

 \land result = <<2, 3, 4, 1>> \land normalizeN = 1

 \wedge i = 5 \wedge pc = "beginWhile" \wedge newPos = 3

 \land result = <<2, 3, 4, 1>> \land normalizeN = 1 \land i = 5

 \land pc = "doAssertion" \land newPos = 3

 \land result = <<2, 3, 4, 1>> \land normalizeN = 1

 \wedge i = 5 \wedge pc = "Done"

 \land newPos = 3

increment I