Laboratory: Reasoning about Programs II (The Java Modeling Language)

Objectives

1. Proving program correctness using JML and ESC/Java2.

Preliminaries

Usage of the tool can be done in three ways:

- 1. Access directly the tool in the browser: https://www.rise4fun.com/OpenJMLESC/.
- As a command-line Java application or as an Eclipse plugin: http://www.openjml.org/downloads/.

Examples

Example 1. Analyze the corectness of the following code:

```
int i = n;
int s = 0;
//@ loop invariant i+s == n;
//@ decreases i+1;
while (i >= 0)
{
        i = i-1;
        s = s+1;
}

Example 2. Analyze the correctness of the following code:
/*@ requires y >= 0;
/*@ ensures \result >= 0 && \result * \result <= y
    @ && y < (\result+1)*(\result+1);
    @*/
static int isqrt(int y)
{</pre>
```

Example 3. Fill out the method swap. Prove its correctness.

return (int) Math.sqrt(y);

```
// swap a[i] and a[j], leave rest of array unchanged
/*@ requires a!=null && 0<=i && i<a.length && 0<=j && j<a.length;
@ ensures a[i] = \operatorname{old}(a[j]) \&\& a[j] == \operatorname{old}(a[i]) \&\& @ (\text{forall int } k; 0 <= k \&\& k < a.length;
0 (k != i \&\& k != j) ==> a[k] == \old(a[k]));
static void swap(int[] a, int i, int j) { ... }
Example 4. Fill out the informal property expression and the method sort. Prove its correct-
ness.
//sort array a in ascending order
/*@ requires a!=null;
{\tt @} ensures (* a contains the same elements as before the call *)
@ && (\forall int i; 0 <= i && i < a.length-1; a[i] <= a[i+1]);
static void sort(int[] a) { ... }
Example 5. Fill out the method findFirst. Prove its correctness.
//return index of first occurrence of x in a, -1 if x is not in a
/*@ requires a!=null;
  @ ensures (\result == -1 && (\forall int i; 0 <= i && i < a.length; @ a[i] != x) ) ||
  0 (0 <= \result && \result < a.length && a[\result] == x
  @ && (\forall int i; 0 <= i && i < \result; a[i] != x));</pre>
static int findFirst(int[] a, int x) { ... }
```