

Formula <span>✓</span>		
precondition	statement	postcondition
{floorID >= 0 & this.floorButtons != null & floorID < this.floorButtons.length}	statement	{\result = this.floorButtons[floorID]}

ReturnStatement1

precondition	ReturnStatement	postcondition <span>✓</span>
{floorID >= 0 & this.floorButtons != null & floorID < this.floorButtons.length}	this.floorButtons[floorID];	{\result = this.floorButtons[floorID]}

Variables
PRIVATE int weight RETURN boolean ret PARAM int floorID PRIVATE int old_weight PRIVATE boolean old_contains PRIVATE boolean blocked PRIVATE ArrayList persons PRIVATE Environment env PRIVATE int doors PRIVATE int currentFloorID PRIVATE int currentHeading PRIVATE boolean verbose PUBLIC boolean[] floorButto... PRIVATE int old_currentFloor...