





```
se> !c1.fire(e1)
   self : Company = c1
self.employee : Set(Person) = Set{e2}
```

```
use> !e1.raiseSalary(30000)
use> !e1.raiseSalary(20000)
[Error] 1 postcondition in operation call `Person::raiseSalary(self:e1, rate:20000)' does not hold:
post3: (self.salary > self.salary@pre)
    self : Person = e1
    self.salary: Integer = 20000
    self : Person = e1
    self.salary@pre : Integer = 30000
        (self.salary > self.salary@pre) : Boolean = false

call stack at the time of evaluation:
    1. Person::raiseSalary(self:e1, rate:20000) [caller: e1.raiseSalary(20000)@<input>:1:0]

#### Evaluation is paused. You may inspect, but not modify the state. |
##### Currently only commands starting with `?', `:', `help' or `info' are allowed.
    `c' continues the evaluation (i.e. unwinds the stack).

> c
Error: postcondition false in operation call `Person::raiseSalary(self:e1, rate:20000)'.
```