



# Department of Computer Science, CUI Lahore Campus

Formal Methods

By

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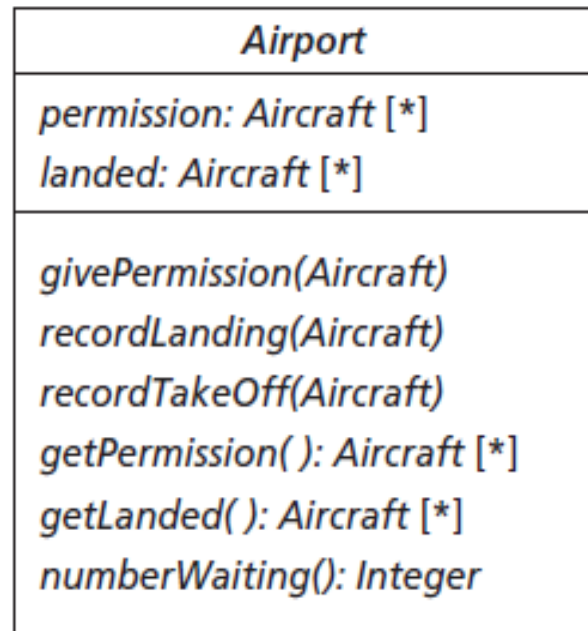
# The Airport Class

- A system that keeps track of aircraft that are allowed to land at a particular airport. Aircraft must apply for permission to land at the airport prior to landing. When an aircraft arrives to land at the airport it should only have done so if it had previously been given permission. When an aircraft leaves the airport its permission to land is also removed.

# Operations on System

- **givePermission:** records the fact that an aircraft has been granted permission to land at the airport.
- **recordLanding:** records an aircraft as having landed at the airport.
- **recordTakeOff:** records an aircraft as having taken off from the airport.
- **getPermission:** returns the aircrafts currently recorded as having permission to land.
- **getLanded:** returns the aircrafts currently recorded as having landed.
- **numberWaiting:** returns the number of aircrafts granted permission to land but not yet landed.

# UML Model



**Figure 5.2** A UML specification of the *Airport* class

# types

types

*Aircraft* = TOKEN

# state

*state Airport of*

*permission: Aircraft -set*

*landed: Aircraft -set*

# Invariant and Initialization

$$\text{inv mk-Airport}(p, l) \triangleq l \subseteq p$$
$$\text{init mk-Airport}(p, l) \triangleq p = \{\} \wedge l = \{\}$$

# Data Specification

types

*Aircraft* = TOKEN

state *Airport* of

*permission*: *Aircraft*-set

*landed*: *Aircraft* -set

inv      $\text{mk-Airport}(p, l) \triangle l \subseteq p$

init      $\text{mk-Airport}(p, l) \triangle p = \{\} \wedge l = \{\}$

end



# Operations

*givePermission (craftIn: Aircraft)*

*ext wr permission: Aircraft -set*

*pre     craftIn  $\notin$  permission*

*post     $\overline{\text{permission}} = \overline{\text{permission}} \cup \{\text{craftIn}\}$*

# Operations

*recordLanding* (*craftIn*: *Aircraft*)

ext rd *permission*: *Aircraft* -set

wr *landed*: *Aircraft* -set

pre      $\text{craftIn} \in \text{permission} \wedge \text{craftIn} \notin \text{landed}$

post     $\text{landed} = \overline{\text{landed}} \cup \{\text{craftIn}\}$

# Operations

*recordTakeOff (craftIn: Aircraft)*

*ext wr permission: Aircraft -set*

*wr landed: Aircraft -set*

*pre       $craftIn \in landed$*

*post      $landed = \overline{landed} \setminus \{craftIn\} \wedge permission = \overline{permission} \setminus \{craftIn\}$*

# Operations

*getpermission( ) out: Aircraft -set*

*ext rd permission; Aircraft -set*

*pre     TRUE*

*post    out = permission*

# Operations

*getLanded()* out: Aircraft -set

ext rd landed: Aircraft -set

pre     TRUE

post    out = landed

# Operations

*numberWaiting( ) total:  $\mathbb{N}$*

*ext rd permission: Aircraft -set*

*rd landed: Aircraft -set*

*post    total = card (permission \ landed)*

# Reference and Reading Material

- ▶ Formal Software Development From VDM to Java, Chapter # 5: **Sets**