Why is software always crashing?

Are we lazy or just not clever enough to code?

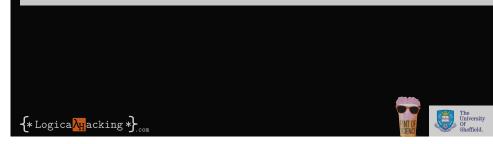
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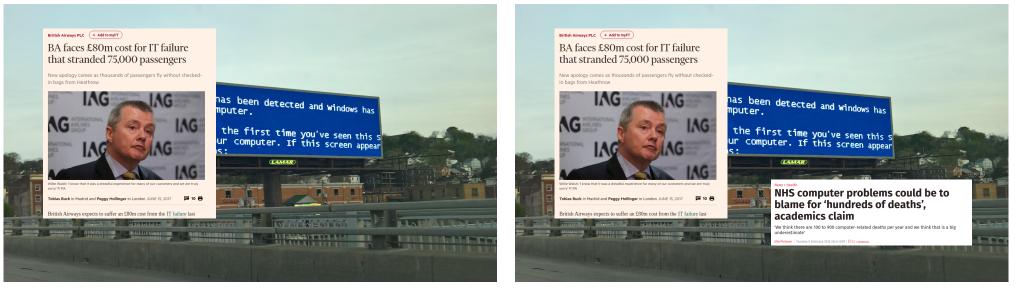
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We build software since over 50 years

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Why?

A small example: what triangle do I have? Our program

> **Given:** The length of three lines **Answer:** Do the three lines form a triangle?

> testTriangle(1,2,3);
val it = Error: triangle

> testTriangle(2,2,2);
val it = Equilateral: triangle

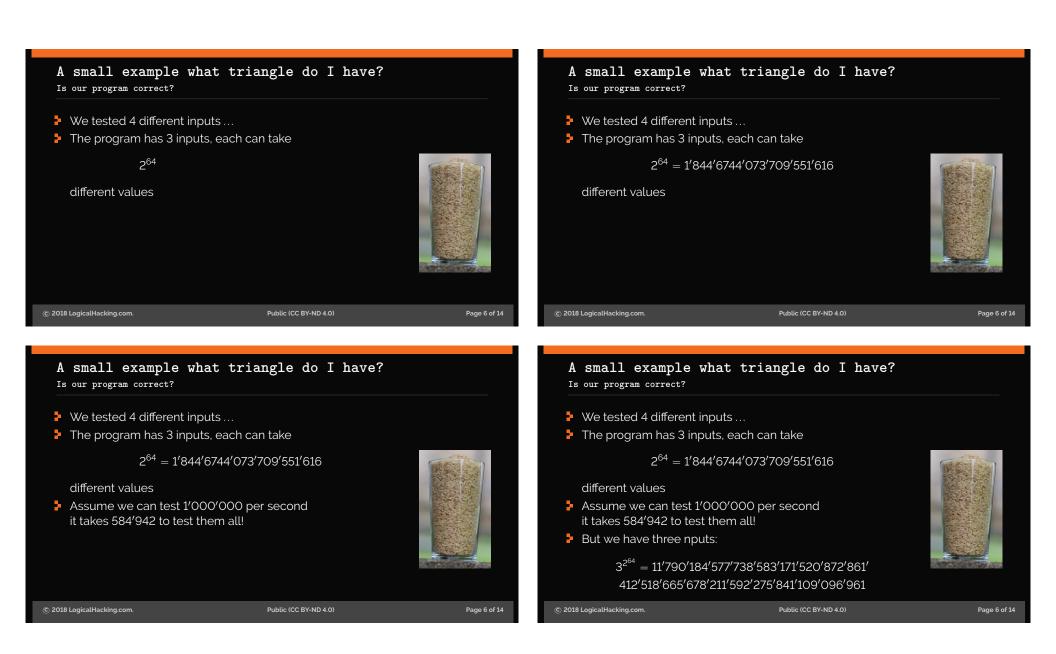
> testTriangle(1,2,2);
val it = Isosceles: triangle

> testTriangle(2,4,5);
val it = Scalene: triangle

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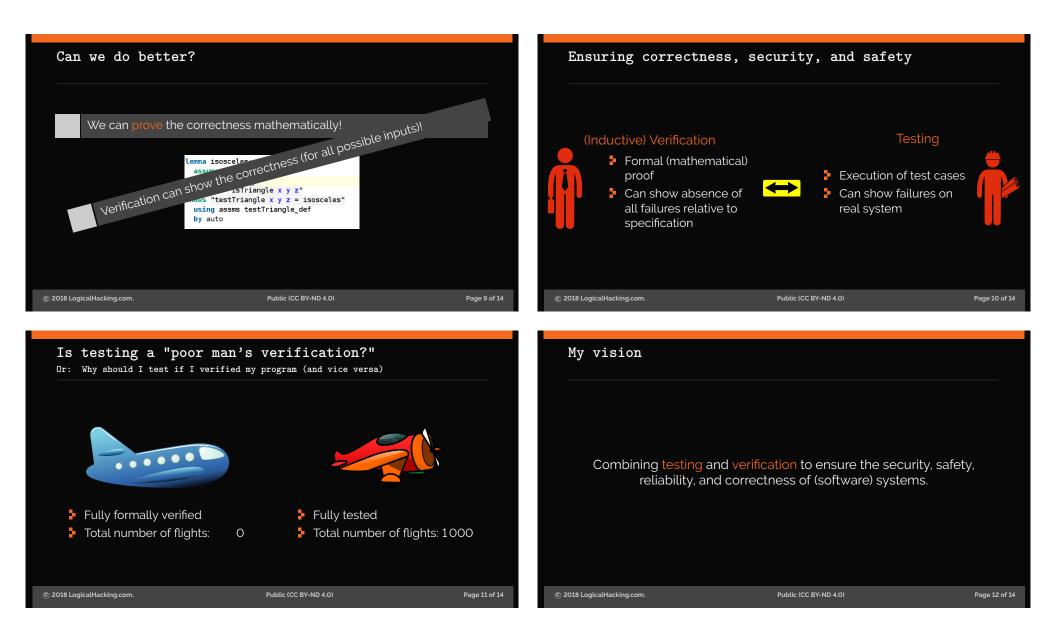
Page 5 of 14





Can 21 tests convince you that the program is correct?

Can we do	better?
We can	prove the correctness mathematically!
	<pre>lemma isosceles: assumes "x = y" and "z ≠ z" and "isTriangle x y z" shows "testTriangle x y z = isosceles" using assms testTriangle_def by auto</pre>
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Any questions or remarks?

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Page 14 of 14