

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

Statement1



✓		
precondition	statement	postcondition
{this.floorButtons != null & floorID >= 0 & floorID < this.floorButtons.length& this.floorButtons[floorID] != null}	this.floorButtons[floorID] = true;	{(this.floorButtons != null & floorID >= 0 & floorID < this.floorButtons.length& this.floorButtons[floorID] != null) - > this.floorButtons[floorID] = TRUE}

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...