Formula									Variables
precondition		statement				postcondition			PARAM Person p
{this.persons != null & this.persons.elements != null &						{this.weight = \old(this.weight) + p.getWeight() & \original_post}		PRI	VATE int maximumWeight
this.floorButtons != null & p != null & p.getDestination() >= 0 &		statement							Global Conditions
p.getDestination() < this.floorButtons.length & p.getWeight() >= 0}									Person p non-null
Composition									
precondition postcondition									
this.persons.elements != null &									
this.floorButtons != null &									
p!= null & {this.weight = \old(this.weight) + p.getWeight() & \original_po) & \original_post}			
p.getDestination() >= 0 & p.getDestination() < this.floorButtons.length									
statement 1	intermediate condition			\top	statement 2				
Statement 1	intermediate condition			+	Statement 2				
statement1		this.per this.f	sons.elei loorButt	s!= null & nents!= null & ons!= null & riginal_post}		it2			
Statement1 Statement2							V		
precondition	Origina Stater		F	oostcondition		precondition	statement		postcondition
this.persons != null & this.persons.elements != null & this.floorButtons != null & p != null & p.getDestination() >= 0 & p.getDestination() < this.floorButtons.length & p.getWeight() >= 0	this.p this.original(p); this.		this.per	persons != null & sons.elements != null & oorButtons != null & ull & \original_post		{this.persons != null & this.persons.elements != null & this.floorButtons != null & p != null & \original_post}	this.weight = this.w + p.getWeight	_	{this.weight = t \old(this.weight) + p.getWeight() & \original_post}