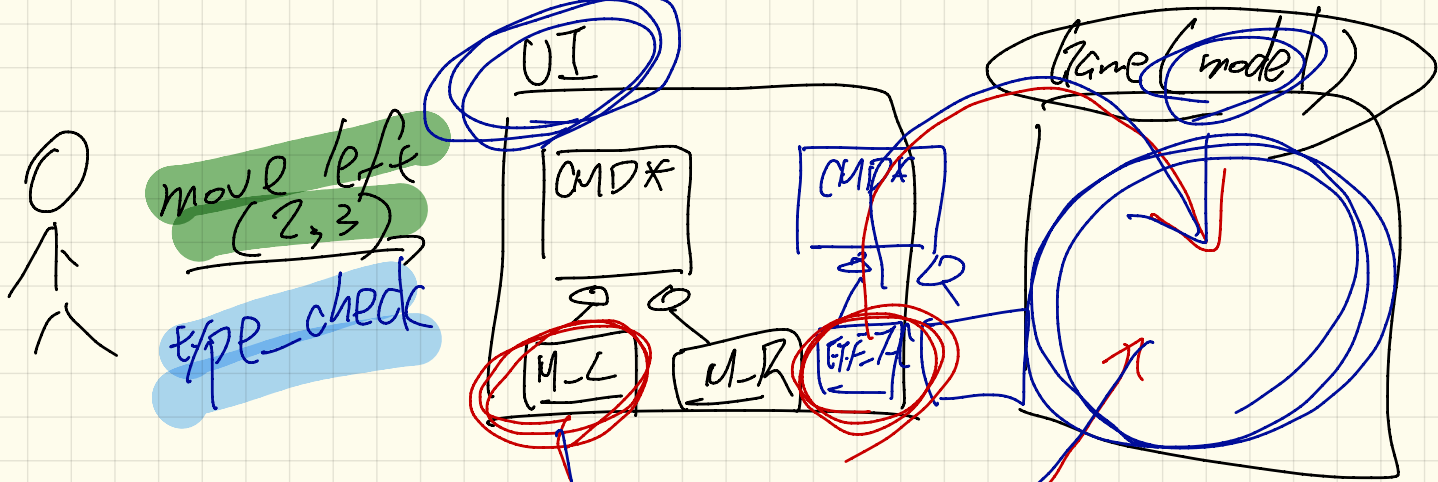


Lecture 21

Monday Nov. 27



UI depends on model $\text{game} = \text{GAME}$

Model doesn't depend on UI.

ETF / ??

- test cases not written
in a programming
language.

- acceptance testing

clients

- imp. / design
is not
relevant.

atl. fix
at2. fix

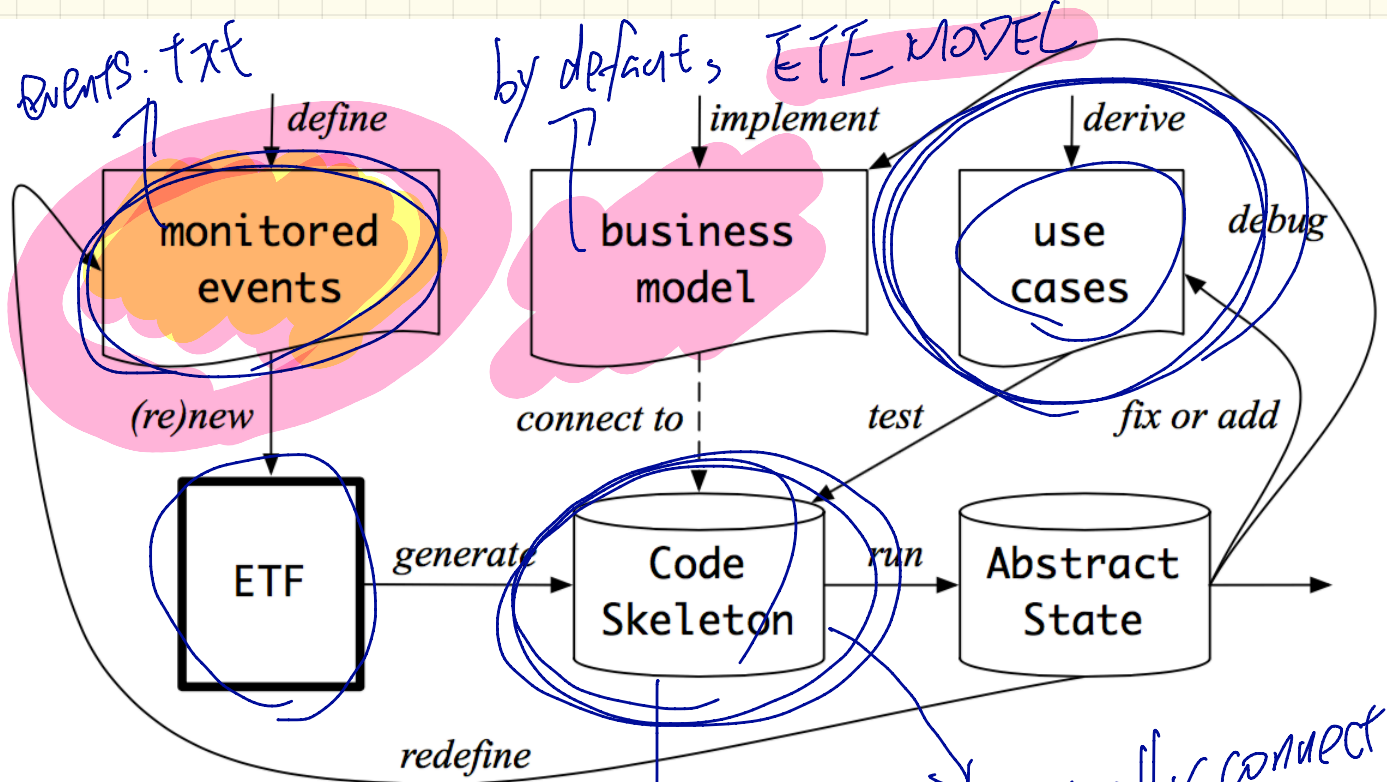
```
new ("fave")  
deposit ("fave", 200)
```

ESpec / JUnit

- test cases written
in a prog. language.

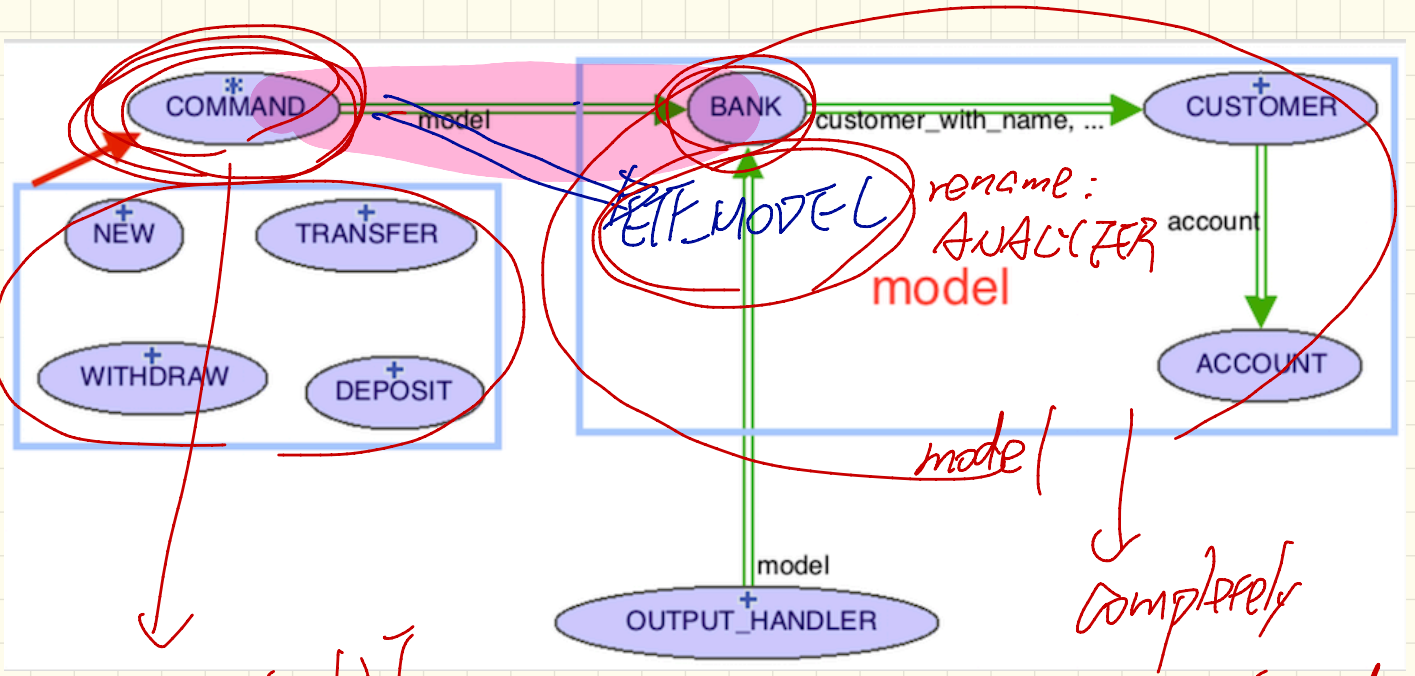
- Unit Testing (classes/features/methods)

- imp. is relevant.



eventually connect to my own design/imp.

starter project



abstract UI
(stable)

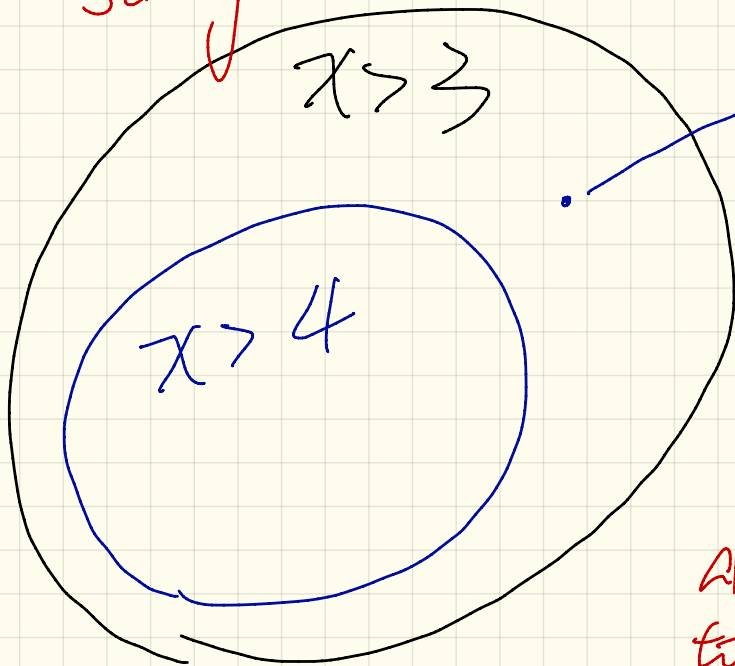
completely
up to cl.

$$x > 4 \Rightarrow x > 3$$

Stronger

weaker

allows more values to be included



e.g. $x > 4$

$x > 3$ is weaker than $x > 4$

$x > 4$ is

Stronger than $x > 3$

allows fewer values to be included in the set.

Program

```
inc_by_9
require
   $i > 3$ 
do
   $i > 5$ 
   $i := i + 9$ 
ensure
   $i > 13$ 
end
```

transform

precondition

postcondition

```
{  $i > 5$  }  $i := i + 9$  {  $i > 13$  }
```

predicate
↳ can be proved true

correct

QSSR

Have Triple

How to prove $\{Q\} \underline{S} \{R\}$?

1. Calculate the wp for S to establish R .

$wp(S, R)$

1. $x := e$ ^{4. loops}
2. if B then S_1 else S_2
3. $S_1 \vdash S_2$

2. Prove that Q is no weaker than

$$wp(S, R) : \boxed{Q \Rightarrow wp(S, R)}$$

Define wp

wp (program statement , assertion)

wp ($x := e$, R) = ?

wp (if B then S_1 else S_2 end , R) = ?

wp ($S_1 ; S_2$, R) = ?

$$\text{wp} \left(x := x_0 + 1, x > x_0 \right)$$

$$= x > x_0 [x := x_0 + 1]$$

$$= x_0 + 1 > x_0$$

$$= 1 > 0 \in \text{True}$$