## Raciocínio 1

<pre>if hasRelation(g1, rg1) and   not isPresent(rPanoGlicerina) and   rPanoGlicerina isElementOf rg1   tryReach(agent4, g1)</pre>	
then relationViol(agent4, g1, r1)	(R3)
<pre>if relationViol(agent4, g1, rPanoGlicerina) and   affectsOtherRelation(rPanoGlicerina, rBastaoGarraCondutor) then possOfBadConseqFor(rBastaoGarraCondutor)</pre>	(R7)
<pre>if relationViol(agent4, g1, rPanoGlicerina) and   affectsOtherRelation(rPanoGlicerina, rCordaEstopo) then possOfBadConseqFor(rCordaEstopo)</pre>	(R7)
<pre>if relationViol(agent4, g1, rPanoGlicerina) and   affectsOtherRelation(rPanoGlicerina, rParafusoConector) then possOfBadConseqFor(rParafusoConector)</pre>	(R7)
<ul><li>if relationViol(agent4, g1, rPanoGlicerina) and affectsOtherRelation(rPanoGlicerina, rPanoGlicerina)</li><li>then possOfBadConseqFor(rPanoGlicerina)</li></ul>	(R7)
<pre>if relationViol(agent4, g1, rPanoGlicerina) and    affectsOtherRelation(rPanoGlicerina, rSoqueteParafuso) then possOfBadConseqFor(rSoqueteParafuso)</pre>	(R7)
Raciocínio 2	
<pre>if hasEntity(g1, eg1) and   not isPresent(pano) and   pano isElement og eg1 and   tryReach(agent3, g1)</pre>	
then entityViol(agent3, g1, pano)	(R4)
<pre>if entityViol(agent3, g1, pano) then stop(g1)</pre>	(R9)

## Raciocínio 3

<pre>if hasCondition(g11, cg1) and not isPresent(umidade70) and umidade70 isElementOf cg1 tryReach(agent5, g11)</pre>	
then conditionViol(agent5, g11, umidade70)	(R2)
<pre>if conditionViol(agent5, g11, umidade70 ) and     hasRisk(umidade70 , eletrocutado, morte) and then badConseqFor(g11, agent5, eletrocutado, morte)</pre>	(R5)
<pre>if badConseqFor(g11, agent5, eletrocutado, morte) then stop(g11)</pre>	
then stop(g11)	(R10)
Raciocínio 4	
<pre>if hasRelation(g15, rg15) and    not isPresent(rChaveCatraca) and    rChaveCatraca isElementOf rg15 and    tryReach(agent4, g15) then relationViol(agent4, g15, rChaveCatraca)</pre>	(R3)
<pre>if relationViol(agent4, g15, rChaveCatraca) and    hasRisk(rChaveCatraca, eletrocutado, morte) and then badConseqFor(g15, agent4, eletrocutado, morte)</pre>	()
# hadConsesEav(a15 accept) alatus outside moute)	(R6)
<pre>if badConseqFor(g15, agent4, eletrocutado, morte) then stop(g15)</pre>	(R10)

if possOfBadConseqFor(rParafusoConector) and tryReach(agent5, g19) and hasRelation(g19, rg19) and rParafusoConector isElementOf rg19 happensBadEvent(rParafusoConector) and hasRisk(rParafusoConector, eletrocutado, morte) then badConseqFor(g19, agent5, eletrocutado, morte)

(R8)

if badConseqFor(g19, agent5, eletrocutado, morte)
then stop(g19)

(R10)