```anml
type Location := {base,l0,l1,l2,l3,l4} ;

type foo;

type Robot1 < Robot;

//------------   Type Robot   ----------------
// Some intent    tical mistakes
              Press 'F2' for

type Rover < Robot   with {
    constant float maxSpeed := 30;
    fluent Locationx location();   //Spelling error. Put mouse
    action move(Location destination) {//see warning
        [start] x==2; // Model error: x is not declared
    }
};

action incorrectReference () {
    [start] base == l1; //select base and type F3 to go to the
}


//  End of 'mistakes' section
//---------------------------------------------------

//fluents
fluent Location atLocation (Robot r);
fluent float [10,100] batteryLevel(Robot r);
```

Outline ⊠

- Types
  - (T) Robot
  - (T) Location
  - (T) foo
  - (T) Robot1
  - (T) Rover
- Constants
  - (C) batteryConsumptionRate
- Fluents
  - (F) atLocation(Robot) : Locat
  - (F) batteryLevel(Robot) : floa
  - (F) pictureTaken(Location) : l
  - (F) lander_channel_free() : bc
- Actions
  - (A) incorrectReference()
  - (A) drive(Robot, Location)
  - (A) recharge(Robot)
  - (A) takePicture(Robot, Locati
  - (A) takeImage(Robot, Locatic
  - (A) getImage(Robot, Location
  - (A) calibrateCamera(Robot)
  - (A) send_image(Robot)
  - (A) collectPicturesAtAllLocati

Type Hierarchy ⊠

- (T) Object
  - (T) Robot
    - (T) Robot1
    - (T) Rover