

```

pred Car.isUsed[] {
    #(this.state.usedBy) = 1
}

pred Car.isInSafe[] {
    one s: SafeArea | this.state.statePosition in
s.safePositions
}

pred Car.isInSpecial[] {
    one s: SpecialArea | this.state.statePosition in
s.specialPositions
}

pred Car.isAvailable[] {
    !(this.isUsed) and (this.state.batteryLevel > 1) and
(this.isInSafe)
}

pred Car.isNotAvailable[] {
    this.isUsed or this.state.batteryLevel < 1 or
!(this.isInSafe)
}

pred Car.isInList[l1:List] {
    this in l1.cars
}

-----State part-----

sig State{
    batteryLevel: Int,
    phase: one Phase,
    passengers: Int,
    statePosition: one Position,
    usedBy: lone User
}{
    passengers >= 0
    batteryLevel >= 0
    batteryLevel <= 3
}

```