

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

Statement1

Statement1 ✓		
precondition	statement	postcondition
{floorID >= 0 & this.floorButtons != null & floorID < this.floorButtons.length & this.floorButtons != null}	this.floorButtons[floorID] = false;	{this.floorButtons[floorID] = FALSE}

Variables
PRIVATE int weight
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...