

I spent 3 hours on this assignment.

A)

```
//@ assert true;
//@ assert 0 == (\sum int k; b.length - 1 + 1 <= k && k < b.length; b[k]) && -1 <= b.length - 1 &&
b.length - 1 < b.length;
i' = b.length - 1;
//@ assert 0 == (\sum int k; i'+1 <= k && k < b.length; b[k]) && -1 <= i' && i' < b.length;
s' = 0;
//@ maintaining -1 <= i && i < b.length;
//@ maintaining s == (\sum int k; i+1 <= k && k < b.length; b[k]);
//@ decreasing i;

//@ assert s' == (\sum int k; i+1 <= k && k < b.length; b[k]) && -1 <= i && i < b.length;
while (i != -1) {
  //@ assert s == (\sum int k; i+1 <= k && k < b.length; b[k]) && -1 <= i && i < b.length && i != -1;
  //@ assert s + b[i] == (\sum int k; i <= k && k < b.length; b[k]) + b[i] && -1 <= i - 1 && i - 1 <
b.length && i - 1 != -1 (-3) At this point, (i - 1) == -1 is a possibility. In fact,
  s' = s + b[i]; it's the only way to get out of the loop.
  //@ assert s' == (\sum int k; (i + 1) - 1 <= k && k < b.length; b[k]) && -1 <= i - 1 && i - 1 <
b.length && i - 1 != -1
  i' = i - 1;
  //@ assert s == (\sum int k; i'+1 <= k && k < b.length; b[k]) && -1 <= i' && i' < b.length && i' != -1
}
//@ assert s == (\sum int k; i+1 <= k && k < b.length; b[k]) && -1 <= i && i < b.length && i != -1
//@ assert s == (\sum int k; 0 <= k && k < b.length; b[k]) && -1 <= -1 && -1 < b.length && -1 ==
-1
//@ assert s == (\sum int k; 0 <= k && k < b.length; b[k]) && -1 < b.length
//Arrays must have a length >= to 0
//@ assert s == (\sum int k; 0 <= k && k < b.length; b[k])
//@ assert s == (\sum int k; 0 <= k && k < b.length; b[k]);
```

B)

Good

```
//@ assert true;
//@ assert (0 <= 0 && 0 <= b.length) && !(\exists int k; 0 <= k && k < 0; x == b[k]);
i' = 0;
//@ maintaining 0 <= i && i <= b.length;
//@ maintaining !(\exists int k; 0 <= k && k < i; x == b[k]);
//@ decreasing -i;
//@ assert (0 <= i' && i' <= b.length) && !(\exists int k; 0 <= k && k < i'; x == b[k]);
while ((i < b.length) && (x != b[i])) {
  //@ assert (0 <= i && i <= b.length) && !(\exists int k; 0 <= k && k < i; x == b[k]) && (i <
```

```

b.length) && (x != b[i]);
// i + 1 <= b.length ==> i < b.length
// @ assert (0 <= i + 1 && i + 1 <= b.length) && !(\exists int k; 0 <= k && k < i + 1; x == b[k]);
i' = i + 1;
// @ assert (0 <= i' && i' <= b.length) && !(\exists int k; 0 <= k && k < i'; x == b[k]);
}
// @ assert (0 <= i && i <= b.length) && !(\exists int k; 0 <= k && k < i; x == b[k]) && !((i <
b.length) && (x != b[i]));
// @ assert (0 <= i && i <= b.length) && !(\exists int k; 0 <= k && k < i; x == b[k]) && ((x == b[i]) ||
(i >= b.length));
// @ assert (0 <= i && i < b.length && x == b[i]) || (i == b.length && !(\exists int k; 0 <= k && k <
b.length; x == b[k]));
/* @ assert (0 <= i && i < b.length && x == b[i]) ||
@ (i == b.length && !(\exists int k; 0 <= k && k < b.length; x == b[k]));
@*/

```

C) Good

```

// @ assert 0 < b.length;
// 1 <= b.length ==> 0 < b.length
// j = 0 ==> b[0] == b[j]
// @ assert (0 < 1 && 1 <= b.length) && (\forall int j; 0 <= j && j < 1; b[0] >= b[j]);
i' = 1;
// @ assert (0 < i' && i' <= b.length) && (\forall int j; 0 <= j && j < i'; b[0] >= b[j]);
k' = 0;
// @ maintaining 0 < i && i <= b.length;
// @ maintaining (\forall int j; 0 <= j && j < i; b[k] >= b[j]);
// @ decreasing -i;

// @ assert (0 < i && i <= b.length) && (\forall int j; 0 <= j && j < i; b[k'] >= b[j]);
while (i < b.length) {
// @ assert (0 < i && i <= b.length) && (\forall int j; 0 <= j && j < i; b[k] >= b[j]) && (i < b.length)
// i + 1 <= b.length ==> i < b.length
/* @ assert (0 < i + 1 && i + 1 <= b.length) && (\forall int j; 0 <= j && j < i + 1; b[i] >= b[j]) && (b[i]
>= b[k]) ||
@ (0 < i + 1 && i + 1 <= b.length) && (\forall int j; 0 <= j && j < i + 1; b[i] >= b[j]) && (b[i]
< b[k])
@*/
if (b[i] >= b[k]) {
// @ assert (0 < i + 1 && i + 1 <= b.length) && (\forall int j; 0 <= j && j < i + 1; b[i] >= b[j]) &&
(b[i] >= b[k]);
k' = i;
// @ assert (0 < i + 1 && i + 1 <= b.length) && (\forall int j; 0 <= j && j < i + 1; b[k'] >= b[j]);
}
// @ assert (0 < i + 1 && i + 1 <= b.length) && (\forall int j; 0 <= j && j < i + 1; b[k] >= b[j]);
i' = i + 1;

```

```
//@ assert (0 < i' && i' <= b.length) && (\forall int j; 0 <= j && j < i'; b[k] >= b[j]);  
}  
//@ assert (0 < i && i <= b.length) && (\forall int j; 0 <= j && j < i; b[k] >= b[j]) && !(i < b.length)  
//@ assert (i == b.length) && (\forall int j; 0 <= j && j < i; b[k] >= b[j])  
//@ assert (\forall int j; 0 <= j && j < b.length; b[k] >= b[j]);
```