

表示谓词

1 双向链表的验证

```
struct list {  
    int data;  
    struct list *next;  
    struct list *prev;  
};
```

```
struct queue {  
    struct list * head;  
    struct list * tail;  
};
```

```
void enqueue(struct queue * q, int x)  
    /*@ With l  
        Require store_queue(q, l)  
        Ensure store_queue(q, app(l, cons(x, nil)))  
    */  
{  
    struct list * p = malloc_list_cell();  
    p -> data = x;  
    if (q -> head == ( void * ) 0) {  
        q -> head = p;  
        q -> tail = p;  
        p -> next = ( void * ) 0;  
        p -> prev = ( void * ) 0;  
    }  
    else {  
        q -> tail -> next = p;  
        p -> prev = q -> tail;  
        q -> tail = p;  
        p -> next = ( void * ) 0;  
    }  
}
```

```

int dequeue(struct queue * q)
/*@ With x l
    Require store_queue(q, cons(x, l))
    Ensure __return == x && store_queue(q, l)
*/
{
    struct list * p = q -> head;
    int x0 = p -> data;
    q -> head = p -> next;
    free_list_cell(p);
    if (q -> head == ( void * ) 0) {
        q -> tail = ( void * ) 0;
    }
    else {
        q -> head -> prev = ( void * ) 0;
    }
    return x0;
}

```

2 函数式先进先出队列的验证

```

struct list {
    int data;
    struct list *next;
};

```

```

struct queue {
    struct list * l1;
    struct list * l2;
};

```

```

void push(struct list ** p, int x)
/*@ With l
    Require sll( * p, l)
    Ensure sll( * p, cons(x, l))
*/
{
    struct list * px = malloc_list_cell();
    px -> data = x;
    px -> next = * p;
    * p = px;
}

```

```

int pop(struct list ** p)
/*@ With x l
    Require sll( * p, cons(x, l))
    Ensure __return == x && sll( * p, l)
*/
{
    struct list * px = * p;
    int x0 = px -> data;
    * p = px -> next;
    free_list_cell(px);
    return x0;
}

```

```

void enqueue(struct queue * q, int x)
/*@ With l
    Require store_queue(q, l)
    Ensure store_queue(q, app(l, cons(x, nil)))
*/
{
    push(&(q -> l2), x);
}

```

```

int dequeue(struct queue * q)
/*@ With x l
    Require store_queue(q, cons(x, l))
    Ensure __return == x && store_queue(q, l)
*/
{
    if (q -> l1 == ( void * ) 0) {
        q -> l1 = reverse(q -> l2);
        q -> l2 = ( void * ) 0;
    }
    return pop(&(q -> l1));
}

```