

[*STUDENT*]

$maxPlayers : \mathbb{N}$
$maxPlayers = 20$

<i>ClubState</i>
$badminton : \mathbb{P} \textit{STUDENT}$ $hall : \mathbb{P} \textit{STUDENT}$
$hall \subseteq badminton$ $\#hall \leq maxPlayers$

<i>ClubState2</i>
<i>ClubState</i> $onCourt : \mathbb{P} \textit{STUDENT}$ $waiting : \textit{iseq} \textit{STUDENT}$
$\langle onCourt, \text{ran } waiting \rangle \text{ partition } hall$

<i>InitClubState2</i>
<i>ClubState2</i>
$badminton' = \{\}$

<i>NewGame</i>
$\Delta \textit{ClubState2}$
$onCourt = \emptyset$ $\#waiting \geq 2$ $\#waiting \geq 4 \Rightarrow \#onCourt' = 4$ $\#waiting < 4 \Rightarrow (\#onCourt' = 2$ $\vee (\#onCourt' = 3)$ $head \ waiting \in onCourt'$ $onCourt' \subseteq \text{ran}(1..6 \triangleleft waiting)$ $waiting' = waiting \upharpoonright ((\text{ran } waiting) \setminus onCourt')$ $hall' = hall$ $badminton' = badminton$

<i>FinishGame</i>
$\Delta ClubState2$
$onCourt \neq \{\}$ $onCourt' = \{\}$ $\exists s : \text{iseq } STUDENT \bullet$ $(\text{ran } s = onCourt \wedge waiting' = waiting \frown s)$ $hall' = hall$ $badminton' = badminton$

<i>LeaveHall</i>
$\Delta ClubState2$
$p? : STUDENT$
$p? \in \text{ran } waiting$ $waiting' = \text{squash}(waiting \triangleright \{p?\})$ $hall' = hall \setminus \{p?\}$ $badminton' = badminton$