SOEN331: Introduction to Formal Methods for Software Engineering Assignment 2 on Object-Z specification

Tarek Ait Hamouda (40044119), Abhijit Gupta (40066502), Ethel Narra Pangan (40061530)

 $March\ 2,\ 2019$

1 Map

```
[Description, Coordinate] \\ Point == Coordinate \times Coordinate \\ Message ::= ok \mid location\_already\_known \mid no\_location\_found
```

```
Map _____
locations: Description \rightarrow Point
_ INIT _____
locations = \{\}
\_AddLocationOK _____
\Delta(locations)
newDescription?:Description
newPoint?: Point
newDescription? \not\in dom\ locations
locations' = locations \cup \{newDescription? \rightarrow newPoint?\}
_ DeleteLocationOK _____
\Delta(locations)
description?: Description\\
description? \in dom\ locations
locations' = \{description?\} \triangleleft locations
\_ModifyLocationOK ______
\Delta(locations)
desc?: Description
newPoint?: Point
desc? \in dom\ locations
locations' = locations \oplus \{desc? \rightarrow newPoint?\}
FindLocationOK _____
\Xi(locations)
desc?: Description
point!: Point
desc? \in dom\ locations
point! = locations(desc?)
```

 $Success_{-}$ $\Xi(locations)$ result!: Messageresult! = ok $_LocationAlreadyKnown _$ $\Xi(locations)$ description?: Descriptionresult!: Message $description? \in dom\ locations$ $result! = location_already_known$ $. No Location Found ___$ $\Xi(locations)$ description?: Descriptionresult!: Message $description? \not\in dom\ locations$ $result! = no_location_found$ $AddLocation \stackrel{\wedge}{=} (AddLocationOk \wedge Sucess) \vee LocationAlreadyKnown$ $DeleteLocation \stackrel{\wedge}{=} (DeleteLocationOK \land Sucess) \lor NoLocationFound$ $ModifyLocation \triangleq (ModifyLocationOK \land Sucess) \lor NoLocationFound$ $FindLocation \stackrel{\wedge}{=} (FindLocationOK \wedge Sucess) \vee NoLocationFound$

<i>Map</i> 2
Map
$count: \mathbb{N}$
count >= 0
INIT
count = 0
$_AddLocationOK$
$\Delta(count)$
count' = count + 1
DeleteLocationOK
$\Delta(count)$
count' = count - 1
$_ModifyLocationOK$ $_$
count' = count
FindLocationOK
count' = count
Success
count' = count
LocationAlreadyKnown
count' = count
NoLocationFound
count' = count