

Objektové modelování, úkol č. 4

$$\begin{aligned} \text{convert}(\langle \mathbf{i}, a_1, \dots, a_k \rangle) &= \langle \mathbf{y} \rangle \cdot \text{convert}(\langle a_1, \dots, a_k \rangle) \\ \text{convert}(\langle \mathbf{I}, a_1, \dots, a_k \rangle) &= \langle \mathbf{Y} \rangle \cdot \text{convert}(\langle a_1, \dots, a_k \rangle) \\ \text{convert}(\langle \mathbf{k}, \mathbf{v}, a_1, \dots, a_k \rangle) &= \langle \mathbf{q} \rangle \cdot \text{convert}(\langle a_1, \dots, a_k \rangle) \\ \text{convert}(\langle \mathbf{k}, \mathbf{V}, a_1, \dots, a_k \rangle) &= \langle \mathbf{Q} \rangle \cdot \text{convert}(\langle a_1, \dots, a_k \rangle) \\ \text{convert}(\langle \mathbf{K}, \mathbf{v}, a_1, \dots, a_k \rangle) &= \langle \mathbf{Q} \rangle \cdot \text{convert}(\langle a_1, \dots, a_k \rangle) \\ \text{convert}(\langle \mathbf{K}, \mathbf{V}, a_1, \dots, a_k \rangle) &= \langle \mathbf{Q} \rangle \cdot \text{convert}(\langle a_1, \dots, a_k \rangle) \\ \text{convert}(\langle \sqcup, a_1, \dots, a_k \rangle) &= \text{convert}(\langle \text{Character.toUpperCase}(a_1), \dots, a_k \rangle) \\ \text{convert}(\langle a_1, \dots, a_k \rangle) &= \langle a_1 \rangle \cdot \text{convert}(\langle a_2, \dots, a_k \rangle) \text{ jinak} \\ \text{convert}(\langle \rangle) &= \langle \rangle \end{aligned}$$