

# Assignment 4 Specification

SFWR ENG 2AA4

Jay Mody - 400195508 - modyj

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[insert short introduction about program and MIS here]

## Example Module

### Module

n/a

### Uses

n/a

### Syntax

#### Exported Constants

n/a

#### Exported Types

n/a

#### Exported Access Programs

Routine name	In	Out	Exceptions
routine1	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	
routine2		$\mathbb{Z}$	
routine3		$\mathbb{Z}$	
routine3	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	

### Semantics

#### State Variables

n/a

#### State Invariant

n/a

#### Assumptions

n/a

## Access Routine Semantics

routine(*parameters*):

- transition: *variable* := *something*
- output: *out* := *something*
- exception: *exc* := *something*

## Local Functions

n/a

## Considerations

n/a

# Dot Type Module

## Module

DotT

## Uses

n/a

## Syntax

### Exported Constants

n/a

### Exported Types

n/a

### Exported Access Programs

Routine name	In	Out	Exceptions
routine1	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	
routine2		$\mathbb{Z}$	
routine3		$\mathbb{Z}$	
routine3	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	

## Semantics

### State Variables

n/a

### State Invariant

n/a

### Assumptions

n/a

## Access Routine Semantics

`routine(parameters):`

- transition: *variable := something*
- output: *out := something*
- exception: *exc := something*

## Local Functions

n/a

## Considerations

n/a

# Board ADT Module

## Template Module

BoardT

## Uses

n/a

## Syntax

### Exported Constants

n/a

### Exported Types

n/a

### Exported Access Programs

Routine name	In	Out	Exceptions
routine1	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	
routine2		$\mathbb{Z}$	
routine3		$\mathbb{Z}$	
routine3	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	

## Semantics

### State Variables

n/a

### State Invariant

n/a

### Assumptions

n/a

## Access Routine Semantics

`routine(parameters):`

- transition: *variable := something*
- output: *out := something*
- exception: *exc := something*

## Local Functions

n/a

## Considerations

n/a

# Dots Game Module

## Game Module

Dots

## Uses

n/a

## Syntax

### Exported Constants

n/a

### Exported Types

n/a

### Exported Access Programs

Routine name	In	Out	Exceptions
routine1	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	
routine2		$\mathbb{Z}$	
routine3		$\mathbb{Z}$	
routine3	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	

## Semantics

### State Variables

n/a

### State Invariant

n/a

### Assumptions

n/a



## Access Routine Semantics

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- exception: *exc := something*

## Local Functions

n/a

## Considerations

n/a

## Board ADT Module

### Template Module

n/a

### Uses

n/a

### Syntax

#### Exported Constants

n/a

#### Exported Types

n/a

#### Exported Access Programs

Routine name	In	Out	Exceptions
routine1	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	
routine2		$\mathbb{Z}$	
routine3		$\mathbb{Z}$	
routine3	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	

### Semantics

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#### State Invariant

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#### Assumptions

n/a

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## Local Functions

n/a

## Considerations

n/a

# Dots Game Module

## Game Module

n/a

## Uses

n/a

## Syntax

### Exported Constants

n/a

### Exported Types

n/a

### Exported Access Programs

Routine name	In	Out	Exceptions
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routine2		$\mathbb{Z}$	
routine3		$\mathbb{Z}$	
routine3	$\mathbb{Z}, \mathbb{Z}$	$\mathbb{Z}$	

## Semantics

### State Variables

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### State Invariant

n/a

### Assumptions

n/a

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## Local Functions

n/a

## Considerations

n/a

## Questions

1.  $n/a$
2.  $n/a$