

Formula ✓		
precondition	statement	postcondition
{this.env != null & this.env != null}	statement	{\result = this.env}

ReturnStatement1



ReturnStatement1 ✓		
precondition	Return Statement	postcondition
{this.env != null & this.env != null}	this.env;	{\result = this.env}

Variables
PRIVATE int weight RETURN Environment 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...