

Assignment 3, Part 1, Specification

SFWR ENG 2AA4

March 5, 2019

This Module Interface Specification (MIS) document contains modules, types and methods for implementing the state of a game of Forty Thieves solitaire.

[The parts that you need to fill in are marked by comments, like this one. In several of the modules local functions are specified. You can use these local functions to complete the missing specifications. —SS]

[As you edit the tex source, please leave the `wss` comments in the file. Put your answer **before** the comment. This will make grading easier. —SS]

Went over the assignment and understanding with : Harshil Modi

Card Types Module

Module

CardTypes

Uses

N/A

Syntax

Exported Constants

TOTAL_CARDS = 104

ACE = 1

JACK = 11

QUEEN = 12

KING = 13

Exported Types

SuitT = {Heart, Diamond, Club, Spade}

RankT = [1..13]

CategoryT = {Tableau, Foundation, Deck, Waste}

CardT = tuple of (s: SuitT, r: RankT)

Exported Access Programs

None

Semantics

State Variables

None

State Invariant

None

Generic Stack Module

Generic Template Module

Stack(T)

Uses

N/A

Syntax

Exported Types

[What should be written here? —SS] Stack(T) = ?

Exported Constants

None

Exported Access Programs

Routine name	In	Out	Exceptions
new Stack	seq of T	Stack	none
push	T	Stack	none
pop		Stack	out_of_range
top		T	out_of_range
size		N	
toSeq		seq of T	

Semantics

State Variables

S: [What is the type of the state variable? —SS] Sequence of T

State Invariant

None

Assumptions & Design Decisions

- The `Stack(T)` constructor is called for each object instance before any other access routine is called for that object. The constructor can only be called once.
- Though the `toSeq()` method violates the essential property of the stack object, since this could be achieved by calling `top` and `pop` many times, this method is provided as a convenience to the client. In fact, it increases the property of separation of concerns since this means that the client does not have to worry about details of building their own sequence from the sequence of pops.

Access Routine Semantics

`new Stack(s):`

- transition: $S := s$
- output: $out := self$
- exception: none

`push(e):`

- output: $out := new\ Stack(S \parallel \langle e \rangle)$
- exception: none

`pop():`

- output: [\[What should go here? —SS\]](#) $new\ Stack[|S| - (|S|-1)]$
- exception: [\[What should go here? —SS\]](#) $ecx := (|s| = 0 \implies out_of_range)$

`top():`

- output: $out := S[|S| - 1]$
- exception: [\[What should go here? —SS\]](#) $(|S| = 0 \implies out_of_range)$

`size():`

- output: [\[What should go here? —SS\]](#) $|S|$
- exception: None

`toSeq():`

- output: $out := S$
- exception: None

CardStack Module

Template Module

CardStackT is [\[What should go here? —SS\]](#) Stack(CardT)

Game Board ADT Module

Template Module

BoardT

Uses

CardTypes

CardStack

Syntax

Exported Access Programs

Routine name	In	Out	Exceptions
new BoardT	seq of CardT	BoardT	invalid_argument
is_valid_tab_mv	CategoryT, \mathbb{N} , \mathbb{N}	\mathbb{B}	out_of_range
is_valid_waste_mv	CategoryT, \mathbb{N}	\mathbb{B}	invalid_argument, out_of_range
is_valid_deck_mv		\mathbb{B}	
tab_mv	CategoryT, \mathbb{N} , \mathbb{N}		invalid_argument
waste_mv	CategoryT, \mathbb{N}		invalid_argument
deck_mv			invalid_argument
get_tab	\mathbb{N}	CardStackT	out_of_range
get_foundation	\mathbb{N}	CardStackT	out_of_range
get_deck		CardStackT	
get_waste		CardStackT	
valid_mv_exists		\mathbb{B}	
is_win_state		\mathbb{B}	

Semantics

State Variables

T : SeqCrdStckT # *Tableau*

F : SeqCrdStckT # *Foundation*

D : CardStackT # *Deck*

W : CardStackT # *Waste*

State Invariant

$|T| = [\text{What goes here?} \text{ --- } SS] \ 10$
 $|F| = [\text{What goes here?} \text{ --- } SS] \ 8$
 $\text{cnt_cards}(T, F, D, W, [\text{What goes here?} \text{ --- } SS]f) = \text{TOTAL_CARDS}$
 $\text{two_decks}(T, F, D, W) \# \text{ each card appears twice in the combined deck}$

Assumptions & Design Decisions

- The BoardT constructor is called before any other access routine is called on that instance. Once a BoardT has been created, the constructor will not be called on it again.
- The Foundation stacks must start with an ace, but any Foundation stack can start with any suit. Once an Ace of that suit is placed there, this Foundation stack becomes that type of stack and only those type of cards can be placed there.
- Once a card has been moved to a Foundation stack, it cannot be moved again.
- For better scalability, this module is specified as an Abstract Data Type (ADT) instead of an Abstract Object. This would allow multiple games to be created and tracked at once by a client.
- The getter function is provided, though violating the property of being essential, to give a would-be view function easy access to the state of the game. This ensures that the model is able to be easily integrated with a game system in the future. Although outside of the scope of this assignment, the view function could be part of a Model View Controller design pattern implementation (<https://blog.codinghorror.com/understanding-model-view-controller/>)
- A function will be available to create a double deck of cards that consists of a random permutation of two regular decks of cards (TOTAL_CARDS cards total). This double deck of cards can be used to build the game board.

Access Routine Semantics

GameBoard(*deck*):

- transition:
 $T, F, D, W := \text{tab_deck}(\text{deck}[0..39]), \text{init_seq}(8), \text{CardStackT}(\text{deck}[40..103]), \text{CardStackT}(\langle \rangle)$
- exception: $\text{exc} := (\neg \text{two_decks}(\text{init_seq}(10), \text{init_seq}(8), \text{CardStackT}(\text{deck}), \text{CardStackT}(\langle \rangle))) \Rightarrow \text{invalid_argument}$

is_valid_tab_mv(c, n_0, n_1):

- output:

	$out :=$
$c = \text{Tableau}$	valid_tab_tab(n_0, n_1)
$c = \text{Foundation}$	valid_tab_foundation(n_0, n_1)
$c = \text{Deck}$	[What goes here? —SS] False
$c = \text{Waste}$	[What goes here? —SS] False

- exception:

	$exc :=$
$c = \text{Tableau} \wedge \neg(\text{is_valid_pos}(\text{Tableau}, n_0) \wedge \text{is_valid_pos}(\text{Tableau}, n_1))$	out_of_range
$c = \text{Foundation} \wedge \neg(\text{is_valid_pos}(\text{Tableau}, n_0) \wedge \text{is_valid_pos}(\text{Foundation}, n_1))$	out_of_range

is_valid_waste_mv(c, n):

- output:

	$out :=$
$c = \text{Tableau}$	valid_waste_tab(n)
$c = \text{Foundation}$	valid_waste_foundation(n)
$c = \text{Deck}$	[What goes here? —SS] False
$c = \text{Waste}$	[What goes here? —SS] False

- exception:

	$exc :=$
$W.\text{size}() = 0$	invalid_argument
$c = \text{Tableau} \wedge \neg\text{is_valid_pos}(\text{Tableau}, n)$	out_of_range
$c = \text{Foundation} \wedge \neg\text{is_valid_pos}(\text{Foundation}, n)$	out_of_range

is_valid_deck_mv():

- output: [What goes here? The deck moves involves moving a card from the deck stack to the waste stack. —SS] $\neg (D.\text{size}() == 0)$
- exception: None

tab_mv(c, n_0, n_1):

- transition:

$c = \text{Tableau}$	$T[n_0], T[n_1] := [\text{What goes here? —SS}] T[n_0].\text{pop}(), T[n_1].\text{push}(T[n_0].\text{top}())$
$c = \text{Foundation}$	$T[n_0], F[n_1] := [\text{What goes here? —SS}] T[n_0].\text{pop}(), F[n_1].\text{push}(T[n_0].\text{top}())$

- exception: $exc := (\neg \text{is_valid_tab_mv}(c, n_0, n_1) \Rightarrow \text{invalid_argument})$

waste_mv(c, n):

- transition:

$c = \text{Tableau}$	$W, T[n] := [\text{What goes here? —SS}] W.\text{pop}(), T[n_1].\text{push}(W.\text{top}())$
$c = \text{Foundation}$	$W, F[n] := [\text{What goes here? —SS}] W.\text{pop}(), F[n_1].\text{push}(W.\text{top}())$

- exception: $exc := (\neg \text{is_valid_waste_mv}(c, n) \Rightarrow \text{invalid_argument})$

deck_mv():

- transition: $D, W := [\text{What goes here? —SS}] D.\text{pop}(), W.\text{push}(D.\text{pop}())$
- exception: $exc := (\neg \text{is_valid_deck_mv}() \Rightarrow \text{invalid_argument})$

get_tab(i):

- output: $out := T[i]$
- exception: $exc : (\neg \text{is_valid_pos}(\text{Tableau}, i) \Rightarrow \text{out_of_range})$

get_foundation(i):

- output: $out := F[i]$
- exception: $exc : (\neg \text{is_valid_pos}(\text{Foundation}, i) \Rightarrow \text{out_of_range})$

get_deck():

- output: $out := D$
- exception: None

get_waste():

- output: $out := W$
- exception: None

valid_mv_exists():

- output: $out := \text{valid_tab_mv} \vee \text{valid_waste_mv} \vee \text{is_valid_deck_mv}()$ where

$\text{valid_tab_mv} \equiv (\exists c : \text{CategoryT}, n_0 : \mathbb{N}, n_1 : \mathbb{N} \mid [\text{What goes here?} - - - SS]$
 $c = \text{Tableau} \implies \text{valid_tab_tab}(n_0, n_1) \mid c = \text{Foundation} \implies \text{valid_tab_foundation}(n_0, n_1) :$
 $\text{is_valid_tab_mv}(c, n_0, n_1))$

$\text{valid_waste_mv} \equiv (\exists c : \text{CategoryT}, n : \mathbb{N} \mid [\text{What goes here?} - - - SS]$
 $c = \text{Tableau} \implies \text{valid_waste_tab}(n) \mid c = \text{Foundation} \implies \text{valid_waste_foundation}(n) :$
 $\text{is_valid_waste_mv}(c, n))$

- exception: None

$\text{is_win_state}()$:

- output: $[\text{What goes here?} - SS]$
 $out := \text{deck_empty} \wedge \text{tab_empty} \wedge \text{waste_empty}$ where:
 $\text{deck_empty} := \text{D.size}() == 0$
 $\text{tableau_empty} := \forall (i : \mathbb{N} \mid i \in [0..9] : \text{T}[i].\text{size}() == 0)$
 $\text{waste_empty} := \text{W.size}() == 0$
- exception: None

Local Types

$\text{SeqCrdsT} = \text{seq of CardStackT}$

Local Functions

$\text{two_decks} : \text{SeqCrdsT} \times \text{SeqCrdsT} \times \text{CardStackT} \times \text{CardStackT} \rightarrow \mathbb{N}$
 $\text{two_decks}(T, F, D, W) \equiv [\text{This function returns True if there is two of each card in the game} - SS]$

$(\forall st : \text{SuitT}, rk : \text{RankT} \mid st \in \text{SuitT} \wedge rk \in \text{RankT} : [\text{What goes here?} - - - SS])$

$\text{cnt_cards}(T, F, D, W, f) == 2$)) where:
 $f = (c : \text{cardT} \mid c.r = rk \wedge c.s = st)$

$\text{cnt_cards_seq} : \text{SeqCrdsT} \times (\text{CardT} \rightarrow \mathbb{B}) \rightarrow \mathbb{N}$
 $\text{cnt_cards_seq}(S, f) \equiv (+s : \text{CardStackT} \mid s \in S : \text{cnt_cards_stack}(s, f))$

cnt_cards_stack : CardStackT \times (CardT $\rightarrow \mathbb{B}$) $\rightarrow \mathbb{N}$
[\[What goes here? —SS\]](#) $\forall c : CardT, s : CardStackT \mid c \in s \wedge f(c) : s.size()$

cnt_cards : SeqCrdStckT \times SeqCrdStckT \times CardStackT \times CardStackT \times (CardT $\rightarrow \mathbb{B}$) $\rightarrow \mathbb{N}$
 $cnt_cards(T, F, D, W, f) \equiv cnt_cards_seq(T, f) + cnt_cards_seq(F, f) + cnt_cards_stack(D, f) + cnt_cards_stack(W, f)$

init_seq : $\mathbb{N} \rightarrow SeqCrdStckT$
 $init_seq(n) \equiv s$ such that $(|s| = n \wedge (\forall i \in [0..n-1] : s[i] = CardStackT(\langle \rangle)))$

tab_deck : (seq of CardT) $\rightarrow SeqCrdStckT$
 $tab_deck(deck) \equiv T$ such that $(\forall i : \mathbb{N} \mid i \in [0..9] : T[i].toSeq() = deck[\text{[What goes here? —SS]} 4i..4(i+1)])$

is_valid_pos: CategoryT $\times \mathbb{N} \rightarrow \mathbb{B}$
 $is_valid_pos(c, n) \equiv (c = Tableau \Rightarrow n \in [0..9] \mid c = Foundation \Rightarrow n \in [0..7] \mid True \Rightarrow True)$

valid_tab_tab: $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{B}$
 $valid_tab_tab(n_0, n_1) \equiv$

$T[n_0].size() > 0$	$T[n_1].size() > 0$	[What goes here? —SS] $tab_placeable(T[n_0].top(), T[n_1].top())$
	$T[n_1].size() = 0$	[What goes here? —SS] True
$T[n_0].size() = 0$	$T[n_1].size() > 0$	[What goes here? —SS] False
	$T[n_1].size() = 0$	[What goes here? —SS] False

valid_tab_foundation: $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{B}$
 $valid_tab_foundation(n_0, n_1) \equiv$ [\[What goes here? You may need a table? —SS\]](#)

$T[n_0].size() > 0$	$F[n_1].size() > 0$	$foundation_placeable(T[n_0].top(), F[n_1].top())$
	$F[n_1].size() = 0$	$T[n_0].top().r = ACE$
$T[n_0].size() = 0$	$F[n_1].size() > 0$	False
	$T[n_1].size() = 0$	False

valid_waste_tab: $\mathbb{N} \rightarrow \mathbb{B}$
 $valid_waste_tab(n) \equiv$

$T[n].size() > 0$	$tab_placeable(W.top(), T[n].top())$
$T[n].size() = 0$	True

valid_waste_foundation: $\mathbb{N} \rightarrow \mathbb{B}$

valid_waste_foundation (n) \equiv

$F[n].size() > 0$	$foundation_placeable(W.top(), F[n].top())$
$F[n].size() = 0$	$W.top().r = ACE$

tab_placeable: [\[Complete this specification —SS\]](#) $CardT \times CardT \rightarrow \mathbb{B}$

$tab_placeable(c_0, c_1) \equiv Suit \wedge Rank$ where:

$Suit := c_0.s == c_1.s$

$Rank := c_0.r == (c_1.r) - 1$

foundation_placeable: [\[Complete this specification —SS\]](#) $CardT \times CardT \rightarrow \mathbb{B}$

$tab_placeable(c_0, c_1) \equiv Suit \wedge Rank$ where:

$Suit := c_0.s == c_1.s$

$Rank := c_0.r - 1 == (c_1.r)$

Critique of Design

[Write a critique of the interface for the modules in this project. Is there anything missing? Is there anything you would consider changing? Why? —SS]

The interface of this program follows Modular Decomposition. The problems are broken down into simpler modules that are closely related to each other.

- One thing i liked about the interface is that the Game Board is implemented as an Abstract data type allowing the user to set multiple games at a time and keep a track of all at the same time. This is possible since we can have multiple instance of this class.
- The module in the ADT are general. For example `cnt_cards_stack` function takes in 2 parameters `s` and `f` where `s` is the stack and `f` is the lambda function the card satisfies. This is general since we can specify through the lambda function, which cards to count. Even though we can not predict what cards it will count but it will still be helpful for future implementation since we can reuse this method.
- The modules violate the essential property according to the Design Decision mentioned on the assignment. This is because methods like `toSeq()` and getters are unnecessary since they can be made by combining other functions however they are still used in the design specification to make the implementation of the program easier. I remove these methods to fix the essential property because then ill have to use a sequence of pops and push methods to create a stack.
- I would consider removing the `valid_mv_exists`. I feel like `valid_mv_exists` is a combination of other valid move functions. This also violates the essential property.