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# **YouVerify**

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**class** State.State

Abstract class template for a representation of State in *YouVerify*.

**abstract** advance\_pc(*i: int*)

This abstract method is invoked when the framework wants to advance the program counter.

**Parameters** *i* – The number of statements to advance through.

**Returns** None

**abstract** assume(*cond: object*)

This abstract method is invoked when the framework wants to add an assumption to the current state.

**Parameters** *cond* – The condition to be affixed to the path constraint.

**Returns** None

**abstract** conditional\_branch(*cond: object, destination: int*)

This abstract method is invoked when the framework reaches a conditional branching statement. Here, a developer would likely want to implement state splitting.

**Parameters**

- **cond** – The condition guarding the branch.
- **destination** – The destination program counter for the branch.

**Returns** None

**abstract** property current\_statement

This abstract property is invoked to retrieve the next statement to be executed by the symbolic interpreter.

**Returns** The next Statement object to be *executed*.

**Return type** Statement

**abstract** jump(*destination: int*)

This abstract method is invoked when the framework reaches an unconditional branching statement.

**Parameters** *destination* – The destination program counter for the branch.

**Returns** None

**abstract** load\_variable(*var: str*)

This abstract method is invoked when an identifier is evaluated and a variable is to be fetched from the states variable store.

**Parameters** **var** – The identifier of the variable that will be retrieved.

**Returns** The value of the variable that was retrieved.

**abstract next\_state()**

This abstract method is invoked by the framework when before the next statement is to be executed. This gives the `State` object the opportunity to modify the backend and setup for the next statement execution. A developer would modify this to change how the paths of a program are explored and how state is handled.

**Returns** `True` if there is more state to be executed, `False` otherwise.

**Return type** `bool`

**abstract store\_variable**(*var: str, val: object*)

This abstract method is invoked when the framework wants to assign a value to a variable.

**Parameters**

- **var** – The identifier of the variable being assigned to.
- **val** – The value to be assigned to the variable.

**Returns** `None`

`Wrappers.unary_operator_wrapper(f: function)`

The wrapper takes in the original unary operator as its parameter and optionally returns a new function with the new behavior.

**Parameters** **f** – The unary function to be wrapped.

**Returns** A new unary function.

`Wrappers.binary_operator_wrapper(f: function)`

The wrapper takes in the original binary operator as its parameter and optionally returns a new function with the new behavior.

**Parameters** **f** – The binary function to be wrapped.

**Returns** A new binary function.

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