EXTENDS Integers

VARIABLES 
$$i, pc, buff$$

Init  $\triangleq (pc = \text{"start"}) \land (i = 0) \land (buff = 0)$ 

Start  $\triangleq \land pc = \text{"start"} \land i' = 1 \land pc' = \text{"addr1"} \land buff' = \text{":"}$ 

Addr1  $\triangleq \land pc = \text{"addr1"} \land buff = \text{":"} \land i' = i + 1 \land pc' = \text{"addr2"} \land buff' \in 0 \dots 16$ 

Addr2  $\triangleq \land pc = \text{"addr1"} \land buff = \text{":"} \land i' = i + 1 \land pc' = \text{"func1"} \land buff' \in 0 \dots 16$ 

Func1  $\triangleq \land pc = \text{"func1"} \land buff' \in 0 \dots 16$ 

Func2  $\triangleq \land pc = \text{"func2"} \land buff' \in 0 \dots 16$ 

Func3  $\triangleq \land pc = \text{"func2"} \land buff' \in 0 \dots 16$ 

Func4  $\triangleq \land pc = \text{"func2"} \land buff' \in 0 \dots 16$ 

Func5  $\triangleq \land pc = \text{"func2"} \land buff' \in 0 \dots 16$ 

Func6  $\Rightarrow \land pc = \text{"func2"} \land buff' \in 0 \dots 16$ 

Func7  $\Rightarrow \land buff = \text{":"} \land i' = i + 1 \land pc' = \text{"data"} \land buff' \in 0 \dots 16$ 

Data  $\Rightarrow \land pc = \text{"data"} \land buff' \in 0 \dots 16$ 

Data  $\Rightarrow \land pc = \text{"data"} \land buff' \in 0 \dots 16$ 

Data  $\Rightarrow \land pc = \text{"data"} \land buff' \in 0 \dots 16$ 

Data  $\Rightarrow \land pc = \text{"data"} \land buff' \in 0 \dots 16$ 

End  $\Rightarrow \land pc = \text{"end"} \land buff' = 10$ 

Next  $\Rightarrow Init \lor Start$ 

**\\*** Modification History

 $Valid \stackrel{\triangle}{=} End$