MFES

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Contents

1	Event	1
2	EventManager	3
3	Ticket	4
1	TicketManager	5
5	User	6
6	UserManager	8

1 Event

```
class Event
types
-- TODO Define types here
 public String = seq of char;
 public Date :: day : nat
   month : nat
         year : nat
 inv d == d.year > 2018 and
   d.month <= 12 and
   d.day <= DaysOfMonth(d.year, d.month);</pre>
-- TODO Define values here
instance variables
-- TODO Define instance variables here
private name : String;
private date : Date;
private capacity : nat;
private popularity: nat := 0;
private tickets : set of nat := {};
 inv card tickets <= capacity;</pre>
private ticketPrice : rat;
operations
-- TODO Define operations here
public Event : String * nat * rat * Date ==> Event
Event(n, c, p, d) == (
 name := n;
 capacity := c;
 ticketPrice := p;
```

```
date := d;
 return self
pre p > 0
post name = n and capacity = c and tickets = {} and popularity = 0;
public pure getName : () ==> String
getName() == (
 return name;
public pure getCapacity : () ==> nat
getCapacity() == (
 return capacity;
public pure getTicketPrice : () ==> nat
getTicketPrice() == (
 return ticketPrice;
public pure getFillPercent : () ==> nat
getFillPercent() == (
 return (card (tickets) / capacity ) * 100;
);
public pure getTickets : () ==> set of nat
getTickets() == (
 return tickets;
public addTicket : nat ==> ()
addTicket(ticket) == (
 tickets := tickets union {ticket}
pre card tickets <= capacity and ticket not in set tickets</pre>
post tickets = tickets~ union {ticket};
public removeTicket : nat ==> ()
removeTicket(i) == (
 tickets:= tickets \ {i};
pre i in set tickets
post tickets = tickets \ {i};
public promote : () ==> ()
promote() == (popularity := popularity + 10;)
pre popularity + 10 <= 100;</pre>
public getEarnings : () ==> rat
getEarnings() == (
 return card (tickets) * ticketPrice;
functions
-- TODO Define functiones here
```

```
public DaysOfMonth : nat * nat -> nat
DaysOfMonth(y, m) ==
   if (m = 2) then (
    if isLeapYear(y) then 29
    else 28
)
   else if (m = 4 or m = 6 or m = 9 or m = 11) then 30
   else 31;

public isLeapYear : nat -> bool
   isLeapYear (y) ==
    y mod 4 = 0 and y mod 100 <> 0 or y mod 400 = 0;

traces
   -- TODO Define Combinatorial Test Traces here
end Event
```

2 EventManager

```
class EventManager
types
-- TODO Define types here
public String = seq of char;
values
-- TODO Define values here
instance variables
-- TODO Define instance variables here
private events : map String to Event := { |->};
operations
-- TODO Define operations here
public EventManager : map String to Event ==> EventManager
EventManager(evs) == (
 events := evs;
 return self;
post events = evs;
public pure getEvents : () ==> map String to Event
getEvents() == (
 return events;
);
public pure getEvent : String ==> Event
getEvent (e) == (
 return events(e);
pre e in set dom events;
public addEvent : Event ==> ()
addEvent(event) == (
 events := events ++ {event.getName() |-> event}
pre event.getName() not in set dom events
post events = events~ ++ {event.getName() |-> event};
```

```
public removeEvent : String ==> ()
removeEvent(e) == (
 events:= {e} <-: events;
pre e in set dom events
post events = {e} <-: events~;</pre>
private pure eventExists : String ==> bool
eventExists(e) == (return e in set dom events);
public pure getEventTickets : String ==> set of nat
getEventTickets(e) == (return events(e).getTickets())
pre eventExists(e);
public getEventTicketsUser : String*String*TicketManager ==> set of nat
getEventTicketsUser(e,u,tm) == (
  dcl tickets : set of nat := {};
  for all ticket in set (events(e).getTickets()) do
  if tm.getTickets()(ticket).getOwner() = u
   then tickets := tickets union {ticket};
 return tickets;
);
public getEventFillPercent : String ==> nat
getEventFillPercent(e) == (return events(e).getFillPercent();)
pre eventExists(e);
public addTicket : nat*String ==> ()
addTicket(t,e) == (
 events(e).addTicket(t);
pre eventExists(e);
public getEarnings : String ==> rat
getEarnings(e) == (return events(e).getEarnings();)
pre eventExists(e);
functions
-- TODO Define functiones here
traces
-- TODO Define Combinatorial Test Traces here
end EventManager
```

3 Ticket

```
class Ticket
types
-- TODO Define types here
public String = seq of char;
```

```
values
-- TODO Define values here
instance variables
-- TODO Define instance variables here
private owner : String;
private event : String;
private id: nat;
static count : nat := 0;
operations
-- TODO Define operations here
public Ticket: String * String ==> Ticket
Ticket(o,e) == (
 owner := o;
 event := e;
 id := count;
 count := count + 1;
 return self;
pre count >= 0
post owner = o and event = e and id = count - 1;
public pure getOwner : () ==> String
getOwner() == (
 return owner;
public pure getEvent : () ==> String
getEvent() == (
 return event;
public pure getID : () ==> nat
getID() == (
 return id;
);
functions
-- TODO Define functiones here
-- TODO Define Combinatorial Test Traces here
end Ticket
```

4 TicketManager

```
class TicketManager
types
-- TODO Define types here
values
-- TODO Define values here
instance variables
-- TODO Define instance variables here
private tickets : map nat to Ticket := {|->};
operations
-- TODO Define operations here
public TicketManager : map nat to Ticket ==> TicketManager
```

```
TicketManager(ts) == (
   tickets := ts;
  return self;
post tickets = ts;
public pure getTickets : () ==> map nat to Ticket
getTickets() == (
 return tickets;
public addTicket : Ticket ==> ()
addTicket(ticket) == (
 tickets := tickets ++ {ticket.getID() |-> ticket}
pre ticket.getID() not in set dom tickets
post tickets = tickets~ ++ {ticket.getID() |-> ticket};
public removeTicket : nat ==> ()
removeTicket(i) == (
 tickets:= {i} <-: tickets;</pre>
functions
-- TODO Define functiones here
traces
-- TODO Define Combinatorial Test Traces here
end TicketManager
```

5 User

```
class User
types
-- TODO Define types here
public String = seq of char;
values
-- TODO Define values here
instance variables
-- TODO Define instance variables here
private name : String;
private funds : nat := 0;
private password : String;
private events : set of String := {};
private tickets : set of nat := {};
operations
-- TODO Define operations here
public User: String * String ==> User
User(n,p) == (
 name := n;
 password := p;
 return self;
post name = n and password = p and tickets = {} and events = {};
public pure getEvents : () ==> set of String
```

```
getEvents() == (return events;);
public addEvent: String ==> ()
addEvent(e) == (events := events union {e})
pre e not in set events;
public removeEvent : String ==> ()
removeEvent(e) == (events := events \ {e})
pre e in set events;
public pure getName : () ==> String
getName() == (
 return name;
);
public pure getFunds : () ==> nat
getFunds() == (
return funds;
public pure getPassword : () ==> String
getPassword() == (
return password;
);
public addFunds : nat ==> ()
addFunds(f) == (
funds := funds + f;
pre funds + f <= 10000
post funds = funds~ + f;
public removeFunds : nat ==> ()
removeFunds(f) == (
funds := funds - f;
pre funds - f >= 0
post funds = funds~ - f;
public pure getTickets : () ==> set of nat
 getTickets() == (
 return tickets;
);
public buyTicket : nat * nat ==> ()
buyTicket(ticketPrice,t) == (
removeFunds(ticketPrice);
addTicket(t);
);
public addTicket : nat ==> ()
addTicket(ticket) == (
tickets := tickets union {ticket};
pre ticket not in set tickets
```

```
public removeTicket : nat ==> ()
removeTicket(i) == (
  tickets:= tickets \ {i};
)
pre i in set tickets
post tickets = tickets^ \ {i};

public promoteEvent : () ==> ()
promoteEvent() == (removeFunds(10))
pre funds - 10 >= 0;

functions
   -- TODO Define functiones here
traces
   -- TODO Define Combinatorial Test Traces here
end User
```

6 UserManager

```
class UserManager
types
-- TODO Define types here
public String = seq of char;
-- TODO Define values here
instance variables
-- TODO Define instance variables here
private current_user : String := "";
private users : map String to User; -- id to User
operations
-- TODO Define operations here
public UserManager : map String to User ==> UserManager
UserManager(uss) == (
 users := uss;
 return self;
public login : String * String ==> bool
login(u,p) == (
 if users(u).getPassword() = p
 then (current_user:= u; return true)
 else return false
pre u in set dom users;
public logout : () ==> ()
logout() == (
 current_user := ""
pre isLoggedIn();
```

```
public register : String * String ==> ()
register(u,p) == (
users := users ++ {u |-> new User(u,p)};
pre u not in set dom users;
public addUser : User ==> ()
addUser(user) == (
users := users ++ {user.getName() |-> user}
pre user.getName() not in set dom users
post users = users ++ {user.getName() |-> user};
public pure getUser : String ==> User
getUser(u) == (return users(u);)
pre u in set dom users;
public pure getCurrentUser : () ==> String
getCurrentUser() == (return current_user;);
public pure getUsers : () ==> map String to User
getUsers() == (return users;);
private pure isLoggedIn : () ==> bool
isLoggedIn() == (return current_user <> "" ;);
public buyTicket : String * TicketManager * EventManager ==> ()
buyTicket(e,tm,em) == (
dcl ticket : Ticket := new Ticket(current_user, em.getEvents()(e).getName());
tm.addTicket(ticket);
em.addTicket(ticket.getID(), e);
users(current_user).buyTicket(em.getEvents()(e).getTicketPrice(), ticket.getID()))
pre isLoggedIn();
public pure getUserTickets :() ==> set of nat
getUserTickets() == (return users(current_user).getTickets())
pre isLoggedIn();
public getUserTicketsEvent : String * TicketManager ==> set of nat
getUserTicketsEvent(e,tm) == (
 dcl tickets : set of nat := {};
for all ticket in set (users(current_user).getTickets()) do
 if tm.getTickets()(ticket).getEvent() = e
  then tickets := tickets union {ticket};
 ):
return tickets;
);
public promoteEvent : String*EventManager ==> ()
promoteEvent(e,em) == (
em.getEvents()(e).promote();
users(current_user).promoteEvent();
);
```

functions

-- TODO Define functiones here

traces

-- TODO Define Combinatorial Test Traces here end UserManager