

Re: How to develop a random number generation device

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Static analysis tools can only find some bugs. Some code has to be stepped through to see if it ever gets stuck or goes into a loop. I'm thinking of things like:

```
while (X > 1) do
  if (X is even) X = X/2;
  else X = 3 * X + 1;
```

It is really hard to see whether for some values of X this sticks in a loop or not.

It didn't take me any time at all to see that this has no bounds checking; what happens if someone passes X=1.42857 to it?

This little example-oid was clearly written by one of those lame programmer-wannabees who keeps sniveling "All Software Has Bugs And There's Nothing You Can Do About It!!!" as an excuse for his incompetence/laziness.

Cheers!
Rich

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