

Section B

Guest Lecture I

MAX = 3      MID = 0

word

increment ( )  
if ( ~~counter~~ > MAX ) {

assume counter is currently MAX

throw \_\_\_\_\_

}

else {

← reaching this point means:

counter ++ ;      !(counter > MAX)

}

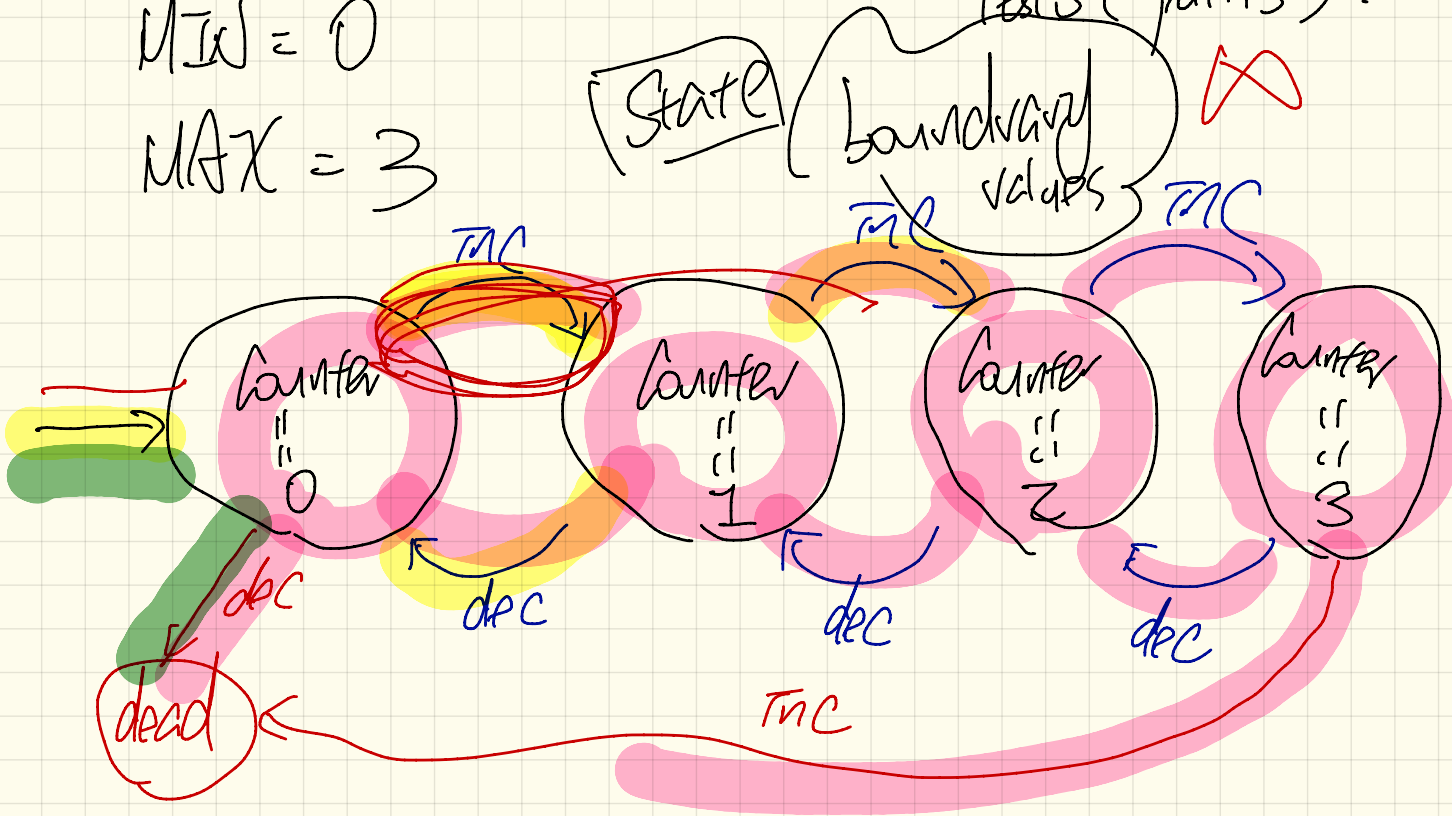
≡ counter ≤ MAX

# Lifetime of a counter

MIN = 0

MAX = 3

Q. How many tests (paths)?



Correctness

efficiency

of your code

my code is "correct"  
if all scenarios have been tested and passed, to my best knowledge

```
class Counter {
```

```
    MIN
```

```
    MAX
```

```
    static Counter = 3; 3
```

```
    increment() { -- }
```

```
    decrement() { -- }
```

```
}
```

Supplier

Unit tests are  
use cases of  
Counter.

```
class TestCounter {
```

```
    @Test Test
```

```
    void test1() {
```

```
        int v = Counter.counter; 3
```

```
        X Assert.assertEquals( 3, X v );
```

```
}
```

Client