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COMP1216. Software Modelling and Design (2022-23)

Coursework 2: Formal Modelling

Issue date: 15 March 2023 Submission deadline: 4pm, 12 May 2023

This coursework, to be undertaken in groups (the same group as Coursework 1), will contribute 15% towards the total for the unit. The assignment concerns the formal modelling of an online auction system from Coursework 1. It is intended to develop your skills in writing formal models using Event-B, to gain the experience of using the Rodin Platform and also re-enforce group working.

Please bear in mind the University Academic Integrity regulations: http://www.calendar.soton.ac.uk/sectionIV/academic-integrity-regs.html

Due: 4pm Friday 12th May 2023 (Electronic Hand in only)

System Outline: An Online Auction Service

The outline of the system is as described in Coursework 1. For Coursework 2, you will model a similar system using Event-B according to the following requirements.

The set of requirements for an online auction service are as follows.

REQ 1	The online auction service allows users to submit items for auction and to bid for items that are being auctioned.
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REQ 2	Users must be registered with the system in order to be able to submit items for auction and in order to place bids. Thus, a user can take both seller and bidder roles. The user's name, status, login id and password are recorded. User status records feedback given to the user by other users, and any penalty points the system has added.	
REQ 3	The system should be able to manage multiple auctions.	
REQ 4	A user (seller) with no more than two penalty points may submit an item for auction. The system creates a new auction and opens the auction to bids from other users (bidders). The system makes available the auction information the seller's feedback and penalties. An auction has only one seller. No user may be a bidder for an auction for which they are the seller.	
REQ 5	When a seller submits an item for auction, they must provide a name for the item, start and end times for the auction and a reserve price for the item.	
REQ 6	The seller may cancel their auction without penalty at any time until a bid no less than the reserve price is accepted. They may cancel after such a point and before auction closure but will then receive a penalty point. When an auction is cancelled all bidders are informed.	
REQ 7	When a bidder makes a bid on an auction, the bid must be higher than the current highest bid for that auction.	
REQ 8	When an auction duration has passed, that auction is closed.	

REQ 9	For a defined period after auction cancellation or closure, bidders may provide feedback on the seller.
REQ 10	A closed auction succeeds if the highest bid is at least as high as the reserve price, otherwise it fails. When a closed auction succeeds, the winning (highest) bidder is informed.
REQ 11	A seller should be able to see the status of their auction at any stage after their auction has started.

Tasks (50 marks)

- 1. Create an Event-B model of the online auction system. We suggest you to use the system requirements, the class diagram, and state machine diagram from Coursework 1 to help with the development of the Event-B model. Make sure to
 - Identify appropriate Event-B sets and constants.
 - Identify appropriate Event-B variables and invariants. The invariants should clearly specify any constraints between state variables. You may lose marks by not having invariants to represent constraints on auctions.
 - Identify appropriate Event-B events. You should expect to have at least one event for each of the following use cases:
 - user registers with the system
 - user logs in
 - user logs out
 - create an auction,
 - start an auction
 - bid on an auction,
 - cancel an auction,
 - view the status of an auction,
 - close an auction,
 - gives feedback to the seller
 - view the history of all bids on an auction.
 - Where a use case has more than one outcome, you could have an event for each outcome. It is not necessary to have an event for each step of a use case.
- 2. Analyse your Event-B models using the Rodin tool including ProB animation.