

Property-based testing

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1. Specifying your system under test in terms of properties, where properties describe invariants of the system based on its input and output.

— Oskar Wickstrom (*Property-Based Testing in a Screencast Editor*)

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1. Specifying your system under test in terms of properties, where properties describe invariants of the system based on its input and output.
2. Testing that those properties hold against a large variety of inputs

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GSM-7: A case study

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Text encoding for SMS that packs a 7-bit character set into 8-bit bytes (so a 140-byte text message can contain 160 characters)

Wikipedia page: https://en.wikipedia.org/wiki/GSM_03.38

Combining Arbitrarys

Things that I've learned

Would be great to have metrics about this but... don't use `filter` on `Arbitraries` (EDIT: fine to use `filter` on `Arbitraries`, just don't reconstruct arrays on every iteration, stuff like that. `Arbitraries` generate 100s of tests so, forces you to be mindful about perf)

