

Operations

Filter Operations

TTD_Occupied(ttd=ttd1)
TTD_Occupied(ttd=ttd2)
TTD_Free(ttd=ttd3)
TrainMoveForward

Animation

ReplaySymbolicTest Case Generation

SimpleTrainTrack.prob2trace

State ViewState VisualisationEdit

Filter State

Name		
VARIABLES		
occ	{ttd3}	{ttd3}
train_rear_end	29	28
CONSTANTS		
SETS		
INVARIANT		
[\in] train_rear_end \in TRACK	true	true
PROPERTIES		
[=] TrackElementNumber = 30	true	true
[=] train_length = 2	true	true
[=] TRACK = 0 .. TrackElementNumber	true	true
[=] TTD_TrackElements = {ttd1 \mapsto 0 .. 10,ttd2 ...	true	true
[\in] TrackElementNumber \in N ₁	true	true
[\in] TTD_TrackElements \in TTDS \rightarrow FIN1(TRACK)	true	true
OPERATIONS (guards/preconditions)		
DEFINITIONS		

Interactive Console

Classical B

ProB B-Console
B> train_rear_end
29
B>

Statistics (states 6 of 50)
Verifications
Project

MachinesStatusPreferencesProject

MovingParticles4
WasserkocherEinfach_mch
WasserKocherFalsch1_mch
WasserkocherFalsch2_mch
m0_island_bridge_3cars_mch
m1_bridge_mch
Lift
SimpleTrainTrack

History (state 36 of 37)

Position	Transition
0	---root---
1	SETUP_CONSTANTS
2	INITIALISATION
3	TTD_Occupied(ttd=ttd1)
4	TrainMoveForward
5	TrainMoveForward
6	TrainMoveForward
7	TrainMoveForward
8	TrainMoveForward
9	TrainMoveForward
10	TrainMoveForward
11	TrainMoveForward
12	TrainMoveForward
13	TrainMoveForward

VisB (Train/Track.json)

SVG-based visualization of current state

Everything is OK

State View to inspect current and preceding state

Operations View for interactive animation

Project View for models and preferences

Replay View for automatic trace replay

Console (REPL) for interactive exploration

History View to inspect and navigating current animation trace