do not forget to read the Hints section!!

### Instructions

- 1. Download the file lab07\_udp\_turma3\_student\_number.zip from GitHub.
- 2. From Eclipse, import the lab07\_udp\_turma3\_student\_number.zip file above: File, Import ..., Existing Projects into Workspace, select archive file, Browse, lab07\_udp\_turma-3\_student\_number.zip.
- 3. Right after importing the Eclipse project, you should rename it. Right-click the project, then select Refactor, Rename, and then replace student\_number with your actual student number (including the symbol 'a' at the beginning).
- 4. The project has a JUnit (Java Unit) test class named TestUDP which you will edit to complete this laboratory. The test class is under the udp\_sequential Java package. Experiment with this test class, for instance, right-click TestUDP.java and select Run As JUnit Test. A JUnit console will be displayed with all the tests that have passed (green) or failed (red). Initially, all tests should be green.
- 5. You will work on one single JUnit test in the file TestUDP.java. Therefore, if the last digit of your student number is 0, then you will work with the test\_0 JUnit test; if the last digit is 5 then you will work with the test\_5 JUnit test, etc. Your work consists in writing the JUnit test above.
- 6. Once you have finished, you are ready to turn in your lab. First, you need to compress your project as a zip file. In Eclipse, right-click your project name and select Export ..., General, Archive File, Next, Save in zip format, To archive file, lab07\_udp\_turma-3\_student\_number.zip.
- 7. Turn in your lab using **Tutoria**. You do not need to send a PDF file, just the zip file of the Eclipse project. You will turn in the zip file of the eclipse project by the end of the respective lab. Your zip file needs to be edited Eclipse project. It cannot be a project of another IDE.

#### Hints

• All the variables that you want to access have type BSet or BRelation; they are defined in the package eventb\_prelude. Check those classes and the methods they implement.

- Variables packet, sent, received, and dropped are sets so their type is BSet. If you want to know the values received before or after a transmission, the you can use udp.get\_received(). If you want to know the value of sent after a transmission, then you can use udp.get\_sent().
- BSet implements various methods for Unioning and Intersecting sets; check those methods out; BSet also implements some boolean functions to check if a set contains another, etc. For instance, the union of sets X and Y can be achieved by writing X.union(Y). If you want to check if X contains Y, then you can use X.containsAll(Y). If you want to check if X is a subset of Y, then you can use X.isSubset(Y).

## Rúbrica De Avaliação para os Testes

| Value | Description  |
|-------|--|
| 1     | No test has been written, or some code has been written but it is not really       |
|       | testing anything.  |
| 2     | A test has been written, it works, but it has a major flaw (for instance, it does  |
|       | not test what it is required to test but something else)                           |
| 3     | A test has been written, it works, but it has a minor flaw (for instance, it tests |
|       | a very different version of what it is required to test).                          |
| 4     | A test has been written, it works, but it has a minor flaw (for instance, it tests |
|       | a slightly different version of what it is required to test).                      |
| 5     | A test has been written, it works, it tests what it is required to test            |

# Rúbrica De Avaliação para os Invariantes

| Value | Description |
|-------|-------------|
| 1     | Missing     |
| 2     | Bad         |
| 3     | Average     |
| 4     | Good        |
| 5     | Excellent   |