ECE 321: Software Requirements Engineering Assignment 3

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algebra QueueOfCars
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imports Integer, Boolean; introduces

sorts Queue, Car;

operations

New: \rightarrow Queue;

CarArrives: Car x Queue \rightarrow Queue;

CarDeparts: Queue \rightarrow Queue; IsEmpty: Queue \rightarrow Boolean;

NumberOfCars: Queue \rightarrow Integer; Longer: Queue x Integer \rightarrow Boolean;

FirstCar: Queue \rightarrow Car;

Equal: Queue x Queue \rightarrow Boolean;

WhichQueue: Queue x Queue x Car \rightarrow Integer;

Position: Car x Queue \rightarrow Integer;

constrains New, CarArrives, CarDeparts, IsEmpty, NumberOfCars, Longer, FirstCar, Equal, WhichQueue, Position, so that Queue generated by [New, CarArrives]

```
for all [q:Queue, q1:Queue, c:Car, i:Integer]
 CarDeparts(New) = error;
 CarDeparts(CarArrives(q,c)) = q;
 FirstCar(New) = error;
 FirstCar(CarArrives(q,c)) = c;
 IsEmpty(New) = true;
 IsEmpty(CarArrives(q,c)) = false;
 NumberOfCars(q) =
     if (IsEmpty(q) == true) then 0;
     else NumberOfCars(CarDeparts(q)) + 1;
Longer(q, i) =
     if (i > NumberOfCars(q)) then true;
     else false;
Equal(q,q1) =
     if (NumberOfCars(q) == NumberOfCars(q1)) then true;
     else false;
Position(c, q) =
     if IsEmpty(q) then -1;
     else if FirstCar(q) == c then 0;
     else Position(c, CarDeparts(q)) + 1;
 WhichQueue(q,q1,c) =
     if Position(c,q) > -1 then 1;
     else if Positon(c, q2) > -1 then 2;
     else 0;
```

end QueueOfCars