

Tutorial 10

- 1) Let [BORROWER] be the collection of all possible library borrowers, and [COPY] be the collection of all possible copies of items that may be loaned to borrowers.

There is a limit to the number of copy that can be loaned to borrowers:
 | lendingLimit : \mathbb{N}

A state space for a *Library* is given by the following schema:

<i>Library</i>
$borrower : \mathbb{F} BORROWER$
$copy : \mathbb{F} COPY$
$loan : COPY \rightarrow BORROWER$
$dom\ loan \subseteq copy$
$ran\ loan \subseteq borrower$
$loan = \{c : COPY; b : BORROWER \mid c \mapsto b \in loan \wedge \#(loan \triangleright b) \leq lendingLimit\}$

Given the specification of error handling as below:

REPORT ::= okay | notAMember | lendingLimitReached | notALoanCopy |
 copyOutOnLoan

- (a) Rewrite the specification for *Issue* below using Z schema.

Use case:	Issue
Purpose:	To loan a copy of a book to a borrower.
Pre-conditions:	The copy is a part of the copy to be loaned. The borrower is a member of the library. The borrower has not reached his lending limit The copy is not out on loan.
Initiating actor:	Librarian
Main success Scenario	1) Librarian inputs borrower 2) Librarian inputs copy 3) System confirms copy is loaned to borrower 4) Exit success
Exceptions	1a) Borrower is not a member of the library 1a1 Exit failure 1b) Borrower has reached maximum number of loans allowed 1b1 Exit failure 2a) Copy is not a part of the copy to be loaned 2a1 Exit failure

	2b) Copy is out on loan 2b1 Exit failure
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Issue

Δ Library

$b? : \text{BORROWER}$

$c? : \text{COPY}$

$c? \in \text{copy}$

$c? \notin \text{dom loan}$

$b? \in \text{borrower}$

$\#(\text{loan} \triangleright b?) < \text{lendingLimit}$

$\text{copy}' = \text{copy}$

$\text{borrower}' = \text{borrower}$

$\text{loan}' = \text{loan} \cup \{c? \mapsto b?\}$

- (b) Write a schema called *Success* that will provide a response for every successful error handling schema.

Success

$\text{rep!} : \text{REPORT}$

$\text{rep!} = \text{okay}$

- (c) Referring to the specification described in (a) above, rewrite the exception in Z schemas called *IssueError*.

NotALoanCopy

\exists Library

$b? : \text{BORROWER}$

$\text{rep!} : \text{REPORT}$

$c? \notin \text{copy}$

$\text{rep!} = \text{notALoanCopy}$

AlreadyOutOnLoan

\exists Library
 $c? : COPY$
 $rep! : REPORT$

$c? \in dom\ loan$
 $rep! = AlreadyOutOnLoan$

NotAMember

\exists Library
 $b? : BORROWER$
 $rep! : REPORT$

$b? \notin borrower$
 $rep! = notAMember$

LimitReached

\exists Library
 $b? : BORROWER$
 $rep! : REPORT$

$\#(loan \triangleright b?) \geq lendingLimit$
 $rep! = lendingLimitReached$

OR

LimitReached

\exists Library
 $b? : BORROWER$
 $rep! : REPORT$

$(c? \notin copy \wedge rep! = notALoanCopy)$
 \vee
 $(c? \in dom\ loan \wedge rep! = AlreadyOutOnLoan)$
 \vee
 $(b? \notin borrower \wedge rep! = notAMember)$
 \vee
 $(\#(loan \triangleright b?) \geq lendingLimit \wedge rep! = lendingLimitReached)$

- (d) Define the complete operation called *CompleteIssue* which caters all possible violation of the precondition in the schema *Issue*.

$$\text{CompleteIssue} \triangleq (\text{Issue} \wedge \text{Success}) \vee \text{NotALoanCopy} \vee \text{AlreadyOutOnLoan} \\ \vee \\ \text{NotAMember} \vee \text{LimitReached}$$

- 2) Let [ROOM] be the set of all possible hotel rooms. The hotel has a set of rooms named *rooms* and each room is either occupied or vacant.

$\text{STATUS} ::= \text{vacant} \mid \text{occupied}$

When a new room is added, it is always vacant. A specification for a hotel has a state space schema:

<i>Hotel</i>	
<i>rooms</i> : $\mathbb{P} \text{ ROOM}$	
<i>status</i> : $\text{ROOM} \rightarrow \text{STATUS}$	
<i>dom status</i> $\subseteq \text{rooms}$	

- (a) Referring to the state space above, introduce a free type for an exception handling message called *REPORT* that has four errors handling. The error handling messages are *success*, *alreadyAdded*, *notInSystem*, and *roomOccupied*.
- (b) Write an error handling schema called *DuplicateRoom* where we cannot add the same room twice into our system.
- (c) Write an error handling schema called *NoSuchRoom* where we cannot place a guest in a room, or remove the room from the system, if it does not exist.
- (d) Write an error handling schema called *RoomNotEmpty* where we cannot place a guest in a room, or remove the room from the system, if it is already occupied.
- (e) Define the total operation for occupying a room as *CompleteOccupy* which caters possible violation of the precondition for the schema *OccupyRoom*.
- (f) Define the total operation for adding a room as *CompleteAdd* which caters possible violation of the precondition for the schema *AddRoom*.