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PARIS-SUD

*Cycle Ingénieur – 2<sup>ème</sup> année*

*Département Informatique*

2017-2018

# Verification and Validation

Part III : Formal Specification

with UML/MOAL

Burkhardt Wolff

Département Informatique

Université Paris-Saclay

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## Plan of the Chapter

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- ❑ Syntax & Semantics of our own language

### MOAL

- mathematical
- object-oriented
- UML-annotation
- language

(conceived as the „essence“ of annotation languages like OCL, JML, Spec#, ACSL, ...)

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- ❑ Concepts of MOAL
  - Basis: Logic and Set-theory
  - MOAL is a Typed Language
  - Basic Types, Sets, Pairs and Lists
  - Object Types from UML
  - Navigation along UML attributes and associations  
(Idea from OCL and JML)
- ❑ Purpose :
  - Class Invariants
  - Method Contracts with Pre- and Post-Conditions
  - Annotated Sequence Diagrams for Scenarios, ...

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- ❑ **Ultimate Goal:**  
Specify system components to improve analysis, design, test and verification activities
- ❑ ... understanding how some analysis tools work ...
- ❑ ... understanding key concepts such as class invariants and contracts for analysis and design

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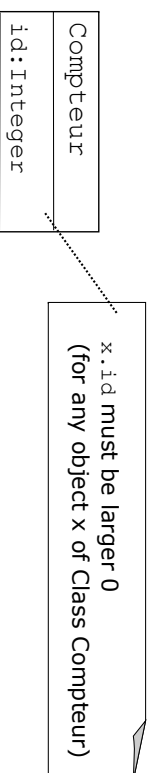
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## Motivation: Why Logical Annotations

- More precision needed (like JML, VCC) that constrains an underlying **state**  $\sigma$



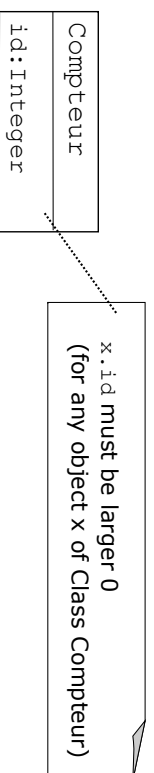
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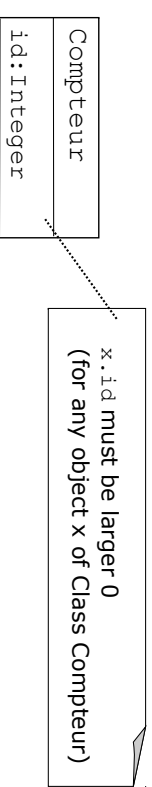
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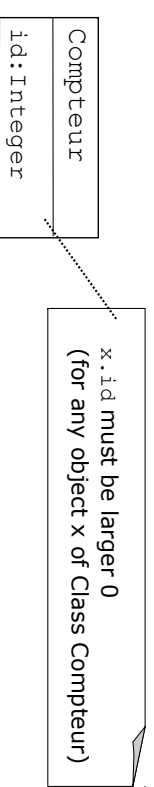
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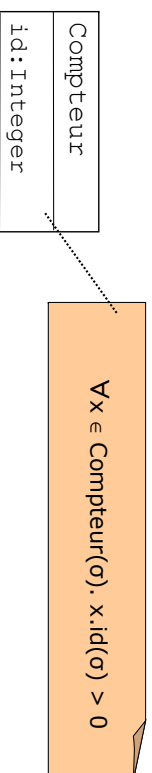
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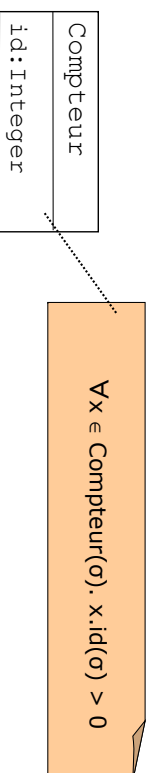
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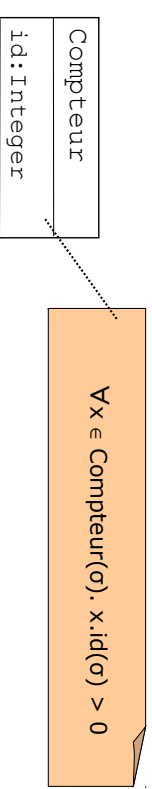
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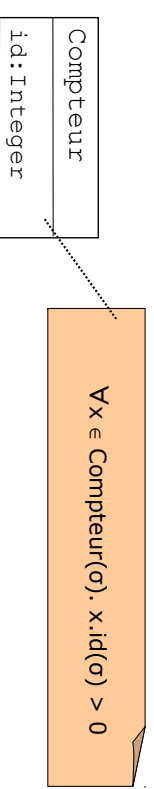
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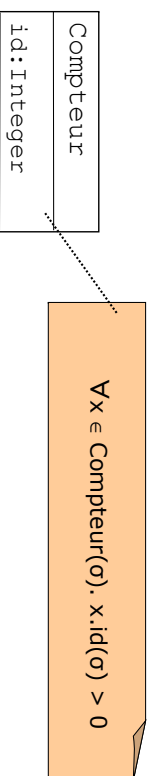
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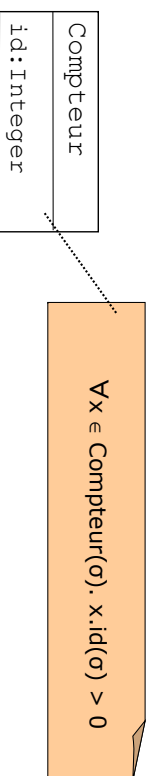
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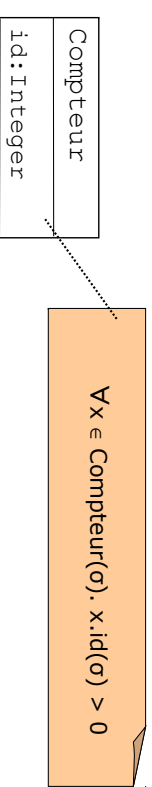
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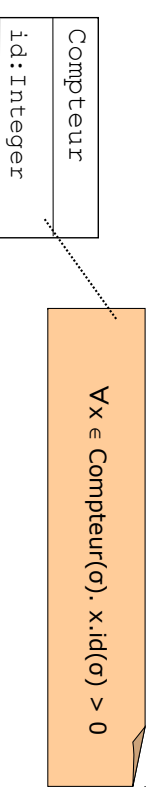
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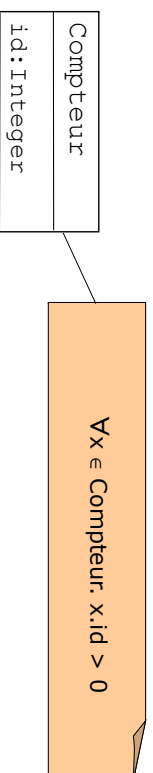
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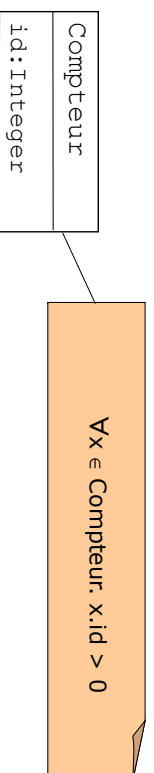
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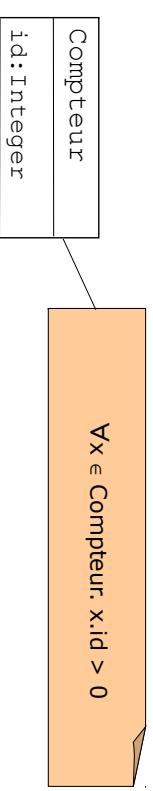
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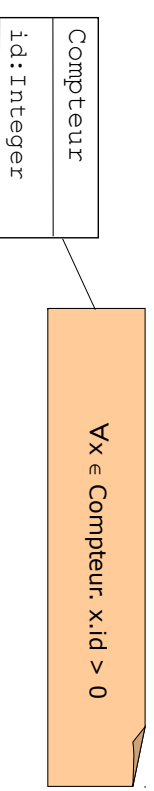
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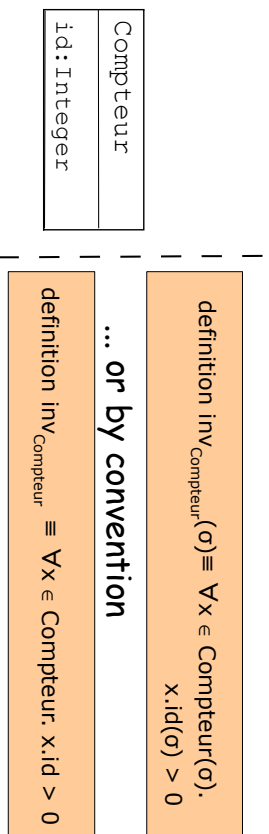
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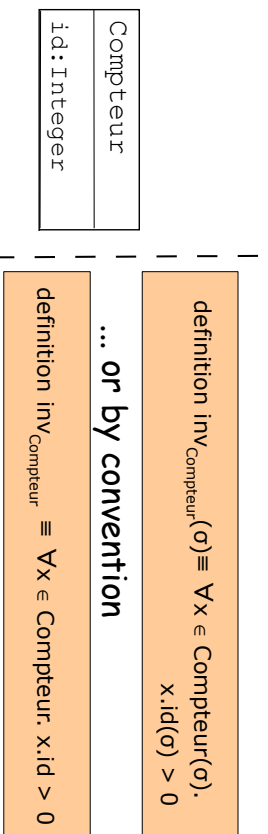
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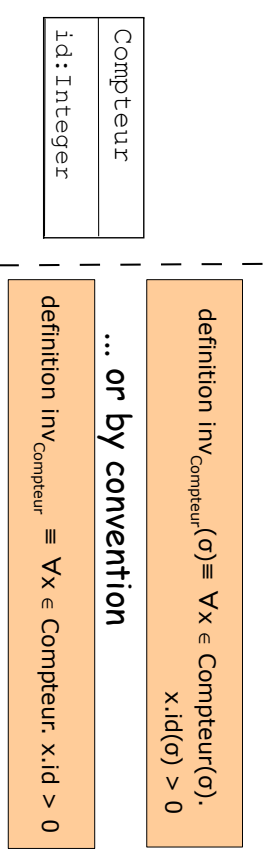
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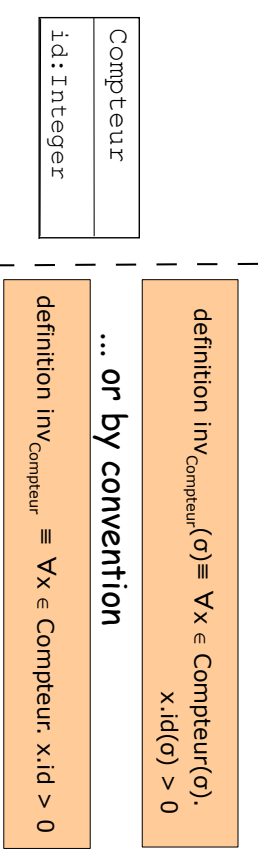
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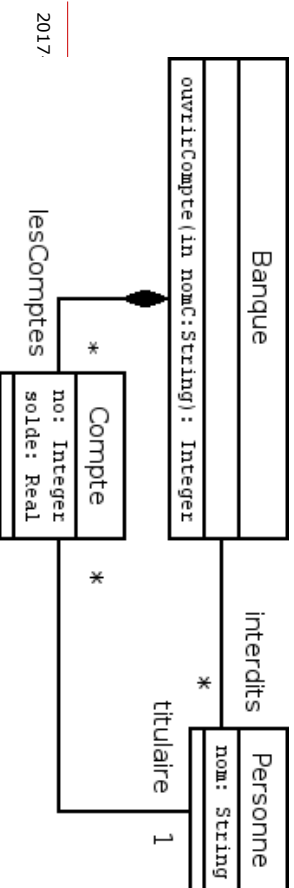
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## A first Glance to an Example: Bank

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Opening a bank account. Constraints:

- ❑ there is a blacklist
- ❑ no more overdraft than 200 EUR
- ❑ there is a present of 15 euros in the initial account
- ❑ account numbers must be distinct.

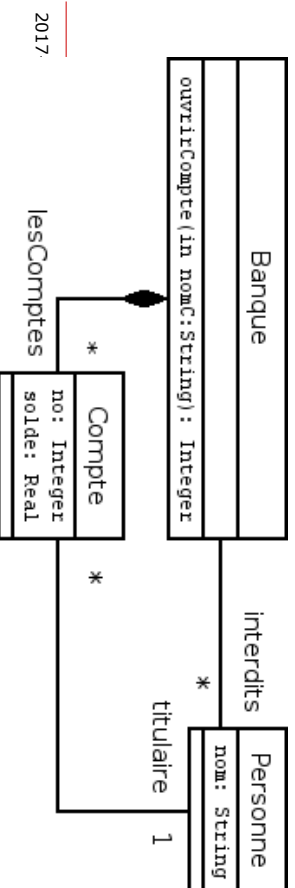


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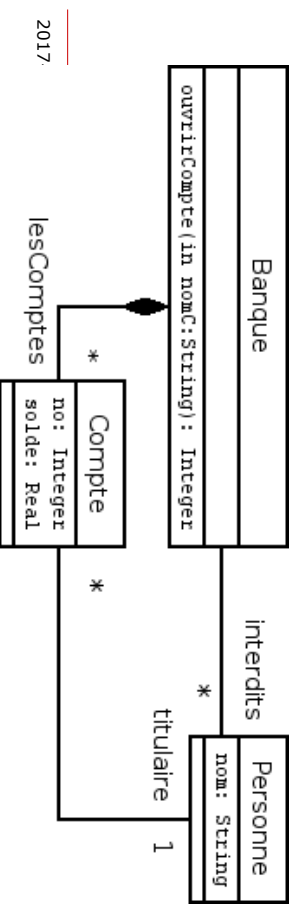


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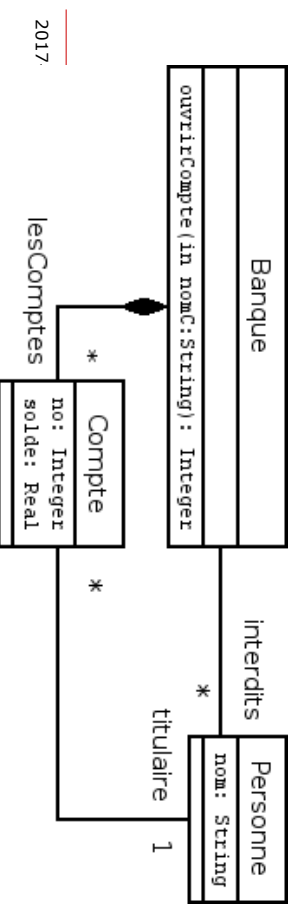


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□ **definition**  $\text{unique} \equiv \text{isUnique}(.no) (\text{Compte})$   
**definition**  $\text{noOverdraft} \equiv \forall c \in \text{Compte}. c.id \geq -200$   
**definition**  $\text{pre}_{\text{ouvrireCompte}} (b:\text{Banque}, \text{nomC}:\text{String}) \equiv$   
 $\forall p \in \text{Personne}. p.\text{nom} \neq \text{nomC}$   
**definition**  $\text{post}_{\text{ouvrireCompte}} (b:\text{Banque}, \text{nomC}:\text{String}, r::\text{Integer}) \equiv$   
 $\{p \in \text{Personne} \mid p.\text{nom} = \text{nomC} \wedge \text{isNew}(p)\} \mid = 1$   
 $\wedge \{\text{ceCompte} \mid c.\text{titulaire}.\text{nom} = \text{nomC}\} \mid = 1$   
 $\wedge \forall \text{ceCompte}. c.\text{titulaire}.\text{nom} = \text{nomC} \longrightarrow c.\text{solde} = 15$   
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## MOAL: a specification language?

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# Syntax and Semantics of MOAL

## □ The usual logical language:

- True, False
- negation :  $\neg E$ ,
- or:  $E \vee E'$ , and:  $E \wedge E'$ , implies:  $E \rightarrow E'$
- $E = E'$ ,  $E \neq E'$ ,
- if C then E else E' endif
- let x = E in E'

## ➤ Quantifiers on sets and lists:

$$\forall x \in \text{Set. } P(x)$$

$$\exists x \in \text{Set. } P(x)$$

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## Syntax and Semantics of MOAL

---

- ❑ MOAL is (like OCL or JML) a typed language.
  - **Basic Types:**  
Boolean, Integer, Real, String
  - **Pairs:**  $X \times Y$
  - **Lists:** List(X)
  - **Sets:** Set(X)

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## Syntax and Semantics of MOAL

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- The arithmetic core language. expressions of type Integer or Real:
  - $1, 2, 3 \dots$  resp.  $1.0, 2.3, \pi.$
  - $- E, E + E',$
  - $E * E', E / E',$
  - $\text{abs}(E), E \text{ div } E', E \text{ mod } E' \dots$

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## Syntax and Semantics of MOAL

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- The expressions of type String:
  - `S concat S'`
  - `size(S)`
  - `substring(i, j, S)`
  - `'Hello'`

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## Syntax and Semantics of MOAL Sets

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- | S | size as Integer
- isUnique( $f$ ) (S)  $\equiv \forall x,y \in S. f(x)=f(y) \rightarrow x=y$ 
  - {} , {a,b,c} empty and finite sets
- ees, e $\notin$ S is element, not element
- $S \subseteq S'$  is subset
- {x  $\in$  S | P(S)} filter
- S U S', S  $\cap$  S' union , intersect
- between sets of same type
- Integer, Real, String ...
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- $(X, Y)$  pairing
- $\text{fst}(X, Y) = X$  projection
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## Syntax and Semantics of MOAL Lists

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Lists  $S$  have the following operations:

- $x \in L$                     -- is element (overload!)
- $|S|$                          -- length as Integer
- $\text{head}(L), \text{last}(L)$
- $n\text{th}(L, i)$                 -- for  $i$  between 0 et  $|S|-1$
- $L@I'$                       -- concatenate
- $e\#S$                         -- append at the beginning
- $\forall x \in \text{List}. P(x)$         -- quantifiers :
- $[x \in L \mid P(x)]$          -- filter
- **Finally, denotations of lists: [1,2,3], ...**

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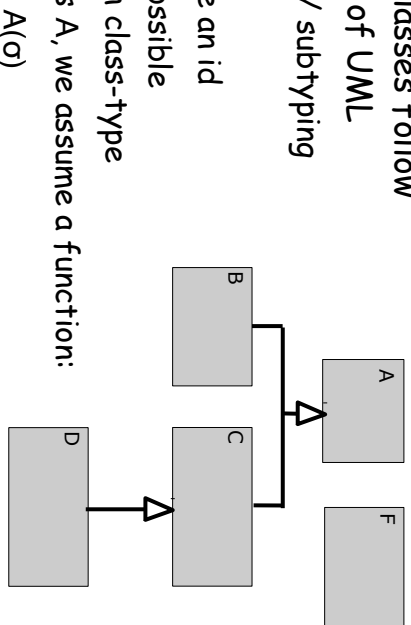
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## Syntax and Semantics of Objects

- Objects and Classes follow the semantics of UML
  - inheritance / subtyping
  - casting
  - objects have an id
  - NULL is a possible value in each class-type



for any class  $A$ , we assume a function:  
 $A(\sigma)$   
which returns the set of objects of class  $A$   
in state  $\sigma$  (the « instances » in  $\sigma$ ).

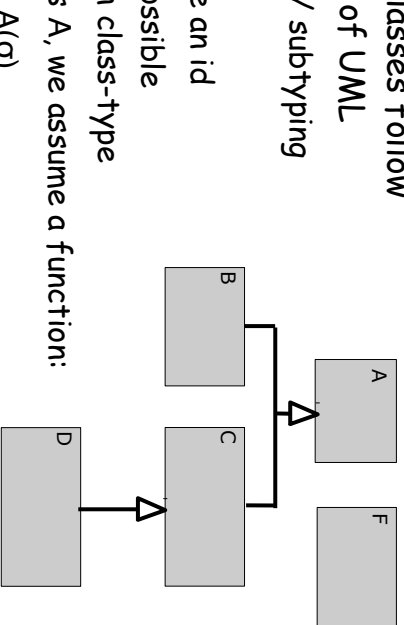
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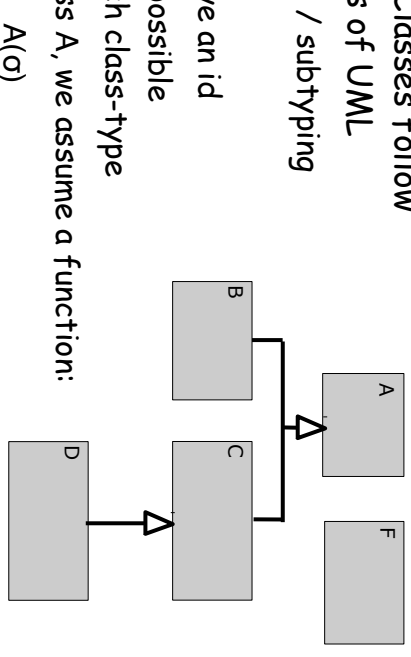
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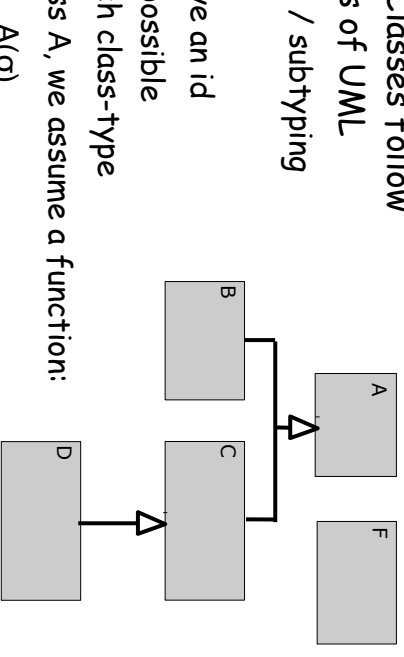
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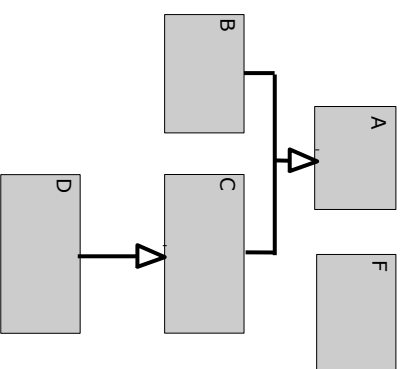
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## Syntax and Semantics of Objects

- Objects and Classes follow the semantics of UML

Recall that we will drop the index ( $\sigma$ ) whenever it is clear from the context



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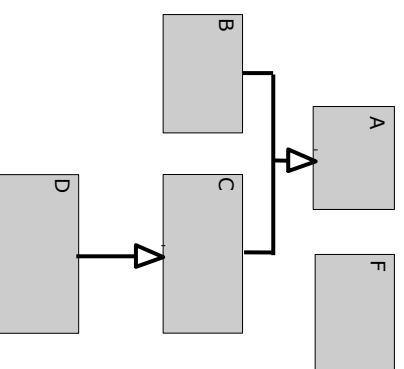
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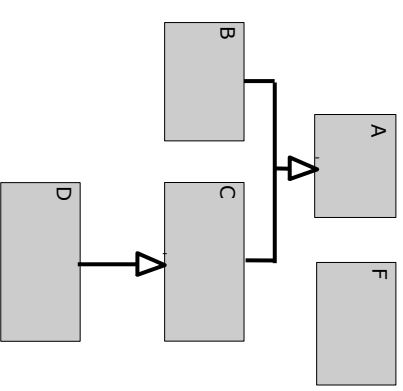
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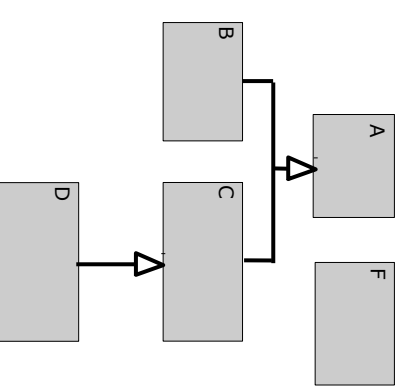
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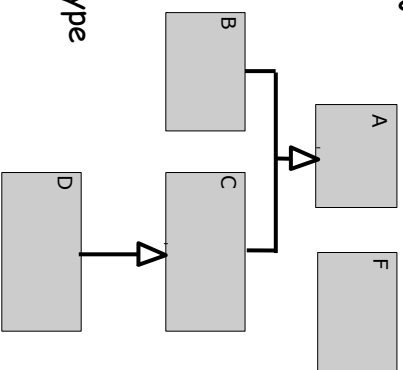
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## Syntax and Semantics of Objects

- ❑ As in all typed object-oriented languages casting allows for converting objects.
- ❑ Objects have two types:
  - the « apparent type » (also called static type)
  - the « actual type » (the type in which an object was created)
- casting changes the apparent type along the class hierarchy, but not the actual type



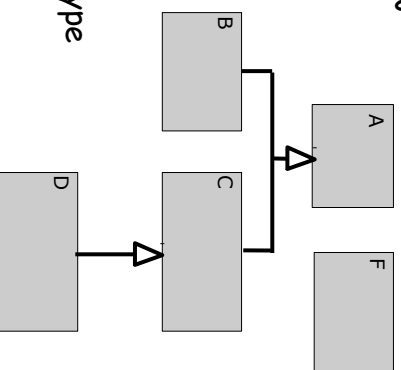
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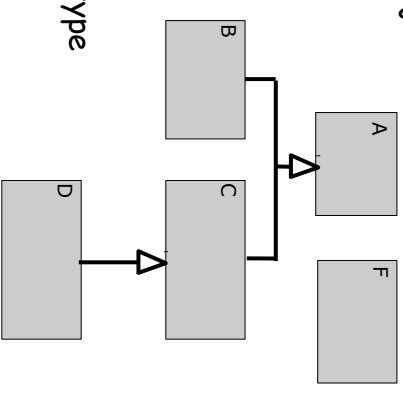
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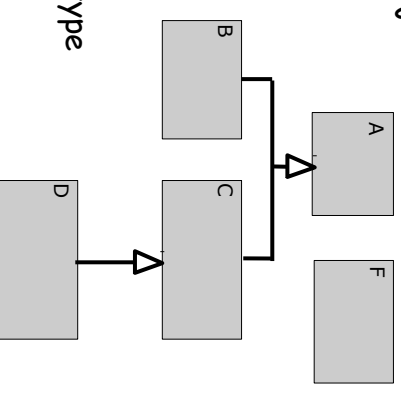
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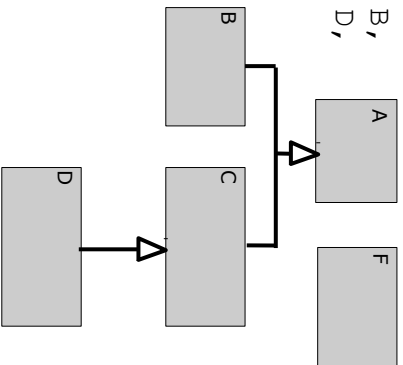


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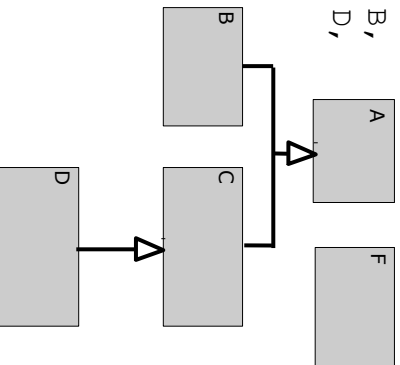
- Assume the creation of objects  
a in class A, b in class B,  
c in class C, d in class D,
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<F>b is illtyped  
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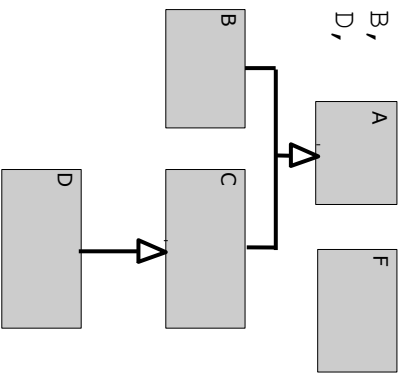
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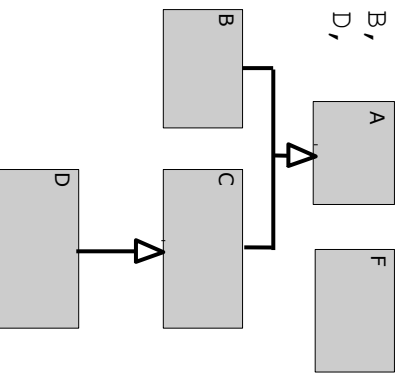
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## Syntax and Semantics of OCL / UML

- We will also apply cast-operators to an entire set: So

$\langle A \rangle B(\sigma)$  (or just:  $\langle A \rangle B$ )  
is the set of instances  
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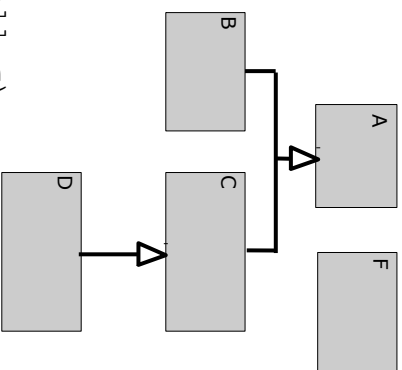
We have:

$$\langle A \rangle B \cup \langle A \rangle C \subseteq A$$

but:

$$\langle A \rangle B \cap \langle A \rangle C = \{ \}$$

and also:  $\langle A \rangle D \subseteq A$  (for all  $\sigma$ )



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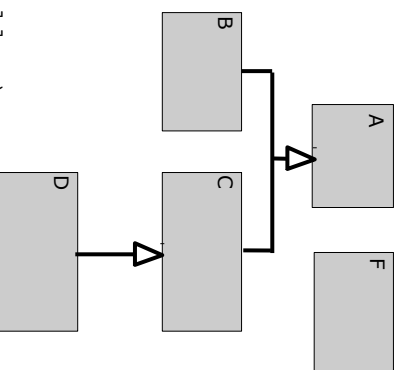
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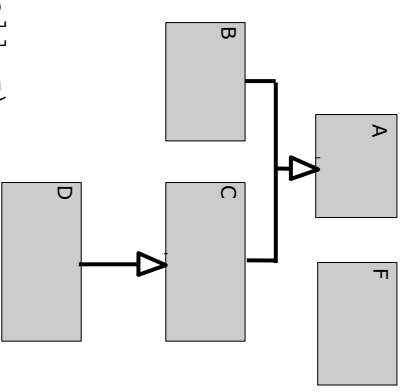
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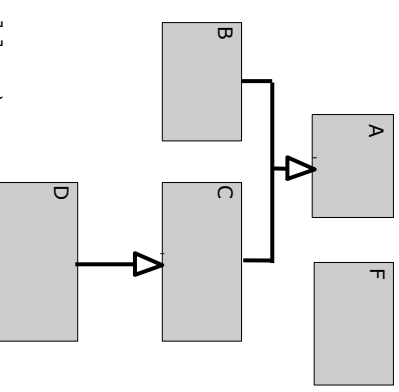
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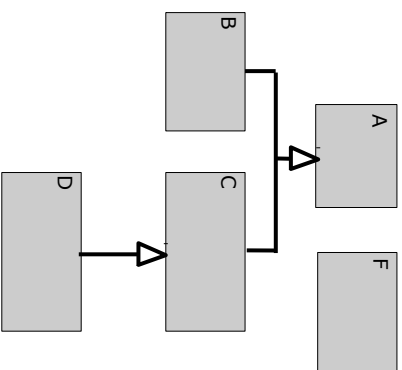


## Syntax and Semantics of Objects

- Instance sets can be used to determine the actual type of an object:

$x \in B$

corresponds to Java's  
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$\langle A \rangle b \in B$ , and  $\langle B \rangle \langle A \rangle b = b$  !!!

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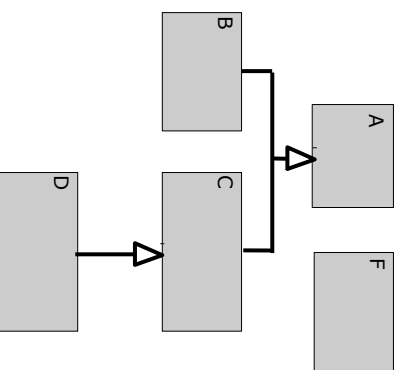
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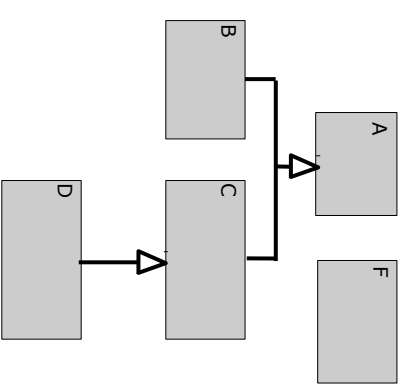
25

## Syntax and Semantics of Objects

- Instance sets can be used to determine the actual type of an object:

$x \in B$

corresponds to Java's  
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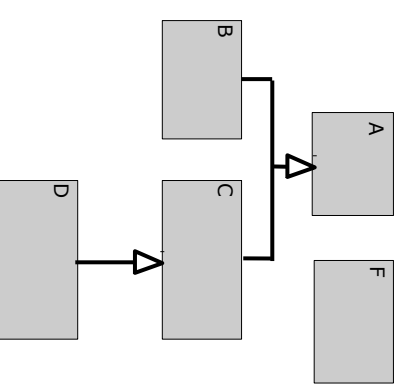
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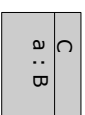
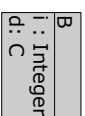
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## Syntax and Semantics of Object Attributes

- Objects represent structured, typed memory in a state  $\sigma$ . They have **attributes**.



**They can have class types.**

- Reminder: In class diagrams, this situation is represented traditionally by Associations (equivalent)



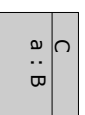
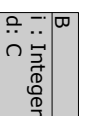
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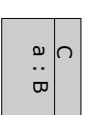
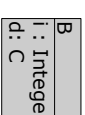
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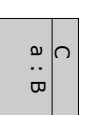
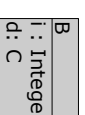
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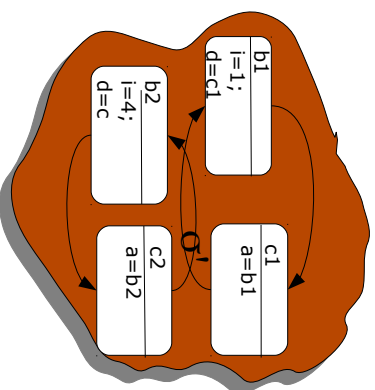
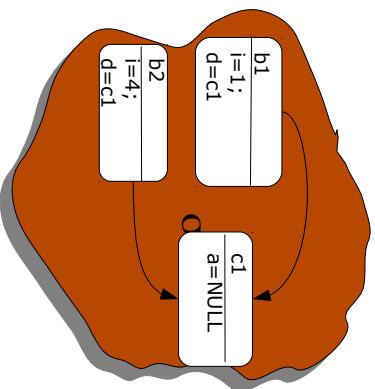
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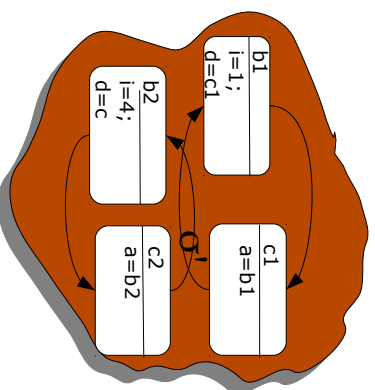
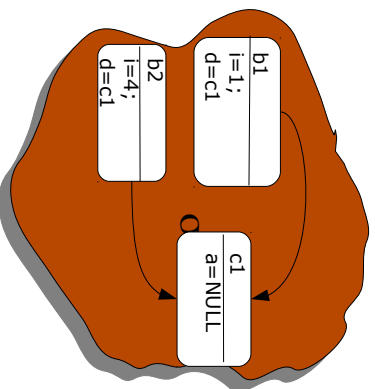
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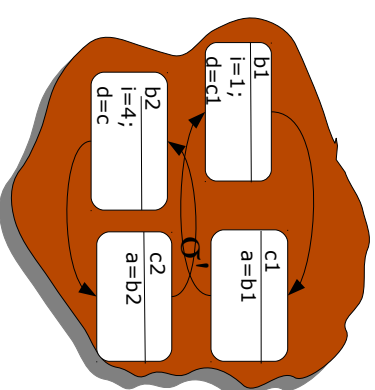
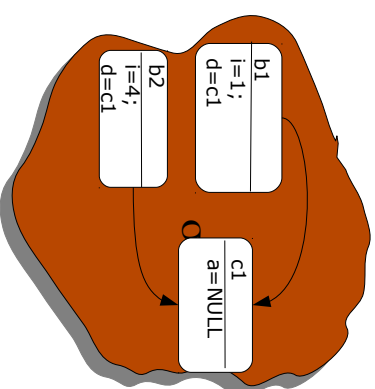
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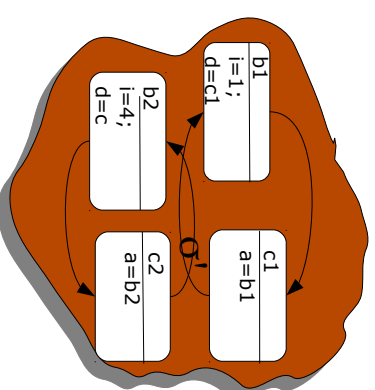
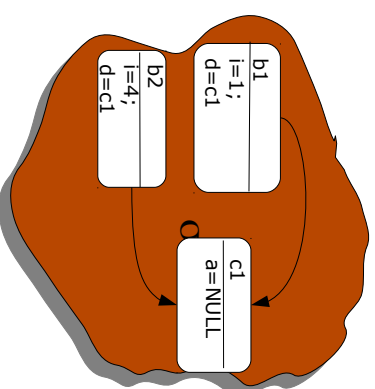
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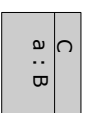
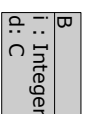
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The class diagram right

corresponds to declaration

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i(σ) :: B -> Integer  
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- Applying the o-convention, this makes navigation expressions possible:

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b1.d :: C  
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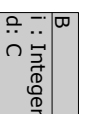
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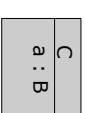
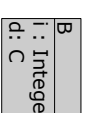
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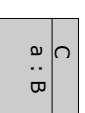
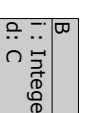
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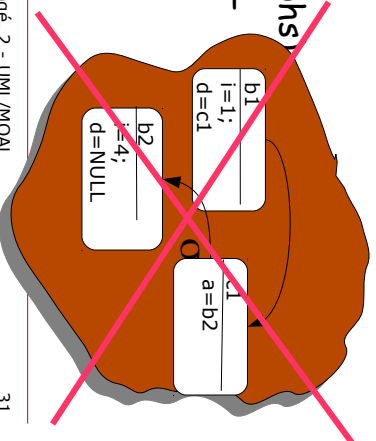
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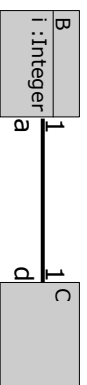
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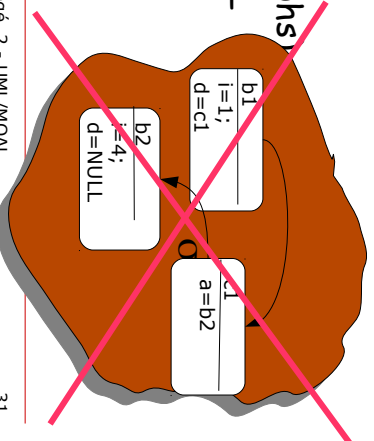
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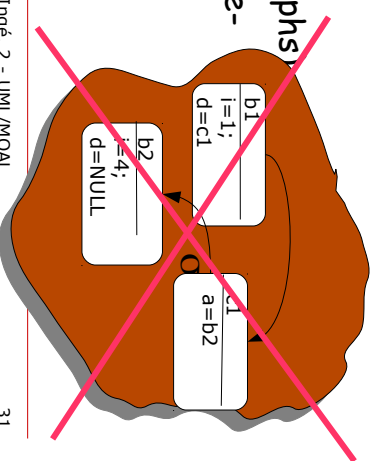
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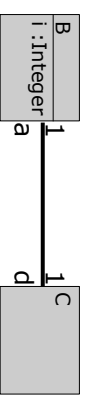
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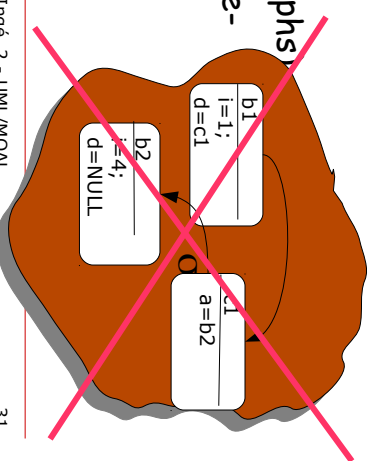
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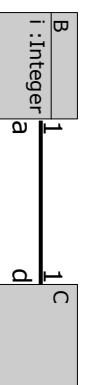
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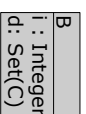
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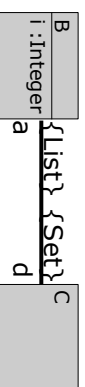
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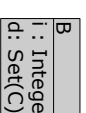
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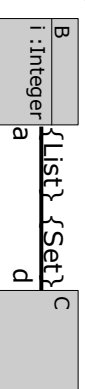
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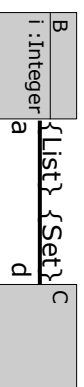
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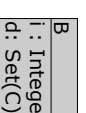
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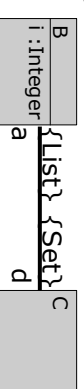
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- In analysis-level Class Diagrams, the type information is still omitted; due to overloading of  $\forall x \in X$ . P (x) etc. this will not hamper us to specify ...

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## Syntax and Semantics of Object Attributes

- Cardinalities in Associations can be translated canonically into MOCL invariants:



- definition  $\text{card}_{B,d} \equiv \forall x \in B. |x.d| = 10$
- definition  $\text{card}_{C,a} \equiv \forall x \in C. 1 \leq |x.a| \leq 5$

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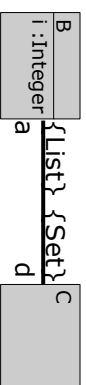
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- NULL.d = {} -- mapping to the neutral element
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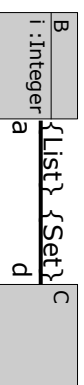
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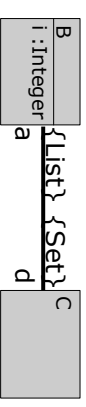
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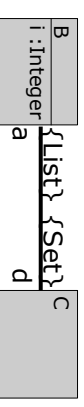
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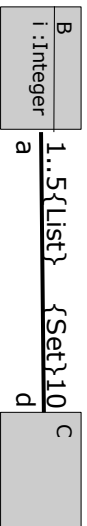
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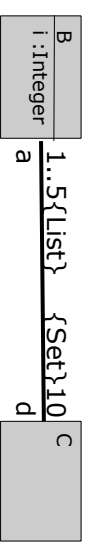
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- The corresponding association integrity constraints for the \*-\*-case are:



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## Operations in UML and MOAL

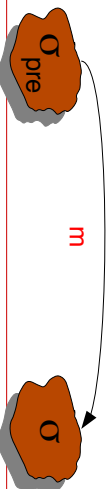
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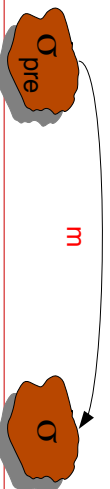
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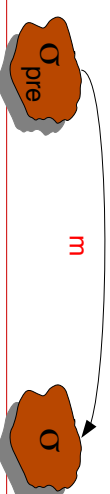
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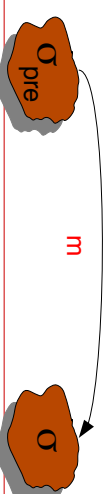
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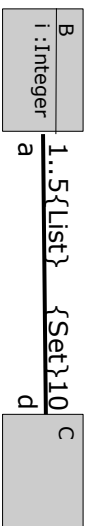
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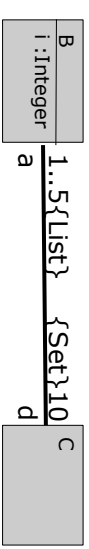
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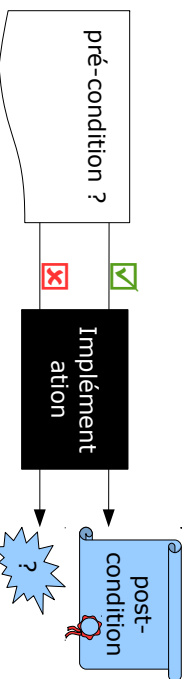
## Pré et post-conditions

### (piqué de Delphine !)

Principe de la conception par contrats : contrat entre l'opération appelée et son appelant

- Appelant responsable d'assurer que la **pré-condition** est vraie
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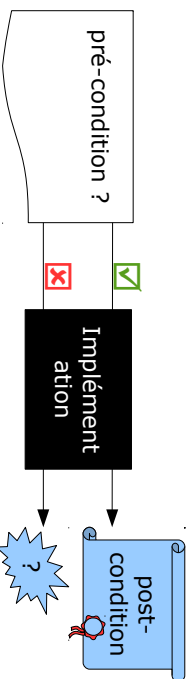
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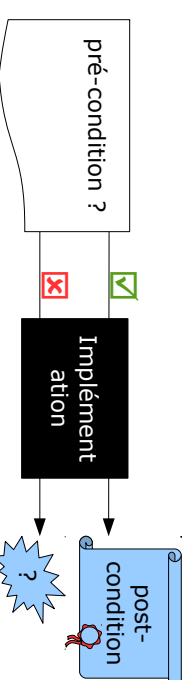
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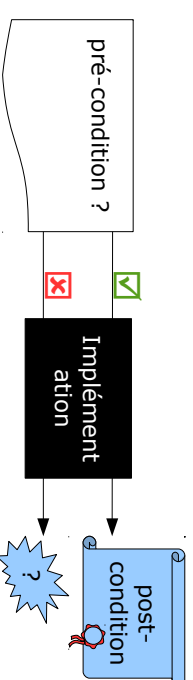
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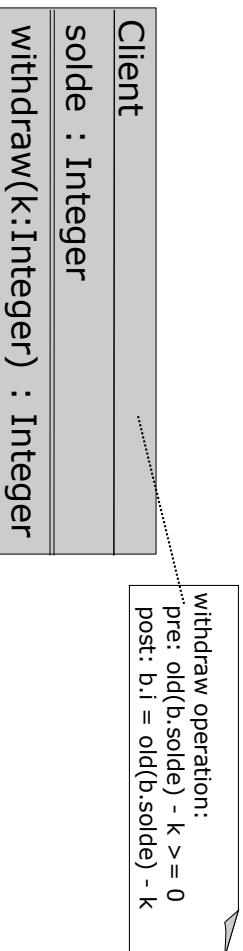


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## Operations in UML and MOAL

- Syntactically, contracts are annotated like this (JML-ish):



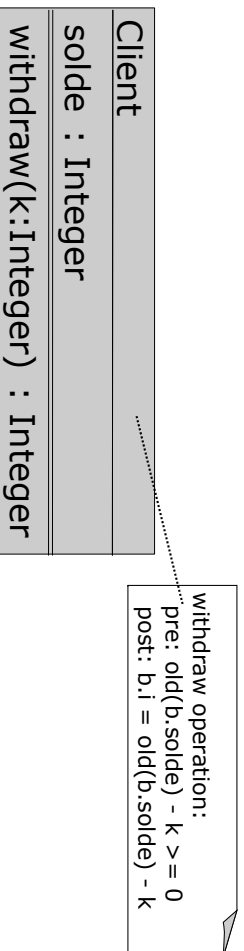
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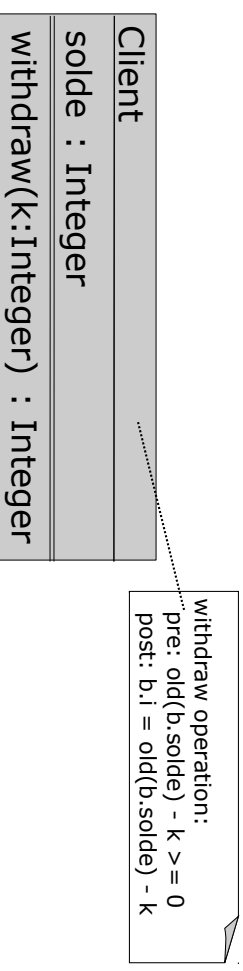
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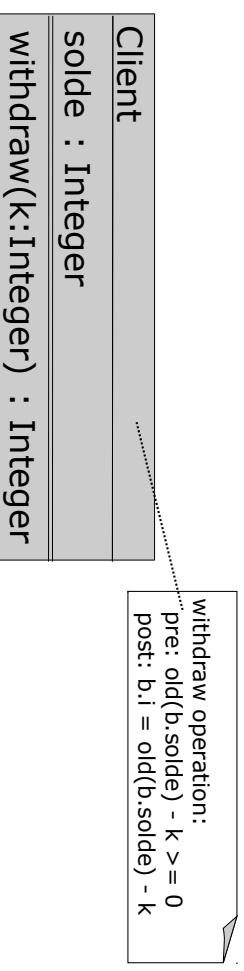
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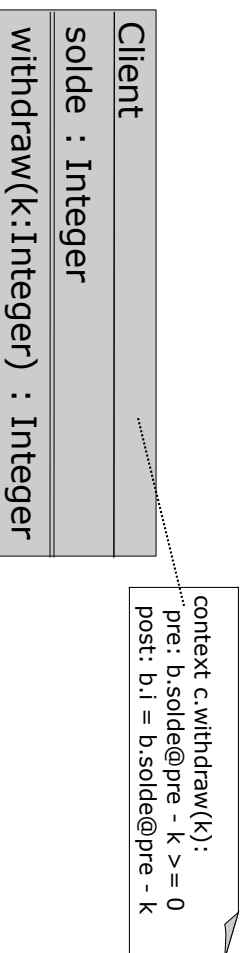
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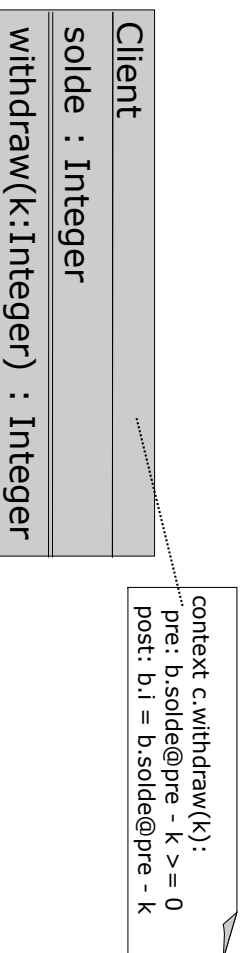
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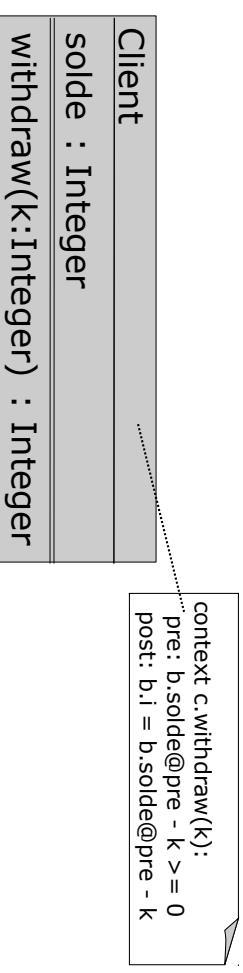
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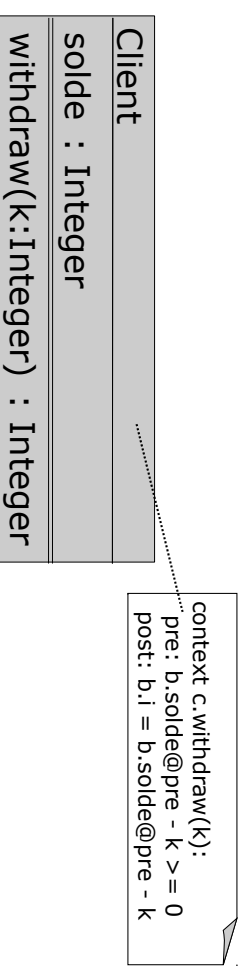
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- This appears for the first time in so-called **contracts** for (Class-model) methods:

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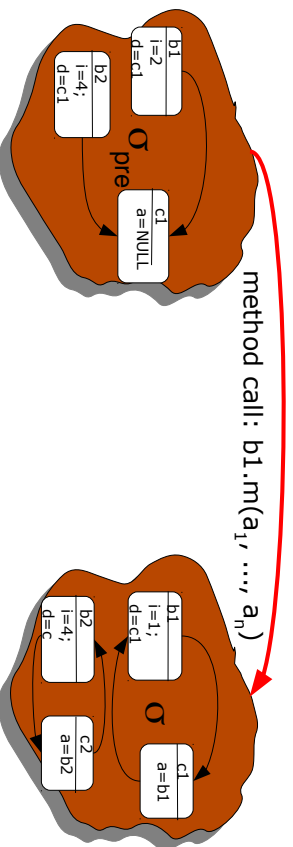
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- Again: This is the view of a transaction (like in a data-base), it completely abstracts away intermediate states or time. (This possible in other models/calculi, like the Hoare-calculus, though).



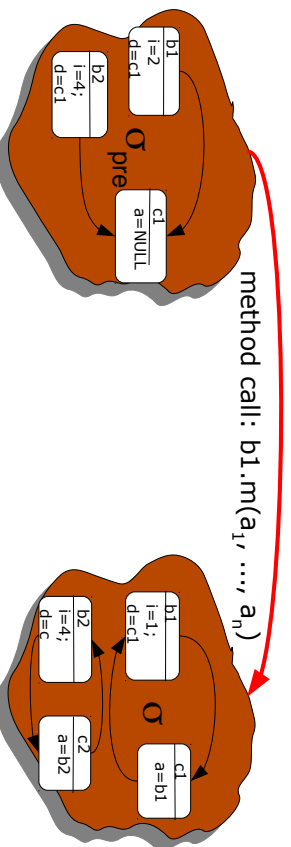
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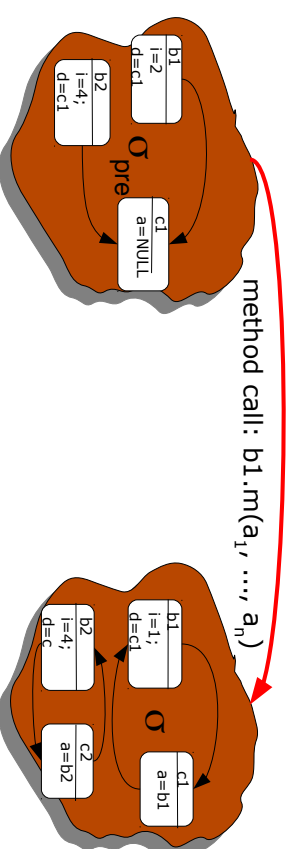
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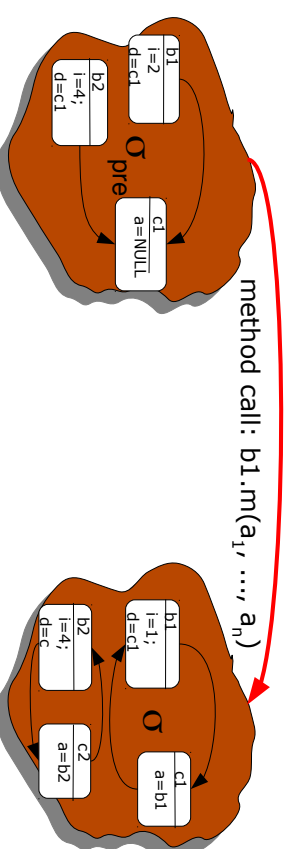
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## Syntax and Semantics of MOAL Contracts

- **Consequence:**
  - The pre-condition is a formula referring to the  $\sigma_{pre}$  and the method arguments  $b_1, a_1, \dots, a_n$  only.
  - the post-condition is only assured if the pre-condition is satisfied
  - otherwise the method
    - ...may do anything on the state and the result, may even behave correctly, may non-terminate !
    - raise an exception (recommended in Java Programmer Guides for public methods to increase robustness)

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- **Consequence:**
  - The post-condition is a formula referring to both  $\sigma_{pre}$  and  $\sigma$ , the method arguments  $b_1, a_1, \dots, a_n$  and the return value captured by the variable result.
  - any transition is permitted that satisfies the post-condition (provided that the pre-condition is true)

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  - any transition is permitted that satisfies the post-condition (provided that the pre-condition is true)

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## Syntax and Semantics of MOAL Contracts

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## Syntax and Semantics of MOAL Contracts

### □ Consequence:

- The semantics of a method call:

$b1.m(a_1, \dots, a_n)$

is thus:

$\longrightarrow$   
 $pre_m(b1, a_1, \dots, a_n) (\sigma_{pre})$   
 $\longrightarrow$   
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- **Note that moreover all global class invariants have to be added for both pre-state  $\sigma_{pre}$  and post-state  $\sigma$ !**  
For an entire transition, the following must hold:

$Inv(\sigma_{pre}) \wedge pre_m \dots (\sigma_{pre}) \wedge post \dots (\sigma_{pre}, \sigma) \wedge Inv(\sigma)$

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<p><b>Client</b></p> <p>solde : Integer</p> <p>withdraw(k:Integer) : {ok,nok}</p>	<p>class invariant: c.solde &gt;= 0 for all clients c.</p> <p>operation c.withdraw(k) : pre: k &gt;= 0 <math>\wedge</math> old(c.solde) - k &gt;= 0 post: c.solde = old(c.solde) - k</p>
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### □ Notation:

- In order to relax notation, we will use for applications to  $\sigma_{pre}$  the old-notation:

Client( $\sigma_{pre}$ )      becomes      old(Client)

c.solIde( $\sigma_{pre}$ )      becomes      old(c.solIde)

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## Syntax and Semantics of MOAL Contracts

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Client	operation c.withdraw(k) :
solde : Integer	pre: $k >= 0 \wedge \text{old}(c.\text{solde}) - k \geq 0$
withdraw(k:Integer) : {ok,nok}	post: $c.\text{solde} = \text{old}(c.\text{solde}) - k$

class invariant:  
 $c.\text{solde} >= 0$  for all clients c.

definition $\text{inv}_{\text{Client}} \equiv \text{VccClient}. 0 \leq c.\text{solde}$
definition $\text{pre}_{\text{withdraw}}(c, k) \equiv$ $\text{ccClient} \wedge 0 \leq k \wedge 0 \leq c.\text{solde} - k$
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## Semantics of MOAL Contracts

- Two predicates are helpful when defining contracts. They exceptionally refer to both  $(\sigma_{pre}, \sigma)$

➤  $isNew(p)(\sigma_{pre}, \sigma)$  is true only if object p of class C does not exist in  $\sigma_{pre}$  but exists in  $\sigma$

➤  $modifiersOnly(S)(\sigma_{pre}, \sigma)$  is only true iff

- all objects in  $\sigma_{pre}$  are **except those in S** identical in  $\sigma$
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With this predicate, one can express : „and nothing else changes“. It is also  $\llbracket \text{changed} \rrbracket$  condition».

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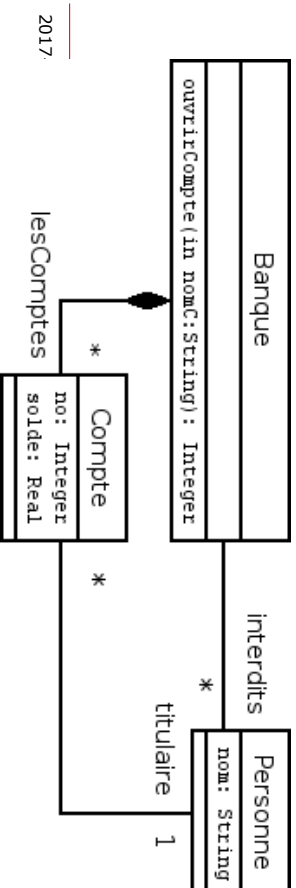
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## A Revision of the Example: Bank

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Opening a bank account. Constraints:

- ❑ there is a blacklist
- ❑ no more overdraft than 200 EUR
- ❑ there is a present of 15 euros in the initial account
- ❑ account numbers must be distinct.

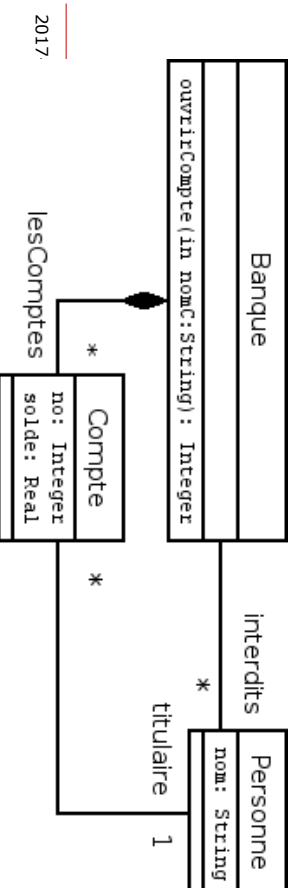


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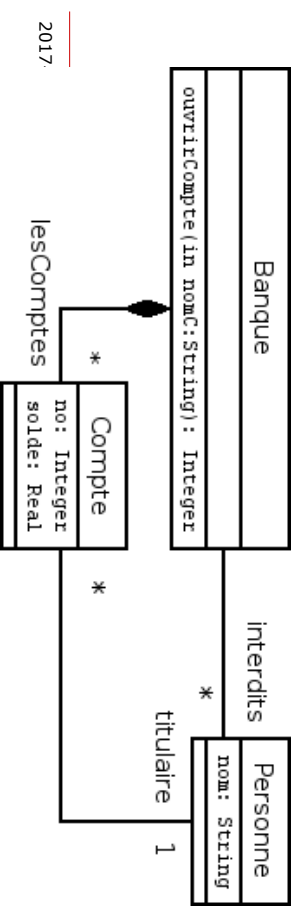


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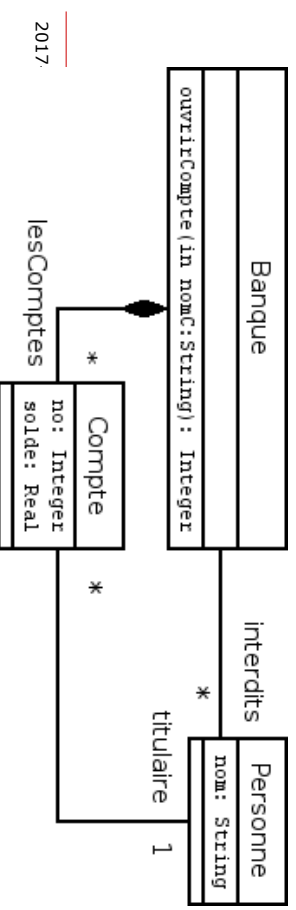


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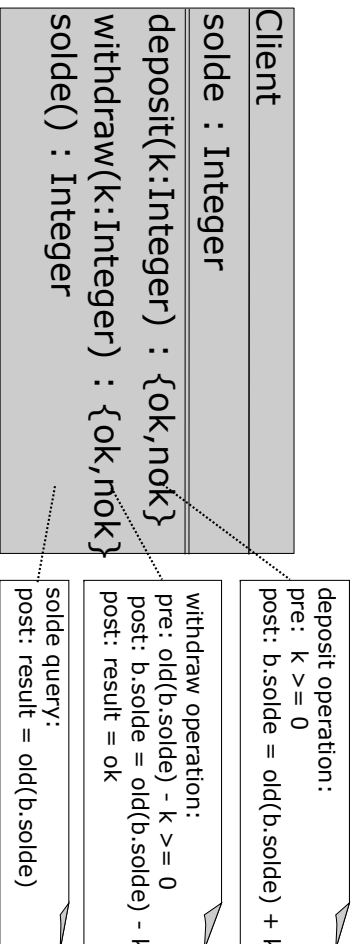
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# Operations in UML and MOAL

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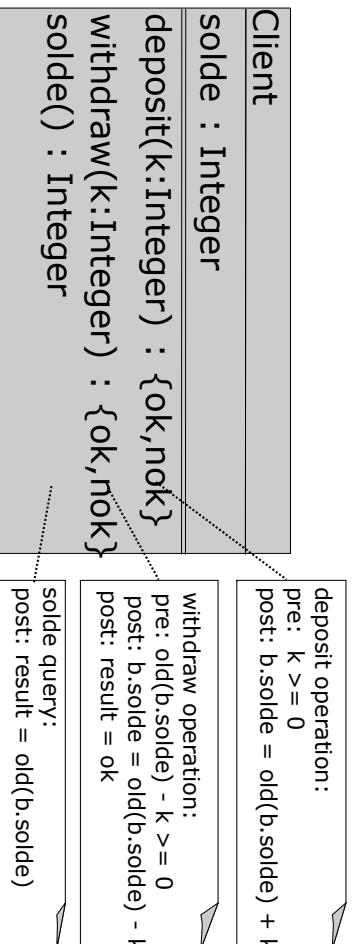
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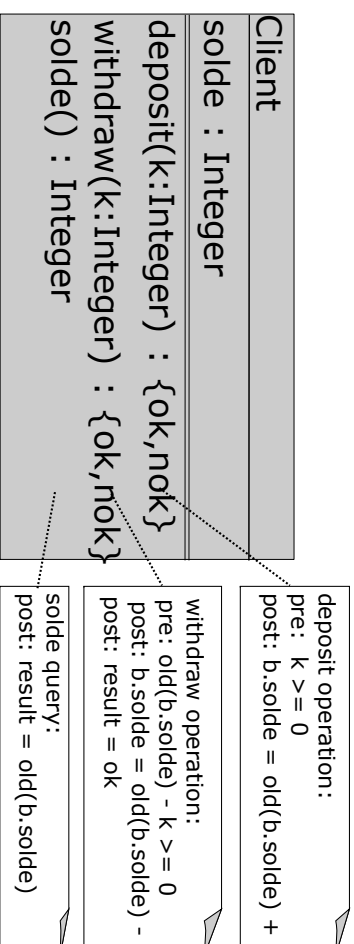
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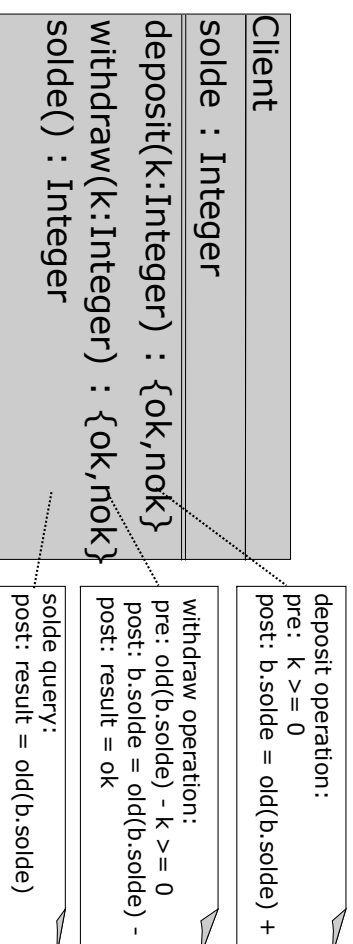
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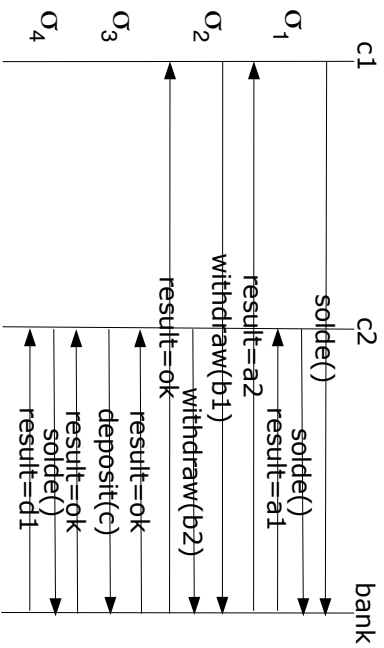
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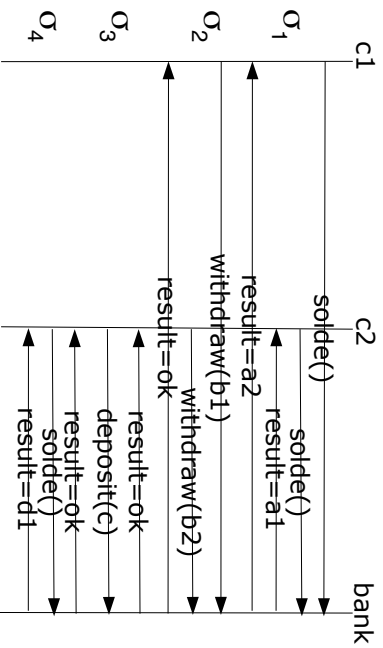
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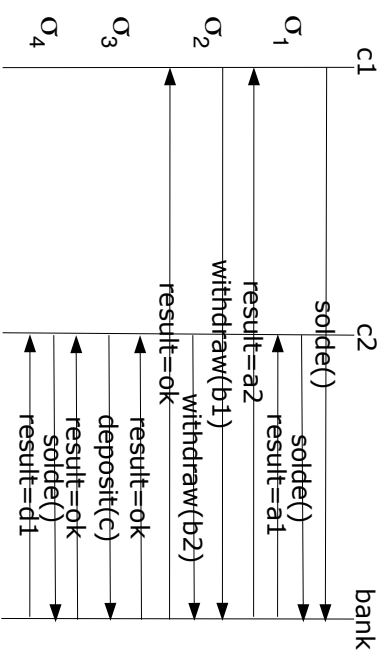
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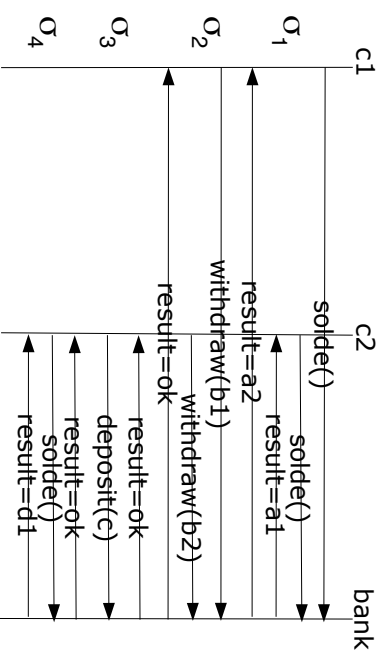
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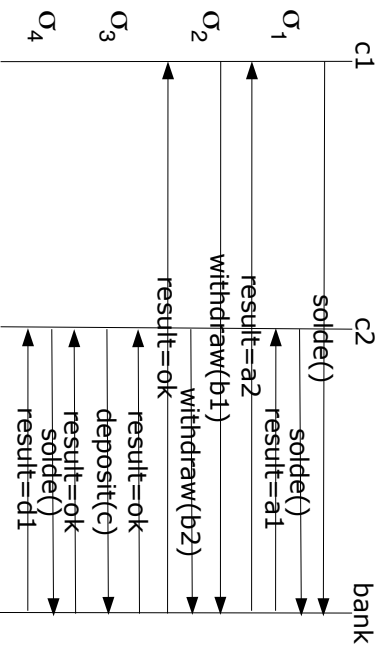


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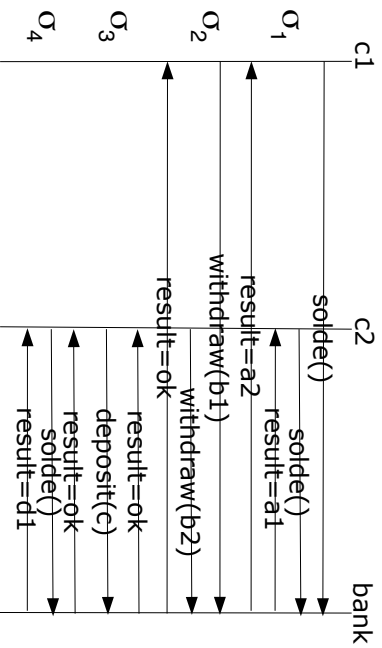
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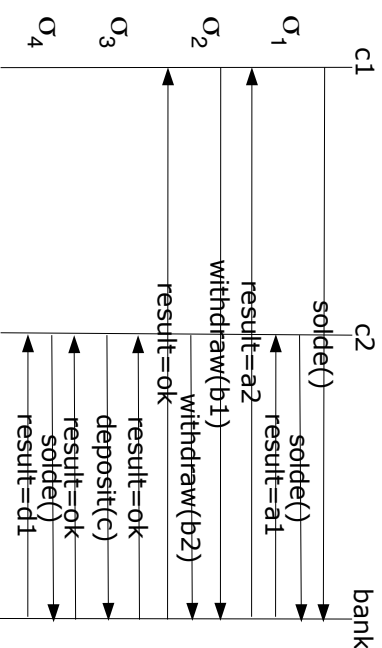
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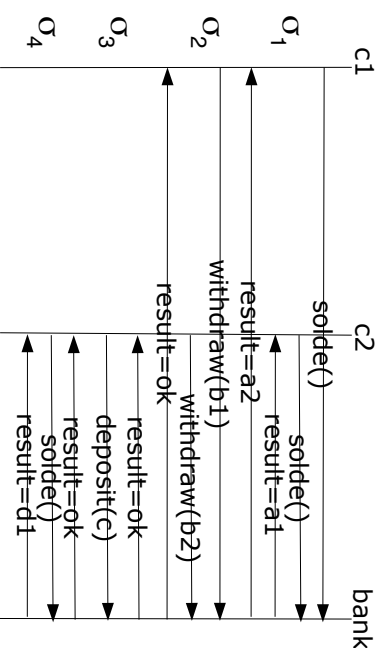
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- ❑ MOAL can be used to annotate Class Models, Sequence Diagrams and State Machines
- ❑ Working out, making explicit the constraints of these Diagrams is an important technique in the transition from Analysis documents to Designs.

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