



LoyaltyAccount

points: Integer

earn(i: Integer)

burn(i: Integer)

isEmpty(): Boolean

class invariant

{points >= 0}

<<precondition>>

i >= 0

<<precondition>>

points >= i and i >= 0

precondition for burn operation

<<postcondition>>

points = points@pre + i

<<postcondition>>

points = points@pre - i

postcondition for burn operation

<<postcondition>>

result = (points=0)