

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

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

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

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

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

<<constraint>> Objektgröße gefährliche Objekte
constraints {IF h > 0,01 THEN result = true}
parameters h: Meter

<<constraint>> Puffer Bremsweg
constraints {result = e + e / 5}
parameters e : Meter

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

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