## **Structure Diagram**

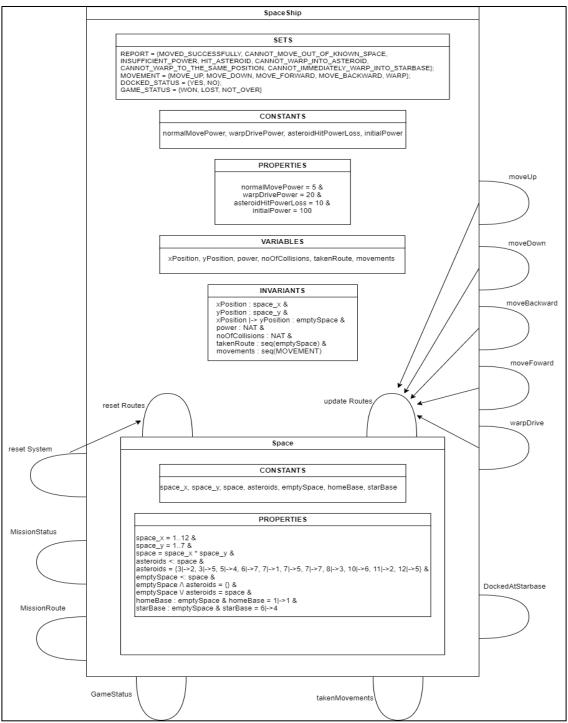


Figure 1 : Structure Diagram

## **Invariant Explanation**

Machine	Invariant	Explanation
	xPosition : space_x	This invariant ensures that the xPosition variable is
SpaceShip	XI OSITIOII. Space_X	
		a valid element in the set space_x, which
		represents the possible x-coordinates in the space.
	yPosition : space_y	Like the first invariant,
		this ensures that the yPosition variable is a valid
		element in the set space_y, representing the
		possible y-coordinates in the space.
	xPosition  -> yPosition :	This checks that the current position of the
	emptySpace	spaceship (xPosition, yPosition) is within the set
		emptySpace, indicating that the spaceship is in an
		empty space.
	power: NAT	This ensures that the power variable is a natural
		number (non-negative integer).
	noOfCollisions : NAT	Similarly, this ensures that the noOfCollisions
		variable is a natural number.
	takenRoute : seq(emptySpace)	This ensures that the takenRoute variable is a
		sequence of elements from the set emptySpace,
		representing the path the spaceship has taken.
	movements:	Similar to the previous invariant, this ensures that
	seq(MOVEMENT)	the movements variable is a sequence of elements
		from the set MOVEMENT, representing the
		sequence of movements made by the spaceship.

Table 1 : Invariant Explanation