

Navigation icons: back, forward, search, etc.

Page number: 1

Tutorial 6 - Functions



Previous
Weekly ICT question - 4 Question only.pdf

Next
lecture06.pdf

Family.mch

...

6SENG005W Formal Methods Week 06 Tutorial: Functions in B

Introduction

These tutorial exercises refer to the notes for the **Week 05 Lecture**.
In this tutorial we will use a B machine that represents a *family* and illustrates how functions can be used in a specification.
The *Family* specification is given in the Family.mch B machine.
It includes information about a family:

- the *family members*,
- for each family member their *age* and *sex*.

The specification also has the following operations:

- For someone to have a birthday -- HadBirthday.
- For some female to have a baby -- HadABaby.
- For someone to die, that is no longer be a member of the family - PersonDies.
- An enquiry that tests if there is someone in the family with a particular sex, - DoesAFamilyMemberHaveThisSex.

Exercise 6.1

- Make sure you know the relevant lecture contents, including the **AMN versions of the Functions symbols**.
See [ProB's "Help"](#) menu and the pdf notation summary.

Exercise 6.2

Create a new B "Project" using Atelier B, then create a new "Component" and then paste the *Family* into it.
Complete the operations HadABaby, PersonDies and DoesAFamilyMemberHaveThisSex, then make sure that there are no errors.

Exercise 6.3

Load the Family machine specification into [ProB](#).
Animate it and execute the four operations:

```
HadBirthday
HadABaby
PersonDies
DoesAFamilyMemberHaveThisSex
```

Test both the *successful* and *error* cases of the operations.
After executing each operation **check** how the state has been modified.
Do this by use [ProB's "Eval"](#) terminal to check the values of the three state variables that make up the state.
Also use the "Eval" terminal to test the truth value of each operation's:

- precondition*
- IF statement *conditions*.

Exercise 6.4

Add a mapping to the Family's state that maps an individual to their *unique* Passport number.
Use the `PASSPORT_NUMBER` constant to represent the type of these numbers.
The mapping's *properties* must be defined, and it should be initialised as appropriate.

Exercise 6.5

Add an operation for a family member getting their *first* passport - `FirstPassport`.
This operation inputs a person and a *unique* passport number for the person's new passport.
If the person is not a family member or the passport number has already been assigned to a family member then it should report an error. Add appropriate reporting messages to the `REPORT` set.
Test all of the cases of the `FirstPassport` operation.

Exercise 6.6

Add a similar operation but this one is when a family member is *renewing* their passport - `RenewPassport`.
This operation inputs a person and a new *unique* passport number, provided the person is a family member, already has a passport then their passport number is changed to the new number.
If the person is not a family member or the passport number is already in use by a family member or the person doesn't have a passport then it should report an error.
Test all of the cases of the `RenewPassport` operation.

Exercise 6.7

Add a relation *parentOf* to the *Family* state that relates each family member to their children.
So for example, if *Grandad* is *Paul's* dad then the maplet

```
Grandad |-> Paul
```

would be a member of the *parentOf* relation, i.e.

```
Grandad |-> Paul : parentOf
```


This relation should be initialised as appropriate.



This will be updated when the `HadABaby` operation is successful, then it needs to be updated with the new mother/baby relationship.

And when someone in the family dies they need to be removed from the relation, both as a parent (in domain) and as a child (in the range).

Exercise 6.8

Add a function `myMum` to the `Family` state that maps a person to their mother, if still alive.

What kind of function should this be?

Consider each of the possible options and think about what the implications are of each one in relation to the family. (Make a note of your conclusions.)

So for example, if *Mary* is *Joe's* mum then the maplet

`Joe` \mapsto `Mary`

would be a member of the `myMum` function.

This function should be initialised as appropriate.

This will be updated when the `HadABaby` operation is successful, then it needs to be updated with the new mother/baby relationship.

And when someone in the family dies they need to be removed from the function, both as a child (in domain) and as a parent (in the range).

Exercise 6.9

Add an enquiry `HasChildren` to test if a family member has any children.

This enquiry inputs a person's name and tests if they have any children, if they do it outputs *yes*, if not then it outputs *no*. Finally if they are not a family member then it replies *Do not know*.

Test all of the cases of the `HasChildren` operation.
