



De La Salle University
Department of Software Technology

CCDSTRU Project Specifications

Term 2, AY 2022–2023

Due: **Apr 11, 2023 (T) 0800**

Implement a computer program (either in C or Java) following the specifications of the system given below.

Applicable Sets

$$\mathbf{A} : \{x \in \mathbf{Z}^+ \mid x < 4\}$$

$$\mathbf{M} : \{2\} \times \mathbf{A}$$

$$\mathbf{S} : \mathbf{A} \times \mathbf{A}$$

$$\mathbf{B} : \{3\} \times \mathbf{A}$$

$$\mathbf{V} : \{\text{true}, \text{false}\}$$

$$\mathbf{L} : \mathbf{A} \times \{1\}$$

$$\mathbf{P} : \{x \in \mathbf{Z}^+ \mid x < 10\}$$

$$\mathbf{C} : \mathbf{A} \times \{2\}$$

$$\mathbf{T} : \{1\} \times \mathbf{A}$$

$$\mathbf{R} : \mathbf{A} \times \{3\}$$

$$\mathbf{F} : \{x \in \mathcal{P}(S) \mid |x| = 3\} - \{\{(1, 1), (2, 2), (3, 3)\}, \{(1, 3), (2, 2), (3, 1)\}\}$$

System Variables

$$Occ, Free \subseteq \mathbf{S}$$

$$One, Two, Three, Four, Five, Six \subseteq \mathbf{P}$$

$$Peg \subseteq \mathbf{P}$$

$$W \subseteq \mathcal{P}(\mathbf{P})$$

$$ok \in \mathbf{V}$$

$$turn \in \mathbf{V}$$

$$over \in \mathbf{V}$$

$$next \in \mathbf{V}$$

System Facts

$$Free = \mathbf{S} - Occ$$

$$Peg = \mathbf{P} - (One \cup Two \cup Three \cup Four \cup Five \cup Six)$$

$$W = \{One\} \cup \{Two\} \cup \{Three\} \cup \{Four\} \cup \{Five\} \cup \{Six\}$$

$$over \leftrightarrow \left(\exists w \left(w \in \mathbf{W} \wedge |w| = 3 \wedge \sum_{a \in w} a < 15 \right) \vee \forall w \left(w \in \mathbf{W} \wedge |w| = 3 \wedge \sum_{a \in w} a = 15 \right) \right)$$

System Initialization

$$ok = \text{false}$$

$$Three = \emptyset$$

$$next = \text{false}$$

$$Four = \emptyset$$

$$turn = \text{true}$$

$$Five = \emptyset$$

$$One = \emptyset$$

$$Six = \emptyset$$

$$Two = \emptyset$$

$$Peg = \mathbf{P}$$

System States and Behavior

NextPlayerMove($peg \in \mathbf{P}, pos \in \mathbf{S}$)

$$\begin{aligned}
 peg \in Peg \wedge pos \in Free & \rightarrow ok = \neg ok \\
 & \wedge Occ = Occ \cup \{pos\} \\
 ok \wedge pos \in \mathbf{T} & \rightarrow One = One \cup \{peg\} \\
 & \wedge next = \neg next \\
 ok \wedge pos \in \mathbf{M} & \rightarrow Two = Two \cup \{peg\} \\
 & \wedge next = \neg next \\
 ok \wedge pos \in \mathbf{B} & \rightarrow Three = Three \cup \{peg\} \\
 & \wedge next = \neg next \\
 ok \wedge next \wedge pos \in \mathbf{L} & \rightarrow Four = Four \cup \{peg\} \\
 & \wedge next = \neg next \\
 & \wedge ok = \neg ok \\
 ok \wedge next \wedge pos \in \mathbf{C} & \rightarrow Five = Five \cup \{peg\} \\
 & \wedge next = \neg next \\
 & \wedge ok = \neg ok \\
 ok \wedge next \wedge pos \in \mathbf{R} & \rightarrow Six = Six \cup \{peg\} \\
 & \wedge next = \neg next \\
 & \wedge ok = \neg ok
 \end{aligned}$$

GameOver($over$)

$$\begin{aligned}
 result & \in \{\mathbf{B} \text{ wins}, \mathbf{A} \text{ wins}\} \\
 over \wedge turn \wedge \exists w (w \in \mathbf{W} \wedge |w| = 3 \wedge \sum_{a \in w} a < 15) & \rightarrow result = \mathbf{B} \text{ wins} \\
 over \wedge \neg turn \wedge \exists w (w \in \mathbf{W} \wedge |w| = 3 \wedge \sum_{a \in w} a < 15) & \rightarrow result = \mathbf{A} \text{ wins} \\
 over \wedge turn \wedge \forall w, (w \in \mathbf{W} \wedge |w| = 3 \wedge \sum_{a \in w} a = 15) & \rightarrow result = \mathbf{A} \text{ wins} \\
 over \wedge \neg turn \wedge \forall w, (w \in \mathbf{W} \wedge |w| = 3 \wedge \sum_{a \in w} a = 15) & \rightarrow result = \mathbf{B} \text{ wins} \\
 \neg over & \rightarrow turn = \neg turn
 \end{aligned}$$