TAD Player

sets={Player=<Player>}

{inv: |x,y| x ∈ set ∧ y ∈ set, x ≠ y}

primitive operations

°CreateSet		--> Player
°AddElement	set x player	--> set
°cardinalidad	set	--> int
°ShowElements	set	--> Players
°isEmpty	set	--> boolean

createSet()

Create a Player set

{pre: Element}

{post: Player}

addElement(set,player)

add new Player in set

{pre: set = Elements ≠ Player} ∧ element ∈ Player

{post: set = element}

cardinalidad(set)

Count cardinalidad in class Player
{pre: set.size= Int}
{post: set.size}

ShowElements(set,player)
Show elements in set
{pre: set=Elements } ∧ elements ∈ Player
{post: set=Elements}

isEmpty(set)
know if set isEmpty
{pre: set= Elements}
{post: false if isEmpty true de lo contrario}