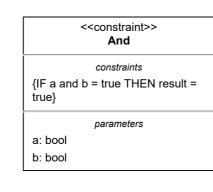
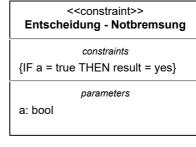
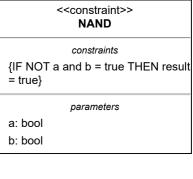
bdd Notbremsung

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



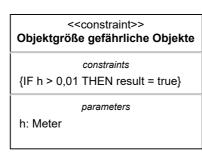


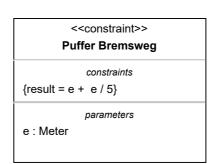


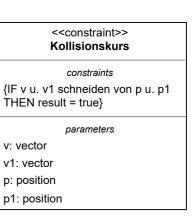
```
<constraint>>
Kleiner oder Gleich

constraints
{IF e <= w Then result = true}

parameters
w: int
e: int
```







```
<constraint>>
Bremsweg

constraints
{result = v * v / 100}

parameters
v: km/h
```