——— MODULE OneBitClock –

Variable b

$$\begin{array}{ll} Init1 & \stackrel{\triangle}{=} \ (b=0) \lor (b=1) \\ Next1 & \stackrel{\triangle}{=} \ \lor \land b = 0 \\ & \land b' = 1 \\ & \lor \land b = 1 \\ & \land b' = 0 \end{array}$$

$$\mathit{TypeOk} \ \stackrel{\triangle}{=} \ b \in \{0, \, 1\}$$

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