

2018-09-03

ES-1

$m \{ \{ \dots \} \{ \dots \} \{ \dots \} \{ \dots \} \}$

```
/* e requires true
e ensures (!null == true) ==> (!exists int c1, c1 >= 0 && c1 < m[0].length
e
e      (exists int c2, c2 >= 0 && c2 < m[0].length && c1 != c2;
e      (\sum int z; z >= 0 && z < m.length; m[z][c1])
e      ==
e      (\sum int z; z >= 0 && z < m.length; m[z][c2])
e      )
e    ) ||
e    (exists int z1, z1 >= 0 && z1 < m.length
e      (exists int z2, z2 >= 0 && z2 < m.length && z1 != z2;
e        (\sum int c; c >= 0 && c < m[0].length; m[z1][c])
e        ==
e        (\sum int c; c >= 0 && c < m[0].length; m[z2][c])
e      )
e    );
e signals (NullPointerException NME) m == null;
e signals (InvalidMatrixException IME) ! (forall int z1, z2; z1 >= 0 && z1 < m.length && z2 >= 0 && z2 < m.length && z1 != z2;
e      m[z1].length == m[z2].length)
*/
```

$m.length \begin{cases} \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{cases} m[0].l$
 $m[z][c]$

• `boolean` /* e pure e */ method (ArrayList<String> a)

```
/* e requires a != null && a.size() >= 2;
e signals (IndexOutOfBoundsException ISE) a.size() < 2;
e ensures (!result == true) ==> (!forall int d; d >= 0 && d < a.length && d % 2 != 0; a.get(d).length() == a.get(d-1).length &&
e      (!forall int i; i >= 0 && i < a.get(d).length();
e      (!forall int j; j = a.get(d).length() - i;
e      a.get(d).charAt(i).equals(a.get(d-1).charAt(j));
e      )))
e
e */
```

• `ArrayList<Integer>` method (ArrayList<String> a)

```
/* e requires a != null;
e ensures !result.size() == 5;
e ensures (!forall int i; i >= 0 && i < 5;
e      !result.get(i) == (\sum int p; p >= 0 && p < a.size;
e      (num of int c; c >= 0 && c < a.get(p).length();
e      a.get(p).charAt(c) == "aeiou".charAt(i)))));
e
e */
```

• `int` /* e pure e */ method (int[] a)

```
/* e requires a != null;
e ensures !result == (\max int m, m >= 0 && m < a.length - 1;
e      (\sum int i; i >= m && i < a.length; a[m]))
e
e */
```

ES-2

• Tensor

```
list < Picture > lista;
int punti;
double price;
```

/* @ public invariant

```

e
e
e
e
e
e
*/
picture() != null &&
picture().size() > 0 &&
(1 sum Picture p; picture().contains(p); costo(picture().get(p)) < 5000 &&
(1 sum Picture ; picture().contains(p); l.picture().get(p).punti() < 1000
```

/* @ private invariant Picture p != null &&

```

e
e
e
e
*/
p.costo > 0 &&
p.punti > 0
```

/* @ requires p != null;

```

e
e
*/
owner (result == p.costo) <=> (!exists Picture p; p != null; picture().contains(p))
```

ES-3

```

public class Main {
    private int[] a = new int[50];
    private Thread[] subr = new Thread[5];
    public Main() {
        for (int i = 0; i < 50; i++) a[i] = (int)(Math.random() * 10);
    }

    public void start() {
        int indx = 0;
        int[] subvector = new int[5];
        for (Subprocess s: subr) {
            for (int i = 0; i < 10; i++) {
                subvector[i] = a[indx * 10 + i];
            }
            subr[indx] = new Thread(new Sub(subvector));
            indx++;
        }

        for (Subprocess s: subr) {
            s.start();
        }

        for (Subprocess s: subr) {
            s.join();
        }
    }
}

```

```

public class Sub {
    private int a[] = new int[5];
    private Main m;
    public Sub(int[] a, Main m) {
        this.a = a; this.m = m;
    }
}

```

@ Overwrite

```

public void run() {
    int res = 0;
    for (int i = 0; i < 5; i++)
        res += a[i];

    m.add(res);
}

```

Sort (res.stream().reduce(0, (a,b) -> Integer.sum(a,b))

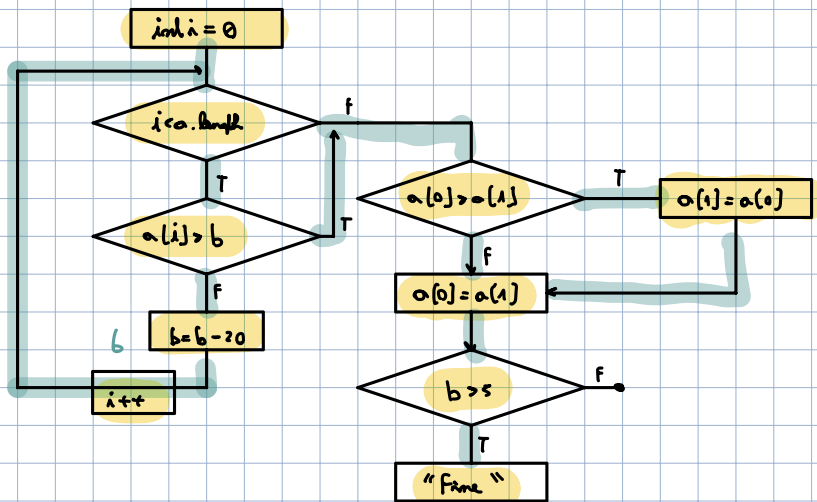
}

```

public ArrayList<Integer> res = new ArrayList<>();
public synchronized add(int v) {
    this.res.add(v);
}
}

```

ES-4



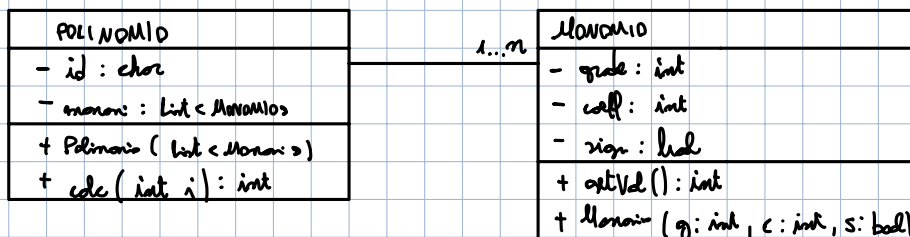
• $\langle a = \{4, 7, 6\}, b = 26 \rangle$

$\langle a = \{4, 3, 5\}, b = 65 \rangle$

• $\langle 10, 2, 13 \rangle$ so

$b = -10 \rightarrow a = \{2, 2, 13\}$ No output

ES-5



```

public int eval (int i) {
    int result = 0;
    for (Monomio m : monoms)
        result += m.eval(i);
    return result;
}

```

```

public int eval (int k) {
    return Math.pow(coeff * k, grade) * (sign ? -1 : 1);
}

```