INFDEV01 Assignment II

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| 0908443 - Remco Visser - INFA1 | 15-09-2015 | MAGGG |
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### Part 1:

If student is sitting

Student stand up

While student is not at the door

If student is not looking at the door

Student look at the door

If there are no object in front of the student

Student take 1 step forward

Else if student can climb over the object

Student climb over the object

Else if student can move the object

Student move the object

Else if student can creep under the object

Student creep under object

Else

Student move around object

If student is at the door

Student is done

### Part 2:

**IF statements without else**

(PC, S) if ABC -> (loc(B), S) when (PC, S) ->A TRUE

(PC, S) if ABC -> (lastLoc(B)+1 ,S) when (PC, S) ->A FALSE

**IF statements with else**

(PC, S) if ABC -> (loc(B), S) when (PC, S) ->A TRUE

(PC, S) if ABC -> (loc(C), S) when (PC, S) ->A FALSE

**While statements**

(PC, S) while AB -> (loc(B) ,S) when (PC, S) -> A TRUE

(PC, S) while AB -> (lastLoc(B)+1 ,S) when (PC, S) -> A FALSE

**Pose**

(PC, S) -> Stand (PC + 1, S[Pose->Standing])

(PC, S) -> Sit (PC + 1, S[Pose->Sitting])

**Position**

(PC, S) -> pos(0, 3) (PC + 1, S[Position -> S.Position + (0,3)])

**Orientation**

(PC, S) -> or90 (PC + 1, S[Orientation-> S.Orientation + 90])