Formula		✔
precondition	**statement**	**postcondition**
{e != null & this.destination >= 0 & this.destination < e.floorButtons.length& e.floorButtons != null& e.floorButtons[this.destination] != null}	statement	{e.floorButtons[this.destination] = TRUE}

Statement1

precondition	statement	postcondition	✔
precondition	**statement**	**postcondition**
{e != null & this.destination >= 0 & this.destination < e.floorButtons.length& e.floorButtons != null& e.floorButtons[this.destination] != null}	e.pressInLiftFloorButton(this.destination);	{e.floorButtons[this.destination] = TRUE}

Variables

PARAM Elevator e

PRIVATE int[] additionalButt...

PRIVATE int origin

PRIVATE int weight

PRIVATE String name

PRIVATE boolean destinatio...

PRIVATE int destination

Global Conditions

Elevator e non-null

e.<inv>