

```

-- A client of a Kid2Kid store.
-- A client may as well be a supplier of products.
class Client
types
    public NotEmptyString = seq1 of char;
values
instance variables
    static idCounter: nat := 0;
    id: nat1;
    name: NotEmptyString;
    boughtProducts: set of Product := {};
    soldProducts: set of Product := {};
    boughtGiftCards: set of GiftCard := {};
operations
    public Client: NotEmptyString ==> Client
    Client(nameSeq) ==
        (
            name:=nameSeq;
            idCounter := idCounter + 1;
            id := idCounter;
            return self)
        pre len nameSeq > 0
        post len name > 0 and
            id = idCounter~ + 1 and
            boughtProducts = {} and
            soldProducts = {} and
            boughtGiftCards = {} and
            RESULT = self;

    -- Update name of the client
    public setName: NotEmptyString ==> ()
    setName(newName) ==
        name := newName
        pre true
        post name = newName;

    -- Get name of the client
    public getName: () ==> NotEmptyString
    getName() ==
        return name
        pre true
        post RESULT = name;

    -- Get id of the client
    public pure getId: () ==> nat1
    getId() ==
        return id
        pre true
        post RESULT = id;

    -- Register that the client bought a product.
    public buyProduct: Product ==> ()
    buyProduct(product) ==
        (
            boughtProducts := boughtProducts union {product};
        )
        pre true
        post
            card boughtProducts = card boughtProducts~ + 1 -- Has one
more product bought than previously.
            and product in set boughtProducts;

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-- Register that the client sold a product
public sellProduct: Product ==> ()
sellProduct(product) ==
    soldProducts := soldProducts union {product}
    pre true
    post
        card soldProducts = card soldProducts~ + 1 -- Has one more
product sold than previously.
        and product in set soldProducts;

-- Register that the client bought a gift card
public buyGiftCard: GiftCard ==> ()
buyGiftCard(giftCard) ==
    boughtGiftCards := boughtGiftCards union {giftCard}
    pre true
    post card boughtGiftCards = card boughtGiftCards~ + 1 and
giftCard in set boughtGiftCards;

-- Get the set of products sold by the client
public pure getProductsSold: () ==> set of Product
getProductsSold() ==
    return soldProducts
    pre true
    post RESULT = soldProducts;

-- Get the set of products bought by the client
public pure getProductsBought: () ==> set of Product
getProductsBought() ==
    return boughtProducts
    pre true
    post RESULT = boughtProducts;

-- Get the set of gift cards bought by the client
public pure getGiftCardsBought: () ==> set of GiftCard
getGiftCardsBought() ==
    return boughtGiftCards
    pre true
    post RESULT = boughtGiftCards;

end Client

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-- Cloths sold in Kid2Kid stores
class Clothing is subclass of Product
types
    public ClothingCat = <Jeans> | <Dresses> | <Pajamas>;
instance variables
    maxAge: nat;
    minAge: nat;
    subCategory: ClothingCat;
    inv minAge > 0 and minAge < 13; -- Kid2Kid only has cloths for children less than
13 years old.
    inv maxAge > 0 and maxAge < 13;
    inv maxAge >= minAge;
operations
public Clothing: ProductState * [CustomString] * nat * nat * ClothingCat ==> Clothing
    Clothing(productState, desc, minAgeInput, maxAgeInput, subCategoryInput) ==
    (
        idCounter := idCounter + 1;
        id := idCounter;
        state := productState;
        description := desc;
        minAge := minAgeInput;
        maxAge := maxAgeInput;
        subCategory := subCategoryInput;
        setBuyPrice();
        setSellPrice();
        return self;
    )
    pre true
    post
        minAge = minAgeInput and
        maxAge = maxAgeInput and
        subCategory = subCategoryInput and
        state = productState and
        RESULT = self;
end Clothing

```

```

-- A simple date class with only day, year and month
class Date
instance variables
    year : nat1;
    month: nat1;
    day : nat1;
    inv day <= 31;
    inv year >= 2000;
    inv month <= 12;

operations
    public Date: nat1 * nat1 * nat1 ==> Date
    Date(d,m,y) ==
        (
            day := d;
            month := m;
            year := y;
            return self;
        )
    pre d <= 31 and y >= 2000 and m <= 12
    post day=d and month=m and year = y and RESULT=self;
end Date

```

```

-- Footwear sold in Kid2Kid stores
class Footwear is subclass of Product
types
    public FootwearCat = <Boots> | <Party> | <Sports>;
instance variables
    size: nat;
    subCategory: FootwearCat;
    inv size > 15 and size < 45;
operations
    public Footwear: ProductState * [CustomString] * nat * FootwearCat ==> Footwear
        Footwear(productState, desc, sizeInput, footwearCat) ==
        (
            size := sizeInput;
            state := productState;
            description := desc;
            subCategory := footwearCat;
            setBuyPrice();
            setSellPrice();
            return self;
        )
    pre true
    post size = sizeInput and
        subCategory = footwearCat and
        state = productState and
        RESULT=self;
end Footwear

```

```

class Furniture is subclass of Product
types
    public FurnitureCat = <Cribs> | <Beds> | <ToyBoxes>;
instance variables
    subCategory: FurnitureCat;
operations
    public Furniture: ProductState * [CustomString] * FurnitureCat ==> Furniture
        Furniture(productState, desc, furnitureCat) ==
        (
            idCounter := idCounter + 1;
            id := idCounter;
            state := productState;
            description := desc;
            subCategory := furnitureCat;
            setBuyPrice();
            setSellPrice();
            return self;
        )
    pre true
    post subCategory = furnitureCat and state = productState and RESULT=self;
end Furniture

```

```

-- Gear sold in Kid2Kid stores
class Gear is subclass of Product
types
    public GearCat = <Swings> | <Bathtubs> | <Trolleys>;
instance variables
    maxAge: [nat] := nil; -- defaults to nil
    minAge: nat;
    subCategory: GearCat;
    inv minAge < 13 and minAge > 0
operations
    public Gear: ProductState * [CustomString] * nat * [nat] * GearCat ==> Gear
    Gear(productState, desc, minAgeInput, maxAgeInput, subCategoryInput) ==
        (
            idCounter := idCounter + 1;
            id := idCounter;
            state := productState;
            description := desc;
            minAge := minAgeInput;
            maxAge := maxAgeInput;
            subCategory := subCategoryInput;
            setBuyPrice();
            setSellPrice();
            return self;
        )
    pre minAgeInput > 0 and minAgeInput < 13
    post minAge = minAgeInput and
         subCategory = subCategoryInput and
         RESULT = self;
end Gear

```

```

/*
 * GiftCards can be used to buy products in a store, but they can only be used once.
 * GiftCards can be bought in one store and used in any other.
 */
class GiftCard
types
values
    private static GiftValues : set of nat1 = {10, 20, 40}; -- Set of possible
GiftCard values
instance variables
    static idCounter: nat := 0;
    id: nat1;
    value: nat1;
    inv value in set GiftValues;

operations
    public GiftCard: nat1 ==> GiftCard
    GiftCard(v) ==
        (idCounter := idCounter + 1; id := idCounter; value := v; return self;)
        pre v in set GiftValues
        post id = idCounter~+1 and value = v and RESULT=self;

    -- Get value of the GiftCard
    public pure getValue: () ==> nat1
    getValue() ==
        return value
        pre true
        post RESULT = value;

    -- Get possible values of any GiftCard
    public static pure getPossibleValues: () ==> set of nat1
    getPossibleValues() ==
        return GiftValues
        pre true
        post RESULT = GiftValues;
end GiftCard

```



```

/* Main class where all interactions will pass through.
*/
class Kid2Kid
types
    public NotEmptyString = seq1 of char;
    public UserType = <Cashier> | <Admin> | <LoggedOut>;

values

instance variables
    clients: set of Client := {};
    stores: set of Store := {};
    activeGiftCards: set of GiftCard := {};
    transactions: set of Transaction := {};

    loggedInType: UserType := <LoggedOut>;
    loggedInUsername: NotEmptyString;
    loggedInStore: NotEmptyString; -- for logged in cashiers

operations

    public Kid2Kid: () ==> Kid2Kid
    Kid2Kid() ==
        return self
    pre true
    post clients = {} and stores = {} and activeGiftCards = {} and
transactions = {} and
        loggedInType = <LoggedOut> and RESULT = self;

    -- Login as admin
    public login: NotEmptyString ==> UserType
    login(name) ==
    (
        if (name = "Admin")
        then (loggedInType := <Admin>; loggedInUsername := "Admin")
        else (loggedInType := <LoggedOut>; loggedInUsername := " ");

        return loggedInType
    )
    pre true
    post RESULT = loggedInType;

    -- Login as cashier
    public login: NotEmptyString * NotEmptyString ==> UserType
    login(storeLocation, cashierName) ==
    (
        if (storeLocation in set getStoreLocationsInternal() and cashierName in
set getStore(storeLocation).getCashierNames())
        then (loggedInType := <Cashier>; loggedInUsername := cashierName;
loggedInStore := storeLocation)
        else (loggedInType := <LoggedOut>; loggedInUsername := " ";
loggedInStore := " ");

        return loggedInType
    )
    pre true
    post RESULT = loggedInType;

    -- Get a store using its name
    private pure getStore: NotEmptyString ==> Store
    getStore(name) ==
    (

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    dcl store: Store;
    for all s in set stores do
        if (name = s.getLocation()) then store := s;
    return store
)
pre true
post RESULT in set stores and RESULT.getLocation() = name;

-- Get the cashier that is loggedin
public pure getLoggedInCashier: () ==> StoreCashier
getLoggedInCashier() ==
(
    dcl cashier: StoreCashier;
    for all c in set getCashiersInternal() do
        if (loggedInUsername = c.getName() and loggedInStore =
c.getStore().getLocation())
            then cashier := c;
    return cashier
)
pre loggedInType = <Cashier>
post RESULT in set getCashiersInternal() and RESULT.getName() =
loggedInUsername and RESULT.getStore().getLocation() = loggedInStore;

-- Remove a cashier from the system
public removeCashier: StoreCashier ==> ()
removeCashier(c) ==
    c.getStore().removeCashier(c)
pre hasAdminPerms() and c in set c.getStore().getCashiers()
post c not in set c.getStore().getCashiers();

-- Get all the transactions created
public pure getTransactions: () ==> set of Transaction
getTransactions() ==
    return transactions
pre hasAdminPerms()
post RESULT = transactions;

-- Get all the transactions authrozied by the logged in cashier
public pure getTransactionsOfLoggedInCashier: () ==> set of Transaction
getTransactionsOfLoggedInCashier() ==
    return getTransactionsOfCashierInternal(getLoggedInCashier())
pre loggedInType = <Cashier>
post RESULT = getTransactionsOfCashierInternal(getLoggedInCashier());

-- Get all the transactions of a given cashier
public pure getTransactionsOfCashier: StoreCashier ==> set of Transaction
getTransactionsOfCashier(cashier) ==
    return getTransactionsOfCashierInternal(cashier)
pre hasAdminPerms()
post RESULT = getTransactionsOfCashierInternal(cashier);

-- Get transactions of a given cashier. Bypasses permissions.
private pure getTransactionsOfCashierInternal: StoreCashier ==> set of
Transaction
getTransactionsOfCashierInternal(cashier) ==
    return {x | x in set transactions & x.getCashier() = cashier}
pre true
post true;

-- Get the set of active giftcards
public pure getActiveGiftCards: () ==> set of GiftCard
getActiveGiftCards() ==

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    return activeGiftCards
    pre hasCashierPerms()
    post RESULT = activeGiftCards;

-- Get names of all cashiers. Bypasses login permissions.
private pure getCashierNamesInternal: () ==> set of NotEmptyString
getCashierNamesInternal() ==
(
    dcl names: set of NotEmptyString := {};
    for all cashier in set getCashiersInternal() do names := names union
{cashier.getName()};
    return names;
)
pre true
post true;

-- Get set of locations of all stores. Bypasses login permissions.
private pure getStoreLocationsInternal: () ==> set of NotEmptyString
getStoreLocationsInternal() ==
(
    dcl names: set of NotEmptyString := {};
    for all store in set stores do names := names union {store.getLocation()};
    return names;
)
pre true
post true;

-- Get all cashiers. Bypasses login permissions.
private pure getCashiersInternal: () ==> set of StoreCashier
getCashiersInternal() ==
(
    dcl cashiers: set of StoreCashier := {};
    for all store in set stores do cashiers := cashiers union
store.getCashiers();
    return cashiers;
)
pre true
post true;

-- Get all cashiers and check for admin permissions.
public pure getCashiers: () ==> set of StoreCashier
getCashiers() ==
    return getCashiersInternal()
    pre hasAdminPerms()
    post true;

-- Get names of all cashiers and check for admin permissions.
public pure getCashierNames: () ==> set of NotEmptyString
getCashierNames() ==
    return getCashierNamesInternal()
    pre hasAdminPerms()
    post true;

-- Add a client to the system
public addClient: Client ==> ()
addClient(c) ==
    clients := clients union {c}
    pre hasAdminPerms()
    post c in set clients; -- New client is added to the system

-- Remove client from system.
public removeClient: Client ==> ()

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removeClient(c) ==
    clients := clients \ {c}
    pre hasAdminPerms() and c in set clients -- Client is part of the system
    post c not in set clients; -- Client isn't part of the system

-- Add a store to the system and check for admin permissions.
public addStore: Store ==> ()
addStore(s) ==
    stores := stores union {s}
    pre hasAdminPerms() -- New store is added to the system
    post s in set stores;

-- Get all the clients of the system and check for cashier permissions.
public pure getClients: () ==> set of Client
getClients() ==
    return clients
    pre hasCashierPerms()
    post RESULT = clients;

-- Get all the stores of the system and check for admin permissions.
public pure getStores: () ==> set of Store
getStores() ==
    return stores
    pre hasAdminPerms()
    post RESULT = stores;

-- Get all the products at a given store.
public pure getProductsAtStore: Store ==> set of Product
getProductsAtStore(store) ==
    return store.getProductsAvailable()
    pre store in set stores
    post RESULT = store.getProductsAvailable();

-- Buy product of a client at a store with a specific cashier.
public buyProductInCash: Product * Client * StoreCashier * Date ==> ()
buyProductInCash(product, client, cashier, date) ==
    (
        cashier.buyProductInCash(product);
        client.sellProduct(product);
        addPurchaseTransaction(date, client, {product}, cashier);
    )
    pre hasCashierPerms() and client in set clients and cashier in set
getCashiersInternal()
    post true;

-- Buy product of a client at a store with a specific cashier and pay in credit
notes
public buyProductInCreditNotes: Product * Client * StoreCashier * Date ==> ()
buyProductInCreditNotes(product, client, cashier, date) ==
    (
        cashier.buyProductInCreditNotes(product, client);
        client.sellProduct(product);
        addPurchaseTransaction(date, client, {product}, cashier);
    )
    pre hasCashierPerms() and client in set clients and cashier in set
getCashiersInternal()
    post true;

-- Sell product to a client at a store with a specific cashier.
public sellProductInCash: Product * Client * StoreCashier * Date ==> ()
sellProductInCash(p,c,sc,d) ==
    (

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        sc.sellProduct(p);
        c.buyProduct(p);
        addSaleProductTransaction(d, c, {p}, {}, sc);
    )
    pre hasCashierPerms() and c in set clients and sc in set
getCashiersInternal()
    post true;

-- Sell product to a client at a store and receive in credit notes.
public sellProductInCreditNotes: Product * Client * StoreCashier * Date ==> ()
sellProductInCreditNotes(p, c, sc, d) ==
(
    sc.sellProductInCreditNotes(p, c);
    c.buyProduct(p);
    addSaleProductTransaction(d, c, {p}, {}, sc);
)
pre hasCashierPerms() and c in set clients and sc in set
getCashiersInternal()
post card transactions = card transactions~ + 1;

-- Sell product to a client at a store and receive in gift cards.
public sellProductInGiftCards: Product * Client * StoreCashier * set of GiftCard
* Date ==> ()
sellProductInGiftCards(p, c, sc, gc, d) ==
(
    sc.sellProduct(p);
    c.buyProduct(p);
    addSaleProductTransaction(d, c, {p}, gc, sc);
    for all giftCard in set gc do useGiftCard(giftCard);
)
pre hasCashierPerms() and card gc > 0 and gc subset activeGiftCards and
    sumGiftCardValues(gc) >= p.getSellPrice() and
    c in set clients and
    sc in set getCashiersInternal()
post card transactions = card transactions~ + 1 and
    gc inter activeGiftCards = {};

-- Sell a giftcard to a client at a store
public sellGiftCard: Client * StoreCashier * Date * nat1 ==> GiftCard
sellGiftCard(c, sc, d, value) ==
(
    dc1 gc: GiftCard := sc.sellGiftCard(value);
    c.buyGiftCard(gc);
    addSaleGCTransaction(d, c, {gc}, sc);
    activateGiftCard(gc);
    return gc;
)
pre hasCashierPerms() and c in set clients and sc in set
getCashiersInternal()
post card activeGiftCards = card activeGiftCards~ + 1;

-- Activate a given giftcard
private activateGiftCard: GiftCard ==> ()
activateGiftCard(giftCard) ==
    activeGiftCards := activeGiftCards union {giftCard}
    pre hasCashierPerms()
    post activeGiftCards = activeGiftCards union {giftCard};

-- Use a given giftcard, making it unusable
private useGiftCard: GiftCard ==> ()
useGiftCard(giftCard) ==
    activeGiftCards := activeGiftCards \ {giftCard}

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```

    pre hasCashierPerms() and giftCard in set activeGiftCards
    post activeGiftCards = activeGiftCards~ \ {giftCard};

-- Create and save the transaction that sells a set of products
private addSaleProductTransaction: Date * Client * set of Product * set of
GiftCard * StoreCashier ==> ()
addSaleProductTransaction(d,c,sp,gcs,sc) ==
(
    decl transaction: Transaction := new Sale(d,c,sp,gcs,sc);
    transactions := transactions union {transaction};
)
pre hasCashierPerms() and card sp >= 1 and
c in set clients and sc in set getCashiersInternal()
post card transactions = card transactions~ + 1;

-- Create and save the transaction that sells a set of giftcards
private addSaleGCTransaction: Date * Client * set of GiftCard * StoreCashier ==>
()
addSaleGCTransaction(d,c,gcs,sc) ==
(
    decl transaction: Transaction := new Sale(d,c,gcs,sc);
    transactions := transactions union {transaction};
)
pre hasCashierPerms() and card gcs >= 1 and
c in set clients and sc in set getCashiersInternal()
post card transactions = card transactions~ + 1;

-- Create and save the transaction that purchases a set of products
private addPurchaseTransaction: Date * Client * set of Product * StoreCashier ==>
()
addPurchaseTransaction(d,c,sp,sc) ==
(
    decl transaction: Transaction := new Purchase(d,c,sp,sc);
    transactions := transactions union {transaction};
)
pre hasCashierPerms() and card sp >= 1
and c in set clients and sc in set getCashiersInternal()
post card transactions = card transactions~ + 1;

-- Check if the logged in user has cashier permissions
private pure hasCashierPerms: () ==> bool
hasCashierPerms() ==
    return loggedInType in set {<Admin>, <Cashier>}
    pre true
    post RESULT = loggedInType in set {<Admin>, <Cashier>};

-- Check if the logged in user has admin permissions
private pure hasAdminPerms: () ==> bool
hasAdminPerms() ==
    return loggedInType = <Admin>
    pre true
    post RESULT = (loggedInType = <Admin>);

-- Sum the values of a set of giftcards
public pure sumGiftCardValues: (set of GiftCard) ==> nat1
sumGiftCardValues(giftCards) ==
(
    decl res: nat := 0;
    for all gc in set giftCards do res := res + gc.getValue();
    return res;
)
pre card giftCards > 0

```

```
end Kid2Kid      post RESULT > 0;
```

```

-- Abstract class that represents any product sold in Kid2Kid stores, except for
GiftCards.
class Product
types
    public CustomString = seq1 of char;
    public ProductState = <New> | <Low_Use> | <High_Use>;
values
    public CREDIT_NOTE_MULTIPLIER: real = 1.2;
instance variables
    protected static idCounter: nat := 0;
    protected id: nat;
    protected buyPrice: real := 0;
    protected sellPrice: real := 9999999;
    protected state: ProductState;
    protected description: [CustomString] := nil;
    inv buyPrice <> undefined;
    inv sellPrice <> undefined;
    inv id <> undefined;
    inv state <> undefined;
    inv sellPrice >= buyPrice;
operations

    -- Get the sell price of the Product
    public pure getSellPrice: () ==> real
    getSellPrice() ==
        return sellPrice
        pre true
        post RESULT = sellPrice;

    -- Get the buy price of the Product
    public pure getBuyPrice: () ==> real
    getBuyPrice() ==
        return buyPrice
        pre true
        post RESULT = buyPrice;

    -- Get the credit notes value of the Product
    public pure getCreditNotesValue: () ==> real
    getCreditNotesValue() ==
        return buyPrice * CREDIT_NOTE_MULTIPLIER
        pre true
        post RESULT = buyPrice * CREDIT_NOTE_MULTIPLIER;

    -- Update the description of the Product.
    public setDescription: CustomString ==> ()
    setDescription(newDescription) ==
        description := newDescription
        pre true
        post description = newDescription;

    -- Algorithm that sets the buy price of the Product
    protected setBuyPrice: () ==> ()
    setBuyPrice() ==
        buyPrice := 10 * getStateValue()
    pre state <> undefined
    post buyPrice <> undefined;

    /* Set sell price automatically to be 1.3 * buy price.
    */
    protected setSellPrice: () ==> ()
    setSellPrice() ==
        sellPrice := 1.3 * buyPrice

```



```

    pre buyPrice <> undefined
    post sellPrice > buyPrice;

    -- Set sell price manually.
    public setSellPrice: real ==> ()
    setSellPrice(newPrice) ==
        sellPrice := newPrice
    pre buyPrice <> undefined and newPrice > buyPrice
    post sellPrice > buyPrice and sellPrice = newPrice;

    -- Get the state of the product as a number to be used in the algorithm that
    evaluates the Product value.
    public pure getStateValue: () ==> real
    getStateValue() ==
    (
        if state = <New> then return 1.0;
        if state = <Low_Use> then return 0.8;
        return 0.5;
    )
    pre state = <New> or state = <Low_Use> or state = <High_Use>
    post RESULT = 0.5 or RESULT = 0.8 or RESULT = 1.0;

    -- Get the description of the Product
    public pure getDescription: () ==> CustomString
    getDescription() ==
        return description
    pre true
    post RESULT = description;

end Product

```

```

-- A purchase transaction
class Purchase is subclass of Transaction
instance variables
operations
    public Purchase: Date * Client * set of Product * StoreCashier ==> Purchase
    Purchase(d, c, ps, sc) ==
        (
            date := d;
            client := c;
            productsTransacted := ps;
            storeAuthorizer := sc;
            value := sumProductValues(productsTransacted);
            return self;
        )
    pre card ps >= 1
    post RESULT = self;

-- Sum the buy prices of the products in the transaction
protected pure sumProductValues: set of Product ==> nat
sumProductValues(pSet) ==
    (
        dcl result: nat := 0;
        for all p in set pSet do
            (
                result := result + p.getBuyPrice();
            );
        return result;
    )
    pre true
    post true; -- same as body

traces
-- TODO Define Combinatorial Test Traces here
end Purchase

-- Represents a collection of items that were sold by a store

```

```
class Sale is subclass of Transaction
```

```
instance variables
```

```
giftCardsUsed: set of GiftCard := {};  
giftCardsSold: set of GiftCard := {};
```

```
operations
```

```
-- Store sells products. Client possibly uses active gift cards.
```

```
public Sale: Date * Client * set of Product * set of GiftCard * StoreCashier ==>
```

```
Sale
```

```
Sale(d, c, p, cardsUsed, sc) ==
```

```
(  
  date:=d;  
  client:=c;  
  productsTransacted:=p;  
  giftCardsUsed:=cardsUsed;  
  storeAuthorizer:= sc;  
  value:=sumProductValues(p);  
  return self  
)
```

```
pre card p >= 1 -- there is at least on product being sold
```

```
post
```

```
  date = d and  
  client = c and  
  productsTransacted = p and  
  giftCardsUsed = cardsUsed and  
  storeAuthorizer = sc and  
  value = sumProductValues(productsTransacted) and  
  RESULT = self;
```

```
-- Store sells gift cards.
```

```
public Sale: Date * Client * set of GiftCard * StoreCashier ==> Sale
```

```
Sale(d, c, g, sc) ==
```

```
(  
  date := d;  
  client := c;  
  giftCardsSold := g;  
  storeAuthorizer := sc;  
  value := sumGCValues(g);  
  return self;  
)
```

```
pre card g >= 1
```

```
post value = sumGCValues(g) and
```

```
  date = d and  
  client = c and  
  giftCardsSold = g and  
  storeAuthorizer = sc and  
  RESULT = self;
```

```
-- Get gift cards that were used in the transaction
```

```
public pure getGiftCardsUsed: () ==> set of GiftCard
```

```
getGiftCardsUsed() ==
```

```
  return giftCardsUsed
```

```
pre true
```

```
post RESULT = giftCardsUsed;
```

```
-- Get gift cards that were sold in the transaction
```

```
public pure getGiftCardsSold: () ==> set of GiftCard
```

```
getGiftCardsSold() ==
```

```
  return giftCardsSold
```

```
pre true
```

```
post RESULT = giftCardsSold;
```

```

-- Sum the sell prices of the products
protected pure sumProductValues: set of Product ==> real
sumProductValues(pSet) ==
(
  dcl result: real := 0;
  for all p in set pSet do
    (
      result := result + p.getSellPrice();
    );
  return result;
)
pre true
post true; -- same as body

-- Sum the values of a set of giftcards
private pure sumGCValues: set of GiftCard ==> nat
sumGCValues(gcSet) ==
(
  dcl result: nat := 0;
  for all g in set gcSet do
    (
      result := result + g.getValue();
    );
  return result;
)
pre true
post true; -- same as body

```

end Sale

-- A physical Kid2Kid store

```

class Store
types
    public NotEmptyString = seq1 of char;
    public ClientsToCredits = map nat to real;
values
instance variables
    location: NotEmptyString; -- geographic place, like the city
    productsAvailable: set of Product := {}; -- products that the store has in stock
    productsSold: set of Product := {}; -- products that the store already sold
    giftCardsSold: set of GiftCard := {}; -- gift cards that the store already sold
    clientsCreditNotes: ClientsToCredits := { |-> }; -- map ids of clients to its
credit notes
    cashiers: set of StoreCashier := {}; -- set of store cashiers that work here

operations
    public Store: NotEmptyString ==> Store
    Store(storeLocation) ==
        (location := storeLocation;
         return self;)
    pre len storeLocation > 0
    post
        location = storeLocation and
        productsAvailable = {} and
        productsSold = {} and
        clientsCreditNotes = { |-> } and
        cashiers = {};

    -- Add a cashier to the store
    public addCashier: StoreCashier ==> ()
    addCashier(cashier) ==
        cashiers := cashiers union {cashier}
    pre true
    post cashiers = cashiers~ union {cashier};

    -- Add a product to the store and pay in cash
    public buyProduct: Product ==> ()
    buyProduct(p) ==
        productsAvailable := productsAvailable union {p}
    pre true
    post productsAvailable = productsAvailable~ union {p};

    -- Add a product to the store and pay with credit notes
    public buyProductInCreditNotes: Product * nat1 ==> ()
    buyProductInCreditNotes(p, clientId) ==
        (
            buyProduct(p);
            addCreditNote(clientId, p);
        )
    pre true
    post productsAvailable = productsAvailable~ union {p} and
        checkCreditNotes(clientId, p, clientsCreditNotes, clientsCreditNotes~);

    -- Sell a giftcard
    public sellGiftCard: (nat1) ==> GiftCard
    sellGiftCard(value) ==
        (
            dc1 newGiftCard: GiftCard := new GiftCard(value);
            giftCardsSold := giftCardsSold union {newGiftCard};
            return newGiftCard;
        )
    pre true
    post card giftCardsSold = card giftCardsSold~ + 1;

```

```

-- Sell a product that is available and receive in cash
public sellProduct: Product ==> ()
sellProduct(p) ==
(
  productsAvailable := productsAvailable \ {p};
  productsSold := productsSold union {p};
)
pre hasProduct(p)
post productsAvailable = productsAvailable~ \ {p} and productsSold =
productsSold~ union {p};

-- Sell a product that is available and receive in credit notes
public sellProductInCreditNotes: Product * nat ==> ()
sellProductInCreditNotes(p, clientId) ==
(
  sellProduct(p);
  spendCreditNote(clientId, p.getSellPrice());
)
pre hasProduct(p) and clientsCreditNotes(clientId) >= p.getSellPrice()
post productsAvailable = productsAvailable~ \ {p} and
      productsSold = productsSold~ union {p}; -- should also
check that creditNotes of client have decreased

-- Get creditnotes of a client. Returns 0 if client has no credit notes yet.
public getCreditNotesOfClient: nat ==> real
getCreditNotesOfClient(clientId) ==
  if clientId in set dom clientsCreditNotes then
    (return clientsCreditNotes(clientId))
  else (
    clientsCreditNotes := clientsCreditNotes ++ {clientId |-> 0};
    return 0
  )
pre true
post RESULT = clientsCreditNotes(clientId);

-- Get credit notes of all clients
public pure getClientsCreditNotes: () ==> ClientsToCredits
getClientsCreditNotes() ==
  return clientsCreditNotes
pre true
post RESULT = clientsCreditNotes;

-- Get location of the store
public pure getLocation: () ==> NotEmptyString
getLocation() ==
  return location
pre true
post RESULT = location;

-- Get products available at the store
public pure getProductsAvailable: () ==> set of Product
getProductsAvailable() ==
  return productsAvailable
pre true
post RESULT = productsAvailable;

-- Get cashiers that work in the store
public pure getCashiers: () ==> set of StoreCashier
getCashiers() ==
  return cashiers
pre true

```

```

    post RESULT = cashiers;

-- Get cashier using his name
public pure getCashier: NotEmptyString ==> StoreCashier
getCashier(name) ==
(
    dcl cashier: StoreCashier;
    for all c in set cashiers do
        if (c.getName() = name) then cashier := c;
    return cashier
)
pre true
post RESULT in set cashiers and RESULT.getName() = name;

-- Get the names of all cashiers that work in the store
public pure getCashierNames: () ==> set of NotEmptyString
getCashierNames() ==
(
    dcl names: set of NotEmptyString := {};
    for all cashier in set cashiers do names := names union
{cashier.getName()};
    return names;
)
pre true
post true;

-- Calculate inventory value
public pure getInventoryValue: () ==> real
getInventoryValue() ==
(
    dcl sum: real := 0;
    for all product in set productsAvailable do
        sum := sum + product.getBuyPrice();
    return sum;
)
pre true
post true;

-- Calculate revenue using products sold
public pure getRevenue: () ==> real
getRevenue() ==
(
    dcl sum: real := 0;
    for all product in set productsSold do
        sum := sum + (product.getSellPrice() - product.getBuyPrice());
    return sum;
)
pre true
post true;

-- Update the location
public setLocation: NotEmptyString ==> ()
setLocation(l) ==
    location := l
pre true
post location = l;

-- Remove a cashier from the store
public removeCashier: StoreCashier ==> ()
removeCashier(c) ==
    cashiers := cashiers \ {c}
pre c in set cashiers

```

```

    post c not in set cashiers;

-- Add a credit note to a client
public addCreditNote: real * Product ==> ()
addCreditNote(clientId, p) ==
    (
        (if clientId not in set dom clientsCreditNotes
            then clientsCreditNotes := clientsCreditNotes ++ {clientId |-
> 0}
        );
        clientsCreditNotes := clientsCreditNotes ++
            {clientId |-> clientsCreditNotes(clientId) +
p.getCreditNotesValue()}
    )
    pre true
    post checkCreditNotes(clientId, p, clientsCreditNotes,
clientsCreditNotes~);

/**
Spend a credit note
The value of the credit note to send should be less or equal than the creditNotes
amount
*/
public spendCreditNote: nat * real ==> ()
spendCreditNote(clientId, value) ==
    clientsCreditNotes := clientsCreditNotes ++ {clientId |->
clientsCreditNotes(clientId) - value}
    pre clientId in set dom clientsCreditNotes and value <=
clientsCreditNotes(clientId)
    post clientsCreditNotes = clientsCreditNotes~ ++ {clientId |->
clientsCreditNotes~(clientId) - value};

-- Check if the store has a given product in stock
public pure hasProduct: Product ==> bool
hasProduct(p) ==
    return p in set productsAvailable
    post RESULT = p in set productsAvailable;

functions
-- Check that the credit notes amount of a client has increased by the value of
the product
public checkCreditNotes: nat * Product * ClientsToCredits * ClientsToCredits ->
bool
checkCreditNotes(clientId, p, newCreditNotes, oldCreditNotes) ==
    (if clientId not in set dom oldCreditNotes then
        newCreditNotes(clientId) = p.getCreditNotesValue()
    else
        newCreditNotes = oldCreditNotes ++ {clientId |->
oldCreditNotes(clientId) + p.getCreditNotesValue()}
    )
end Store

```



```

-- A cashier that works in a store
-- A cashier needs to authorize most of the operations
class StoreCashier
types
    public NotEmptyString = seq1 of char;

instance variables
    name: NotEmptyString;
    store: Store; -- cashier workplace

operations
    public StoreCashier: NotEmptyString * Store ==> StoreCashier
    StoreCashier(n, w) ==
        (name := n; store := w; return self)
        pre len n > 0
        post name = n and store = w and RESULT = self;

    -- Get the name of the cashier
    public pure getName: () ==> NotEmptyString
    getName() ==
        return name
        pre true
        post RESULT = name;

    -- Update the name of the cashier
    public setName: NotEmptyString ==> ()
    setName(n) ==
        name := n
        pre true
        post name = n;

    -- Get the store in which the cashier works
    public pure getStore: () ==> Store
    getStore() ==
        return store
        pre true
        post RESULT = store;

    -- Register that a product was bought.
    public buyProductInCash: Product ==> ()
    buyProductInCash(p) ==
        (
            store.buyProduct(p);
        )
        pre true
        post true;

    -- Register that a product was bought and credit notes were created for the
    client.
    public buyProductInCreditNotes: Product * Client ==> ()
    buyProductInCreditNotes(p, client) ==
        (
            store.buyProductInCreditNotes(p, client.getId());
        )
        pre true
        post true;

    -- Sell to client. Receive in cash or gift cards
    public sellProduct: Product ==> ()
    sellProduct(p) ==
        (

```

```

    store.sellProduct(p);
  )
  pre true
  post true;

-- Sell to client. Receive in credit notes
public sellProductInCreditNotes: Product * Client ==> ()
sellProductInCreditNotes(p, client) ==
  (
    store.sellProductInCreditNotes(p, client.getId());
  )
  pre true
  post true;

-- Sell a giftcard to a client
public sellGiftCard: (nat1) ==> GiftCard
sellGiftCard(value) ==
  return store.sellGiftCard(value)
  pre true
  post true

end StoreCashier

```

```

-- A toy that is sold in the Kid2Kid stores.
class Toy is subclass of Product
types
    public ToyCategory = <Puzzles> | <Legos> | <Cars>;
    public NotEmptyString = seq1 of char;
instance variables
    private minAge: nat; -- Min age is mandatory
    private maxAge: [nat]:=nil; -- optional, nil as default
    private subCategory: ToyCategory;
    inv minAge < 13 and minAge > 0
operations
    public Toy: ProductState * [CustomString] * nat * [nat] * ToyCategory ==> Toy
    Toy(productState, desc, minAgeInput, maxAgeInput, subCategoryInput) ==
    (
        idCounter := idCounter + 1;
        id := idCounter;
        state := productState;
        description := desc;
        minAge := minAgeInput;
        maxAge := maxAgeInput;
        subCategory := subCategoryInput;
        setBuyPrice();
        setSellPrice();
        return self;
    )
    pre minAgeInput > 0 and minAgeInput < 13
    post minAge = minAgeInput and
        subCategory = subCategoryInput and
        state = productState and
        RESULT = self;

end Toy

```

```

/*
A transfer of value between a client and a store.
Every transaction needs to be authorized by a store cashier
*/
class Transaction
instance variables
    protected value: real;
    protected date: Date;
    protected client: Client;
    protected productsTransacted: set of Product := {};
    protected storeAuthorizer: StoreCashier;

operations
    -- Get the products transacted
    public pure getProducts: () ==> set of Product
    getProducts() ==
        (return productsTransacted)
    pre true
    post RESULT = productsTransacted;

    -- Get the cashier that authorized the transaction
    public pure getCashier: () ==> StoreCashier
    getCashier() ==
        return storeAuthorizer
    pre true
    post RESULT = storeAuthorizer;

    -- Get the value of the the transaction
    public pure getValue: () ==> nat
    getValue() ==
        return value
    pre true
    post RESULT = value;

    -- Get the total value of the products transacted
    public pure getSumProductValues: () ==> nat
    getSumProductValues() ==
        return sumProductValues(productsTransacted)
    pre true
    post RESULT = sumProductValues(productsTransacted);

    -- Sum product values
    protected pure sumProductValues: set of Product ==> nat
    sumProductValues(pSet) ==
        is subclass responsibility;

end Transaction

```