The class conflict

SWITCH::= on | off

Report::= Name of the conflicts

Time: 8….18

Time > 0

Class\_ID: N

Class\_ID >0

student \_ID: N

student \_ID >0

Conlict: N

Conlict>0

TimeButtons

Input: 8...18 -> SWITCH

ClassButtons

Input: 1……N -> SWITCH

ReportButtons

Extput: 1…. Conlict -> Report

Report:

List of the conflicts with student\_ID.

Complete state space  
attempt #1

System

Elevator

TimeButtons

ClassButtons

ReportButtons

Conlict !=0

-> TimeButtons(NewTime)=on V ReportButtons(NewTime)!=0

Complete state space  
attempt #2

System

Elevator

TimeButtons

ClassButtons

ReportButtons

Conlict !=0

=> TimeButtons(NewTime)=on V ReportButtons(NewTime)!=0

Conlict =0=>

(f:8…18 \* TimeButtons(f)= off ^ ReportButtons(f)!=0)