

C01 GeneralFacilities[SmartEnergyMng implies (HeaterMng and WindowMng)]
C02 PresenceSimulation implies (Room ≥ 5) or (Floor > 2)
C03 !PresenceSimulation
C04 any Room[SmartEnergy implies (HeaterMng and WindowMng)]
C05 all Room[LightMng implies (Light ≥ 0)]
C06 any Room[WindowMng implies (Window < 0)]
C07 all Room[HeaterMng implies (Heater $\neq 0$)]
C08 PresenceSimulation implies ((Room[Light] / Room) * 100 ≥ 25)