Next State Actions

ML_out_occurs | ML_out_guard | ML_out_action | IL_out_guard | choice | progress | ML_in_guard | IL_in_guard | loop | Terminating

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "loop"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "choice"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "ML_out_guard"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "ML_in_guard"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "IL_in_guard"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "IL_out_guard"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "ML_out_occurs"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "progress"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "ML_out_action"
∧ stack = <<[pc |-> "progress", procedure |-> "ML_out"]>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "loop"
∧ stack = <<>>

∧ a = 1
∧ b = 0
∧ c = 0
∧ i = 0
∧ n = 0
∧ pc = "progress"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "choice"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "ML_out_guard"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "ML_in_guard"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "IL_in_guard"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "IL_out_guard"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "ML_out_occurs"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "progress"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "ML_out_action"
∧ stack = <<[pc |-> "progress", procedure |-> "ML_out"]>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 2
∧ n = 0
∧ pc = "loop"
∧ stack = <<>>

∧ a = 1
∧ b = 0
∧ c = 0
∧ i = 1
∧ n = 0
∧ pc = "progress"
∧ stack = <<>>

∧ a = 0
∧ b = 0
∧ c = 0
∧ i = 2
∧ n = 0
∧ pc = "Done"
∧ stack = <<>>