```
REC3: loop-invariant problems
```

- 1.
- (1) Does it start right? Is {Q} init {P} true?
- (2) Does it end right? Is P && !B => R true?
- (3) Does the repetend make progress toward termination?
- (4) Does the repetend maintain P: Is {P && B} S {P} true?

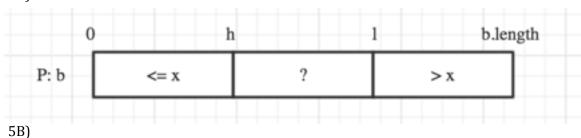
2.

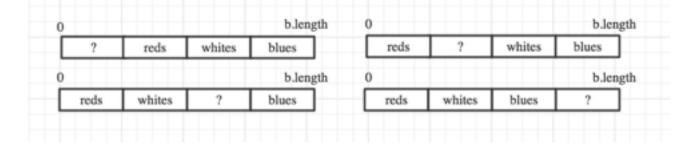
- 2A) To make c[0..k-1] empty, let k 1 = -1, so init: **int** k = 0;
- 2B) To make c[k...c.length-1] empty, let c.length-1 = k-1, so init: int k = c.length;
- 2C) To make c[k+1..c.length-1] empty, let k+1=c.length-1+1, so init: **int** k=c.length-1; thus s would be equal to 1
- 3.
- 3A) !B is k = c.length, so B: k != c.length
- 3B) !B is k = 0, so B: int k != 0;
- 3C) $!B ext{ is } k + 1 = 0 ext{ so } B: ext{ int } k != 1;$
- 4.
- 4A) if (c[k] != 0) b = false; // should I write break; ? k = k + 1;
- 4B)

 if (c[k-1]!= 0)

 b = false;
 - k = k 1;
- 4C) s = s*c[k]; k = k - 1;
- 5.

5A)





```
6.
h = b.length - 1;
while (0 \le h \&\& b[h] != v)
         h = h - 1;
7.
h = -1;
i = b.length;
while (h + 1 < i){
        if (b[h + 1] \le x)
                h = h + 1;
        else
                i = h + 1;
}
8.
j = h;
i = k;
while (j < i){
        if (b[j + 1] \le b[h])
                j = j + 1;
        else{
                temp = b[j + 1];
                b[j + 1] = b[i];
                 b[i] = temp;
                i = i - 1;
        }
}
```