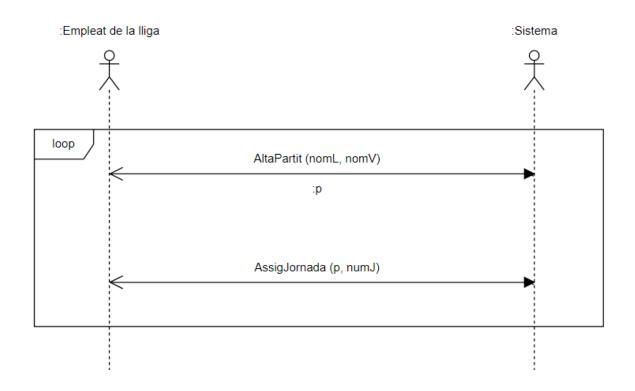
PROBLEMA 4 CONTROL 2:

->Establir Calendari:



context: Sistema::AltaPartit (nomL : String, nomV : String):Partit

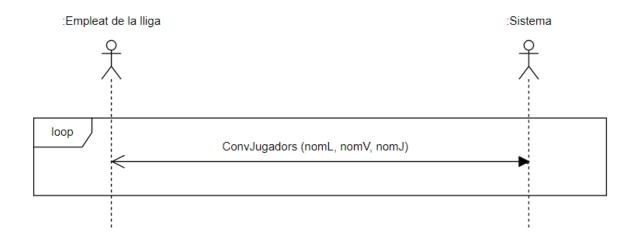
pre: Equip.allInstances()->exists(e | e.nom = nomL) and Equip.allInstances()->exists(e | e.nom = nomV)

context: Sistema::AssigJornada (p : Partit, numJ : Integer)

pre:

post: if (not (Jornada.allInstances() @pre ->exists(j | j.numero = numJ)))
then Jornada.allIntances()->exists(j | j.oclIsNew() and j.numero = numJ)
endif
and p.jornada.numero = numJ

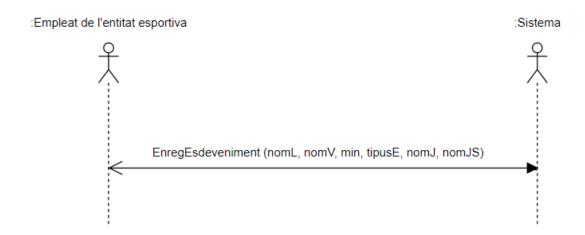
->Convocar Jugadors:



context: Sistema::ConvJugadors (nomL : String, nomV : String, nomJ : String)

pre: Equip.allInstances()->exists(e | e.nom = nomL) and Equip.allInstances()->exists(e | e.nom = nomV) and Jugador.allInstances()->exists(j | j.nom = nomJ)

->Enregistrar Jugadors:



context: Sistema::EnregEsdeveniment (nomL : String, nomV : String, min : Integer, tipusE: TipusEsdev, nomJ : String, nomJS : String)

```
pre: Equip.allInstances()->exists(e | e.nom = nomL) and Equip.allInstances()->exists(e | e.nom = nomV) and Jugador.allInstances()->exists(j | j.nom = nomJ) and if(tipusE = TipusEsdev::canvi) then Jugador.allInstances()->exists(j | j.nom = nomJS) endif
```

->Consulta Golejador:



context: Sistema::ConsultaGolejador():Set(TupleTyple(nomJ:string, numP:Integer))

pre: