

# Exercise

Class Diagrams



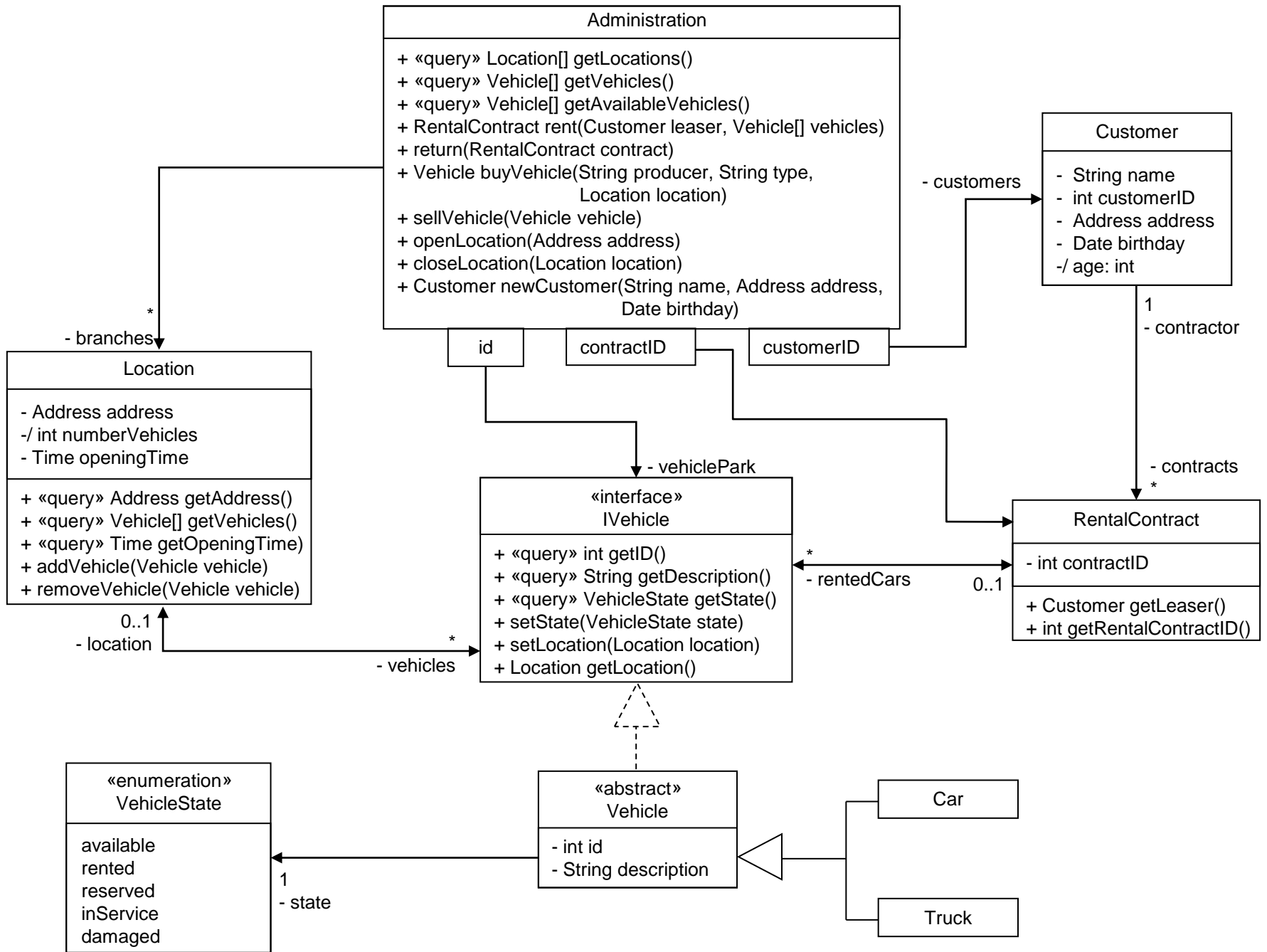
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# Exercise 9.1

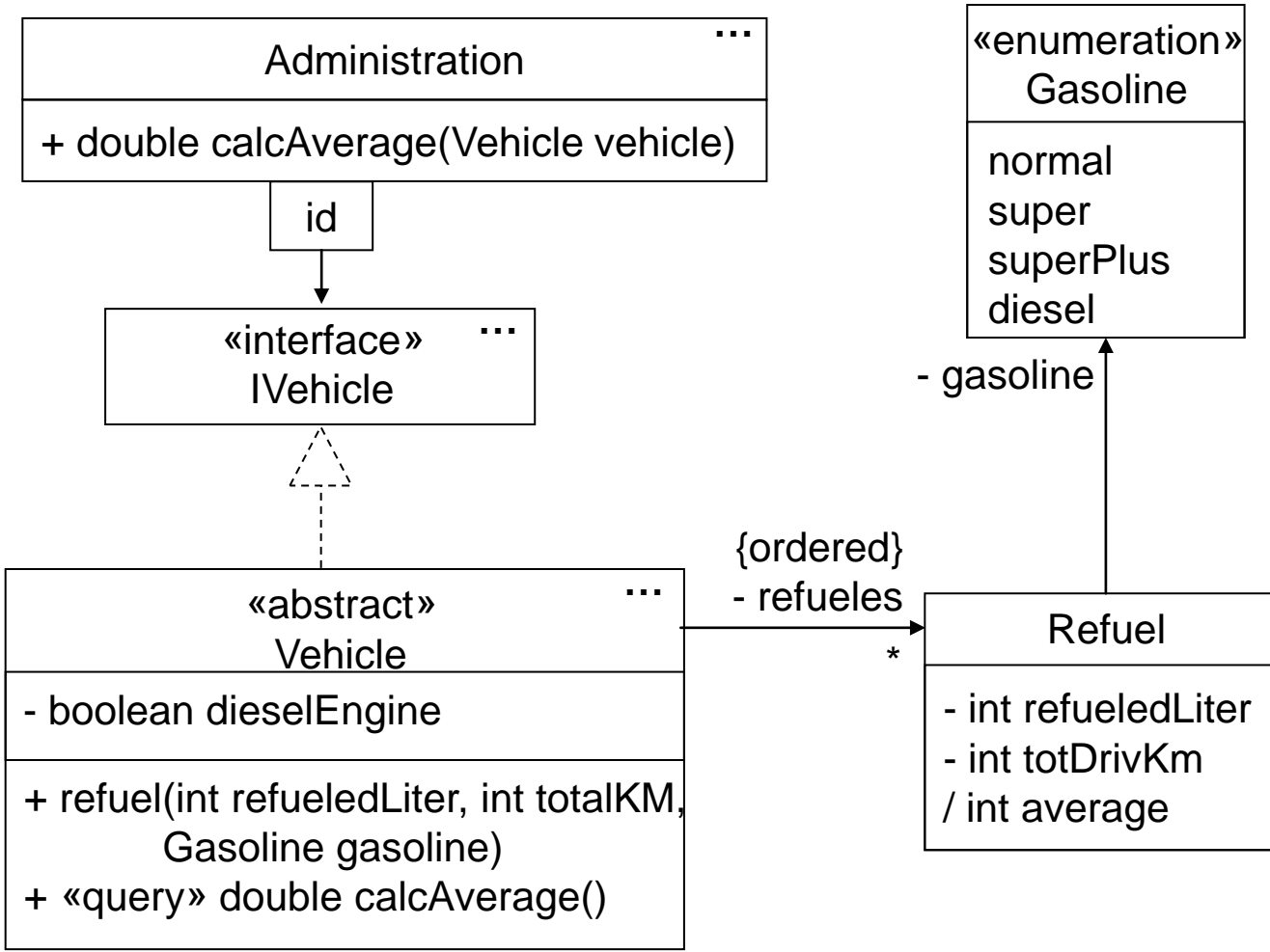
The customer now wants the system to be usable for managing the fuel consumption of his car fleet. It should be possible:

- to add the total driven kilometers together with the number of refueled liter to the system
- for each refuel the kind of gasoline is selected too
  - the following kinds can be selected *normal*, *super*, *superplus* and *diesel*
- for every vehicle in the fleet, it is defined weather it is a diesel engine or a gas engine
- the total driven kilometers of a vehicle and every refuel should be stored in the system
  - so it is possible to calculate the average consumption of every vehicle.



# Solution 7.1

CD



## Exercise 7.2

1. Specify an OCL-Condition for the new method, which guarantees that after a car is refueled, the total driven kilometers are greater than before the previous refuel. (*The case that the counter of the vehicle has an overflow can be ignored*)

## Solution 7.2

1. Specify an OCL-Condition for the new method, which guarantees that after a car is refueled, the total driven kilometers are greater than before the previous refuel. (*The case that the counter of the vehicle has an overflow can be ignored*)

```
context Vehicle.refuel(int refuelLiter, int totalKM,  
                       Gasoline gasoline):  
  pre: let oldTotDrivKm = refuels.last.totDrivKm  
  post: oldTotDrivKm < refuels.last.totDrivKm
```

```
context Vehicle.refuel(int refuelLiter, int totalKM,  
                       Gasoline gasoline):  
  pre: true  
  post: refuels@pre.last.totDrivKm  
        < refuels.last.totDrivKm
```

## Exercise 7.2

2. Cars which run on gasoline can be refueled with normal, super and superplus. But gasoline cars cannot be refueled with diesel. Analogous constraints hold for cars which run on diesel.

## Solution 7.2

2. Cars which run on gasoline can be refueled with normal, super and superplus. But gasoline cars cannot be refueled with diesel. Analogous constraints hold for cars which run on diesel.

```
context Vehicle inv:  
  if Vehicle.dieselEngine then  
    refuels.gasoline.asSet == {Gasoline.diesel}  
  else !(refuels.gasoline.contains(Gasoline.diesel))
```