

Formula ✓		
precondition	statement	postcondition
{this.persons != null & this.persons.elements != null & this.floorButtons != null & p != null & p.getDestination() >= 0 & p.getDestination() < this.floorButtons.length & p.getWeight() >= 0}	statement	{this.weight = \old(this.weight) + p.getWeight() & \original_post}

Variables
PARAM Person p
PRIVATE int maximumWeight

Global Conditions
Person p non-null

Composition ✓		
precondition	postcondition	
this.persons.elements != null & this.floorButtons != null & p != null & p.getDestination() >= 0 & p.getDestination() < this.floorButtons.length	{this.weight = \old(this.weight) + p.getWeight() & \original_post}	
statement 1	intermediate condition	statement 2
statement1	{this.persons != null & this.persons.elements != null & this.floorButtons != null & p != null & \original_post}	statement2

Statement1

precondition	Original-Call Statement	postcondition ✓
this.persons != null & this.persons.elements != null & this.floorButtons != null & p != null & p.getDestination() >= 0 & p.getDestination() < this.floorButtons.length & p.getWeight() >= 0	this.original(p);	this.persons != null & this.persons.elements != null & this.floorButtons != null & p != null & \original_post

Statement2

precondition	statement	postcondition ✓
{this.persons != null & this.persons.elements != null & this.floorButtons != null & p != null & \original_post}	this.weight = this.weight + p.getWeight();	{this.weight = \old(this.weight) + p.getWeight() & \original_post}