

Formula ✓		
precondition	statement	postcondition
{this.floors != null & 0 <= id & id < this.floors.length}	statement	{(id < this.floors.length & id >= 0) -> \result = this.floors[id]}

ReturnStatement1



precondition	ReturnStatement	postcondition ✓
{this.floors != null & 0 <= id & id < this.floors.length}	this.floors[id];	{(id < this.floors.length & id >= 0) -> \result = this.floors[id]}

Variables
PUBLIC Floor[] floors
RETURN Floor ret
PARAM int id