```
C00 GeneralFacilities[SmartEnergyMng implies (HeaterMng and WindowMng)])
C01 GeneralFacilities[LightMng] implies (all FloorFacilities[LightMng])
C02 GeneralFacilities[WindowMng] implies (all FloorFacilities[WindowMng])
C03 GeneralFacilities[HeaterMng] implies (all FloorFacilities[HeaterMng])
C04 GeneralFacilities[SmartEnergy] implies (all Floor[FloorFacilities[SmartEnergy]])
C05 all FloorFacilities[SmartEnergy implies (HeaterMng and WindowMng)])
C06 all Floor[FloorFacilities[LightMng] implies (all Room[LightMng])]
C07 all Floor[FloorFacilities[WindowMng] implies (all Room[WindowMng])]
C08 all Floor[FloorFacilities[HeaterMng] implies (all Room[HeaterMng])]
C09 all Floor[FloorFacilities[SmartEnergy] implies (all Room[SmartEnergy])]
C10 all Room[SmartEnergy implies (HeaterMng and WindowMng)]
C11 all Room[LightMng implies (Light > 0)]
C12 all Room[WindowMng implies (Window > 0)]
C13 all Room[HeaterMng implies (Heater > 0)]
C14 PresenceSimulation implies ((Room[Light] / Room) * 100 >= 25)
```