# Assignment 4 Specification

[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

routine(parameters):

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

# **Local Functions**

n/a

#### Considerations

# Dot Type 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

routine(parameters):

• transition: variable := something

• output: out := something

• exception: exc := something

# **Local Functions**

n/a

#### Considerations

# 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**

State Variables

n/a

State Invariant

n/a

Assumptions

routine(parameters):

• transition: variable := something

• output: out := something

• exception: exc := something

# **Local Functions**

n/a

#### Considerations

# **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
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

routine(parameters):

• transition: variable := something

• output: out := something

• exception: exc := something

# **Local Functions**

n/a

#### Considerations

# Questions

- 1. n/a
- 2. n/a