

Wednesday Sept. 13

Lecture 2

Withdraw

Fix 1: *change* except. condition
100 bal. \leq amo. 100

exception \rightarrow ~~balance~~ < ~~amount~~
100 150

e.g. balance 100
amount 150

class invariant
~~Fix 2:~~

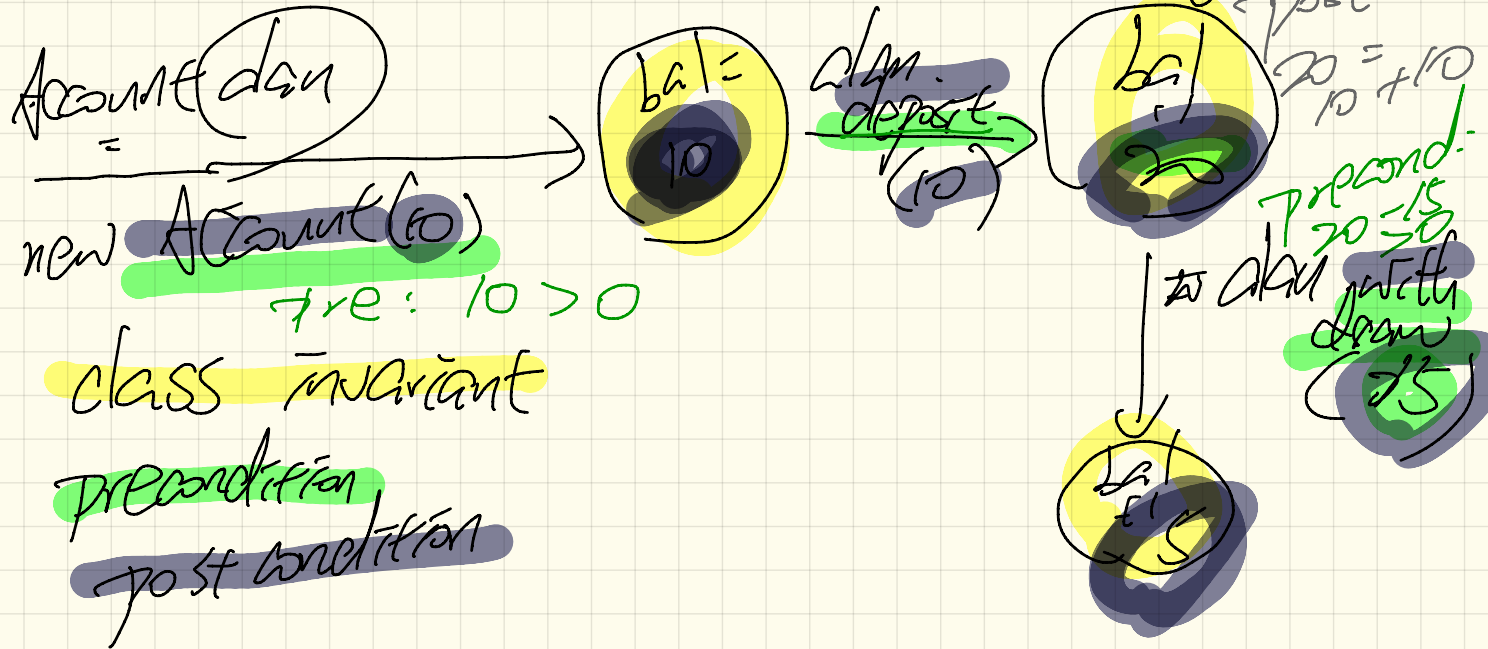
check always that amount will be positive
zero balance

illegal but not caught by precondition.

balance 100 }
amount 100 }

3 kinds of contract

Lifetime of an account object



$\rightarrow 100 > 0$
Account alan = new Account(100);

\rightarrow ~~alan.balance~~ ¹⁰⁰ - 20 > 0
alan.withdraw(20)

~~alan.balance~~ - 20 > 0
 \rightarrow 20 > 0
alan.withdraw(20)

precondition
postcondition

\leftarrow alan.balance == 100

alan.balance == 100 - 20

\leftarrow alan.balance == 20 - 20

60

precond of $m1$ is satisfied
→
obj. $m1$ (...)

\wedge conjunction

← postcond of $m1$ is satisfied
→ precond of $m2$ is ~~satisfied~~ satisfied
obj. $m2$ (...)

\wedge inv is satisfied

← postcond of $m2$ is satisfied

Think of inv as the common postcond. of every method \wedge inv is satisfied

increment by (int v) {

$$\bar{c} = \bar{c} + v$$

} assert $\bar{c} = \underline{\text{old}} \bar{c} + v$

withdraw(int amount) {
int oldBalance = this.balance;

/* incorrect tmp. */

balance = balance + amount;

assert this.balance == $\frac{\text{oldBalance}}{100} - \text{amount}$;

Account jerry = new Account(100);

jerry.withdraw(50);

void sort (int[] x) {

Implementation

quick
merge

selection
insertion

bubble sort
heap sort

post condition
}

$\forall i \mid 0 \leq i < x.length - 1$
 \downarrow
 $x[i] \leq x[i+1]$

1. Correctness → what to achieve
(contracts)

2. Efficiency
↓
how to achieve