Formula

precondition	statement	postcondition
{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}

Composition

precondition	postcondition
{p != null& this.persons != null& this.persons.elements != null}	{this.old_contains = TRUE -> (\result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE) & this.old_contains = FALSE -> \result = FALSE}

statement 1	intermediate condition	statement 2
statement1	{result = FALSE & this.old_contains = this.persons.contains(p)}	statement2

Variables

PRIVATE int weight
LOCAL boolean result
RETURN boolean ret
PARAM Person p
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...

Global Conditions

Person p non-null

this.persons.elements != null

Statement1

precondition	statement	postcondition
{p != null& this.persons != null& this.persons.elements != null}	result = false; this.old_contains = this.persons.contains(p);	{result = FALSE & this.old_contains = this.persons.contains(p)}

Composition

precondition	postcondition
{result = FALSE & this.old_contains = this.persons.contains(p)}	{this.old_contains = TRUE -> (\result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE) & this.old_contains = FALSE -> \result = FALSE}

statement 1	intermediate condition	statement 2
statement1	{(this.old_contains = TRUE -> (result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE)) & this.old_contains = FALSE -> result = FALSE}	statement2

SelectionStatement1

SelectionStatement IF..FI

guards	
this.old_contains = TRUE	this.old_contains = FALSE
precondition	
{modifiable(\nothing); (result = FALSE & this.old_contains = this.persons.contains(p)) & (this.old_contains = TRUE)}	{modifiable(\nothing); (result = FALSE & this.old_contains = this.persons.contains(p)) & (this.old_contains = FALSE)}
statements	
statement	statement
postcondition	
{(this.old_contains = TRUE -> (result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE)) & this.old_contains = FALSE -> result = FALSE}	

ReturnStatement1

precondition	ReturnStatement	postcondition
{(this.old_contains = TRUE -> (result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE)) & this.old_contains = FALSE -> result = FALSE}	result;	{this.old_contains = TRUE -> (\result = TRUE & p.isDestinationReached() = TRUE & this.persons.contains(p) = FALSE) & this.old_contains = FALSE -> \result = FALSE}

Statement3

precondition	statement	postcondition
{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

precondition	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}