			1 011	nuia			PRIVATE int weight	
precondition			statement			ndition	LOCAL boolean result RETURN boolean ret	
{p != null& this.persons != null& this.persons.elements != null}			statement		{this.old_contains = TRUE -> (\result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE) & this.old_contains = FALSE -> \result = FALSE}		PARAM Person p UE PRIVATE int old_weight PRIVATE boolean old_contains PRIVATE boolean blocked PRIVATE ArrayList persons	
							PRIVATE Environment env PRIVATE int doors	
Composition							PRIVATE int currentFloorID PRIVATE int currentHeading PRIVATE boolean verbose	
		postcondition				PUBLIC boolean[] floorButto PRIVATE int old_currentFloor		
{p != null& this.persons != null& this.persons.elem			{this.old_contains = TRUE -> (\resulents != null} p.isDestinationReached() = TRUE & this.pe FALSE) & this.old_contains = FALSE -> \			ersons.contains(p)		
statement 1		i	intermediate condition		staten	nent 2	Person p non-null	
statement1		1	{result = FALSE & this.old_contains = this.persons.contains(p)}		statement2		this.persons.elements != null	
Statement1 $\sqrt{}$				1, 77	\	V		
		~			\	osition	→	
precondition state								
*1	~		precondition			postcondition		
this.persons != this.old_ null& : this.persons.ele this.pers	contains this.old_	contain		{result = FALS	E		.old_contains = TRUE -> (\result = TRUE & p.isDestinationReached() = TRUE &	
tains(p)}			& this.old_contains = this.persons.contains(sons.contains(p)}	this.persons.contains(p) = FALSE) & this.old_contains = FALSE -> \result = FALSE}		
SelectionStatement1			statement 1		intermediat	te condition	statement 2	
SelectionStatement IFFI						ains = TRUE ->		
guards this.old_contains = TRUE this.old_contains = FALSE		ins =	statement1		(result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE)) & this.old_contains = FALSE -> result = FALSE}		statement2	
		/	ReturnStatement1					
precondition					D. tu C	énée men vé	panta and distant	
{modifiable(\nothing);		SE ains = ains(p))	{(this.old (re p.isDestina & this.p	precondition d_contains = TRUE -> esult = TRUE & ationReached() = TRU ersons.contains(p) = FALSE)) d_contains = FALSE -> esult = FALSE}	IE res	sult;	postcondition this.old_contains = TRUE -> (\result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE) & this.old_contains = FALSE -> \result = FALSE}	
			Statem					
statement statement								
				precondition state		ment	postcondition	
postcondition {(this.old_contains = TRUE -> (result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE)) & this.old_contains = FALSE -> result = FALSE}			{modifiable(\nothing);(result = FALSE & this.old_contains = this.persons.contains(p)) & (this.old_contains = FALSE)}		result = false;		{(this.old_contains = TRUE -> (result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE)) & this.old_contains = FALSE -> result = FALSE}	
Statement2			_	1				
prece	ondition		statement			postcondition		
{modifiable(\nothing);(result = FALSE & this.old_contains = this.persons.contains(p)) & (this.old_contains = TRUE)}			this.persons.remove(p); p.leaveElevator(); result = true;			{(this.old_contains = TRUE -> (result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE)) & this.old_contains = FALSE -> result = FALSE}		
						& this.old_cor	ntains = FALSE -> result = FALSE}	

Formula

Variables