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

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## 1 Map

```
[Description, Coordinate]
Point == Coordinate \times Coordinate
Message ::== ok \mid location\_already\_known \mid no\_location\_found
  locations: Description \rightarrow Point
 \forall l1, l2 : locations \bullet (l1.description \neq l2.description)
 _ INIT _____
  locations = \{\}
 AddLocationOK \_
  \Delta(locations)
  newDescription?: Description
 newPoint?: Point
 newDescription? \not\in dom\ locations
  locations' = locations \cup \{newDescription? \rightarrow newPoint?\}
 \_DeleteLocationOK \_\_\_
  \Delta(locations)
  location?:locations
  location? \in locations
  locations' = locations \setminus \{location\}
  . ModifyLocationOK \_
  \Delta(locations)
  desc?: Description
  newPoint?: Point
  desc? \in dom\ locations
 locations' = locations \oplus \{desc? \rightarrow newPoint?\}
 \_FindLocationOK
  desc?: Description
 point!: Point
  desc? \in domlocations
  point! = locations(desc?)
```

```
\_Success \_
\_result! : Message
\_result! = ok
```

```
egin{align*} Location Already Known & & & \\ \Xi(locations) & & \\ description?: Description result!: Message & & \\ description? \in domlocations & \\ result! = location_a lready_k nown & & \\ \end{array}
```

```
noLocationFound \subseteq \Xi(locations) description?: Descriptionresult!: Message description? \not\in domlocations result! = no_location_f ound
```

```
\label{eq:AddLocation} \begin{split} \operatorname{AddLocationOk} \, \wedge \, \operatorname{Sucess}) \, \vee \, \operatorname{locationAlreadyKnown} \\ \operatorname{deleteLocation} &= \left( \operatorname{DeleteLocationOK} \, \wedge \, \operatorname{Sucess} \right) \, \vee \, \operatorname{NoLocationFound} \\ \operatorname{modifyLocation} &= \left( \operatorname{ModifyLocationOK} \, \wedge \, \operatorname{Sucess} \right) \, \vee \, \operatorname{NoLocationFound} \\ \operatorname{findLocation} &= \left( \operatorname{FindLocationOKSucess} \right) \operatorname{NoLocationFound} -_{\mid -} \\ \end{split}
```

<i>Map2</i>
Map
$count: \mathbb{N}$
count >= 0
count = 0
$\_AddLocationOK$ $\_\_\_$
$\Delta(count)$
count' = count + 1
DeleteLocationOK
$\Delta(count)$
count' = count - 1
ModifyLocationOK
count' = count
FindLocationOK
count' = count