

<<constraint>> Objektyp
<i>constraints</i> {IF NOT o = Mensch or o = Glas Then result = true}
<i>parameters</i> o: {Metall, Glas, Stein, Schnee, Laub, Tier, Mensch}

<<constraint>> And
<i>constraints</i> {IF a and b = true THEN result = true}
<i>parameters</i> a: bool b: bool

<<constraint>> Entscheidung - Notbremsung
<i>constraints</i> {IF a = true THEN result = yes}
<i>parameters</i> a: bool

<<constraint>> NAND
<i>constraints</i> {IF NOT a and b = true THEN result = true}
<i>parameters</i> a: bool b: bool

<<constraint>> Kleiner oder Gleich
<i>constraints</i> {IF e <= w Then result = true}
<i>parameters</i> w: int e : int

<<constraint>> Objektgröße gefährliche Objekte
<i>constraints</i> {IF h > 0,1 THEN result = true}
<i>parameters</i> h: Meter

<<constraint>> Puffer Bremsweg
<i>constraints</i> {result = 1,2 * e}
<i>parameters</i> e : Meter

<<constraint>> Kollisionskurs
<i>constraints</i> {IF v u. v1 schneiden von p u. p1 THEN result = true}
<i>parameters</i> v: vector v1: vector p: position p1: position

<<constraint>> Bremsweg
<i>constraints</i> {result = v * v / 100 * p}
<i>parameters</i> v: km/h p: Gefahrenfaktor