



Formula 		
precondition	statement	postcondition
{this.currentHeading >= 0 & this.currentHeading <= 1}	statement	{\result = this.currentHeading}

ReturnStatement1



precondition	ReturnStatement	postcondition 
{this.currentHeading >= 0 & this.currentHeading <= 1}	this.currentHeading;	{\result = this.currentHeading}

Variables
PRIVATE int weight RETURN int ret 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...