

```

c.state.phase!=free and
c.state.phase!=parkUnsafeOrChargeOnSite))
}

fact freePhase{
    all c: Car | (c.state.phase = free) iff (c.isAvailable
and (c.state.phase!=reserved and c.state.phase!=used and
c.state.phase!=charge and
c.state.phase!=parkUnsafeOrChargeOnSite))
}

fact parkUnsafePhase{
    all c: Car | (c.state.phase =
parkUnsafeOrChargeOnSite) iff (!(c.isAvailable)and
/*(c.isInSafe or !(c.isInSafe)) and */
(c.state.phase!=reserved and c.state.phase!=used and
c.state.phase!=charge and c.state.phase!=free))
}

-----User part-----

sig User {
    licenseID: Int, //should be an alphanumeric value in
the real world
}{
    licenseID > 0
}

//this means that there are not equal users
fact differentIDUser{
    all u1, u2: User | (u1 != u2) implies (u1.licenseID !=
u2.licenseID)
}

fact differentUserOnCar{
    all c1,c2: Car | (c1 != c2) implies (c1.state.usedBy
!= c2.state.usedBy)
}

```