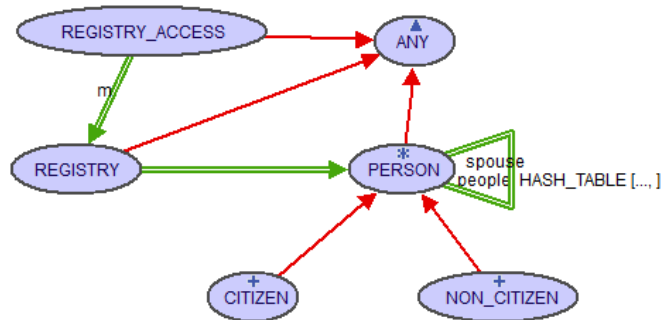


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I guarantee that I finish all the work individually

The hardest part of this lab is to familiarize myself using ETF

The time I spent on this lab is approximately 11 hours



For extending business logic to various non-citizens, I would use inheritance. For example, create VISTOR class, then make it inherit from NON\_CITIZEN class.

\*\*\*\*\*

**note**

```
description: "A person model."
author: ""
date: "$Date$"
revision: "$Revision$"
```

**deferred class interface**  
**PERSON**

**feature** -- attributes

```
name: STRING_8
dob: DATE -- date of birth
country: STRING_8
alive: BOOLEAN -- dead or alive
spouse: detachable PERSON
dom: detachable DATE -- date of marriage
```

**feature** -- queries

```
is_alive: BOOLEAN -- is alive?
can_marry (other: PERSON; y: INTEGER_32; m: INTEGER_32; d: INTEGER_32): BOOLEAN
    -- can marry on a specified day?
    require
        other_is_not_void: other /= Void
is_single: BOOLEAN -- is single?
```

**feature** -- commands

```
marry (other: PERSON; y: INTEGER_32; m: INTEGER_32; d: INTEGER_32)
    -- marry the other person
    require
        other_exists: other /= Void
        both_alive: is_alive and other.is_alive
        can_marry: can_marry (other, y, m, d)
    ensure
        spouse_and_dom_attached: attached spouse and attached dom
divorce
    -- end the marriage
```

```

        require
            is_married: not is_single
        ensure
            is_single: is_single
            old_spouse_exists: attached (old spouse) as os
            old_spouse_is_single: os.is_single

    die
        -- R.I.P
    ensure
        not_alive: alive = False
        is_single: is_single

    set_name (n: STRING_8)
        -- Set the person's name
    require
        name_is_not_void_and_empty: n /= Void and not n.is_empty
    ensure
        name ~ n

    set_dob (y, m, d: INTEGER_32)
        -- set the date of birth
    ensure
        dob_is_set_correctly: dob.is_correct_date (y, m, d)

    set_country (c: STRING_8)
        -- set the citizen info
    require
        c_is_not_void_and_empty: c /= Void and not c.is_empty

    set_alive
        -- alive!

invariant
    name_is_not_void_and_empty: name /= Void and not name.is_empty
    date_of_birth_is_not_void: dob /= Void
    country_is_not_void_and_empty: country /= Void and not country.is_empty
    if_dead_not_married: not alive implies spouse = Void and dom = Void
    married: (attached spouse as s and attached dom as d) implies s.alive and Current.alive and s.spouse =
Current and Current.dom ~ s.dom

end -- class PERSON

*****

note
    description: "A citizen model."
    author: ""
    date: "$Date$"
    revision: "$Revision$"

class interface
    CITIZEN

create
    make

end -- class CITIZEN

*****

note
    description: "A non-citizen model."
    author: ""
    date: "$Date$"
    revision: "$Revision$"

class interface
    NON_CITIZEN

create
    make

end -- class NON_CITIZEN

*****

note
    description: "A registry model."
    author: ""
    date: "$Date$"
    revision: "$Revision$"

class interface
    REGISTRY

```

```

create {REGISTRY_ACCESS, REGISTRY_TESTS}
  make

feature -- attributs

  people: HASH_TABLE [PERSON, INTEGER_32]

  error_message: STRING_8

feature -- commands

  put (id: INTEGER_32; name: STRING_8; y: INTEGER_32; m: INTEGER_32; d: INTEGER_32)
    -- Add one citizen into the registry
    require
      passed_id_is_not_used: not people.has (id)
    ensure
      id_added_successfully: people.has (id)
      person_added_successfully: attached people [id] as p
      person_set_correctly: p.name ~ name and p.dob ~ create {DATE}.make (y, m, d)

  put_alien (id: INTEGER_32; name: STRING_8; country: STRING_8; y: INTEGER_32; m: INTEGER_32; d:
    INTEGER_32)
    -- Add one non-citizen into the registry
    require
      passed_id_is_not_used: not people.has (id)
    ensure
      id_added_successfully: people.has (id)
      person_added_successfully: attached people [id] as p
      person_set_correctly: p.name ~ name and p.dob ~ create {DATE}.make (y, m, d) and
p.country ~ country

  marry (id1: INTEGER_32; id2: INTEGER_32; y: INTEGER_32; m: INTEGER_32; d: INTEGER_32)
    -- the person with id1 marries the person with id2
    require
      id1_can_marry_id2_on_passed_date: marriageable (id1, id2, y, m, d)
    ensure
      attached people [id1] as p1
      attached people [id2] as p2
      married: p1.spouse = p2 and p2.spouse = p1 and p1.dom ~ p2.dom

  divorce (id1: INTEGER_32; id2: INTEGER_32)
    -- divorce id1 and id2
    require
      id1_id2_can_divorce: divorceable (id1, id2)
    ensure
      attached people [id1] as p1
      attached people [id2] as p2
      divorced: p1.is_single and p2.is_single

  die (id: INTEGER_32)
    require
      id_nonnegative_and_used_and_is_alive: dieable (id)
    ensure
      attached people [id] as p
      id_is_dead: not p.is_alive

  set_error_message (m: STRING_8)
    require
      not_void_and_empty: m /= Void and not m.is_empty

feature -- model operations

  default_update
    -- Perform update to the model state.

  reset
    -- Reset model state.

feature -- preconditions

  marriageable (id1: INTEGER_32; id2: INTEGER_32; y: INTEGER_32; m: INTEGER_32; d: INTEGER_32): BOOLEAN
    -- Whether two people with passed ids can marry each other

  divorceable (id1: INTEGER_32; id2: INTEGER_32): BOOLEAN
    -- Whether id1 and id2 can be divorced

  dieable (id: INTEGER_32): BOOLEAN

feature -- queries

  out: STRING_8
    -- New string containing terse printable representation
    -- of current object

end -- class REGISTRY

```