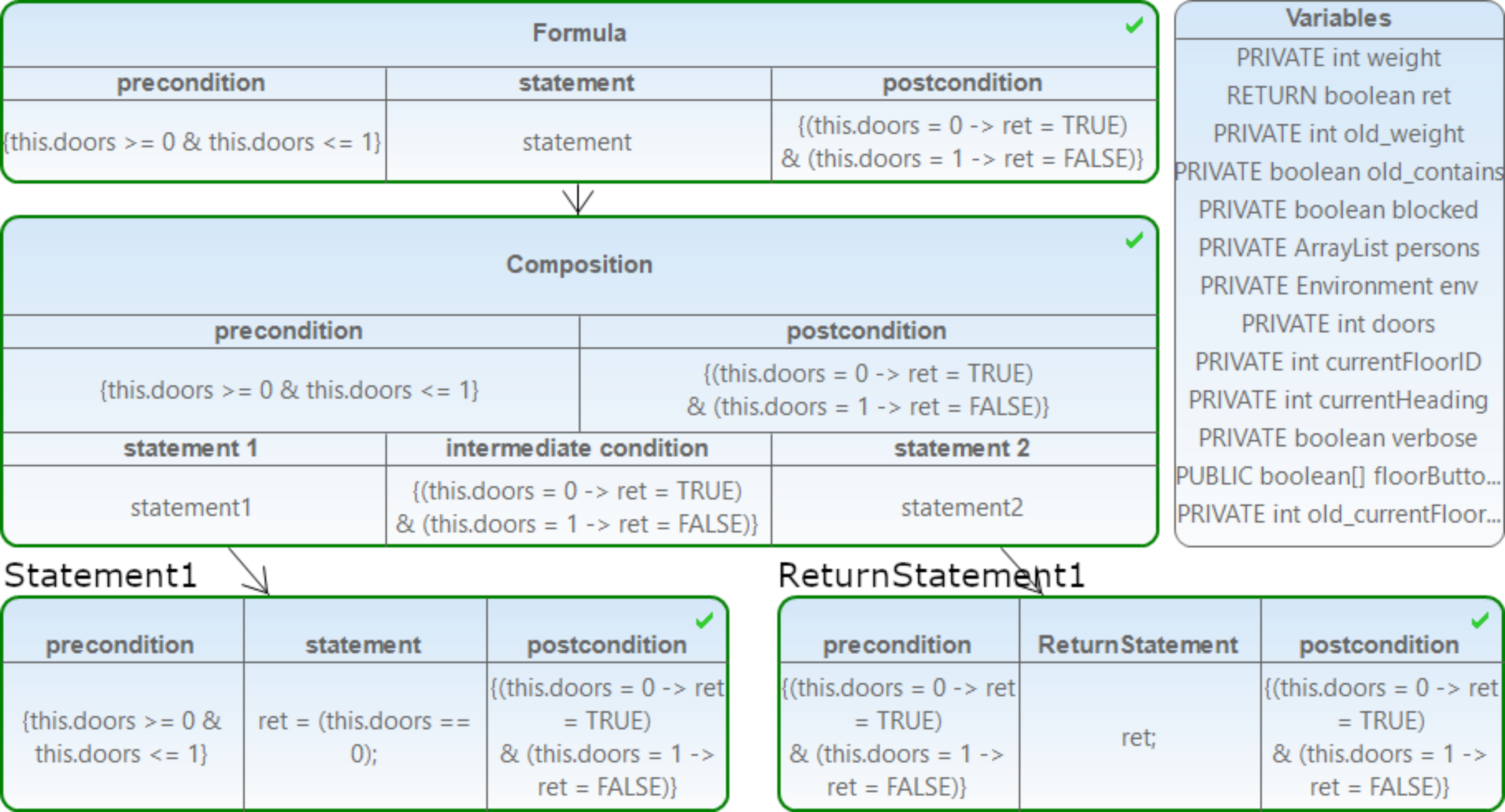

Formula ✓

precondition	statement	postcondition
{this.doors >= 0 & this.doors <= 1}	statement	{(this.doors = 0 -> ret = TRUE) & (this.doors = 1 -> ret = FALSE)}

Composition ✓

precondition	postcondition
{this.doors >= 0 & this.doors <= 1}	{(this.doors = 0 -> ret = TRUE) & (this.doors = 1 -> ret = FALSE)}

statement 1	intermediate condition	statement 2
statement1	{(this.doors = 0 -> ret = TRUE) & (this.doors = 1 -> ret = FALSE)}	statement2

Statement1

✓

precondition	statement	postcondition
{this.doors >= 0 & this.doors <= 1}	ret = (this.doors == 0);	{(this.doors = 0 -> ret = TRUE) & (this.doors = 1 -> ret = FALSE)}

ReturnStatement1

✓

precondition	ReturnStatement	postcondition
{(this.doors = 0 -> ret = TRUE) & (this.doors = 1 -> ret = FALSE)}	ret;	{(this.doors = 0 -> ret = TRUE) & (this.doors = 1 -> ret = FALSE)}

Variables

PRIVATE int weight
RETURN boolean 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...