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- module appex2\_2 -
EXTENDS Naturals, TLC, Integers
CONSTANTS x, min, max
Variables y1, y2, z, pc
D \stackrel{\triangle}{=} min \dots max
assume x \in D
start \stackrel{\triangle}{=} pc = \text{"START"} \land y1' = x \land y2' = 1 \land pc' = \text{"LOOP"} \land \text{UNCHANGED} \langle z \rangle
case1 \triangleq
      \wedge pc = \text{``LOOP''} \wedge y1 \leq 100
      \wedge y1' = y1 + 11 \wedge y2' = y2 + 1
      \land UNCHANGED \langle z, pc \rangle
case2 \triangleq
      \wedge pc = \text{``LOOP''} \wedge y1 > 100
      \wedge pc' = \text{"h"}
      \land Unchanged \langle z, y1, y2 \rangle
case21 \triangleq
      \land pc = \text{``h''} \land y2 \neq 1
      \wedge y1' = y1 - 10 \wedge y2' = y2 - 1
      \wedge pc' = \text{``LOOP''}
      \wedge UNCHANGED \langle z \rangle
case22 \triangleq
      \land pc = \text{"h"} \land y2 = 1
      \wedge z' = y1 - 10 \wedge pc' = \text{"HALT"}
      \wedge unchanged \langle y1, y2 \rangle
ePrint \stackrel{\triangle}{=} pc = \text{"HALT"} \land PrintT(z) \land \text{UNCHANGED } \langle y1, y2, z, pc \rangle
Next \stackrel{\triangle}{=} start \lor case1 \lor case2 \lor case21 \lor case22 \lor UNCHANGED \langle y1, y2, z, pc \rangle \lor ePrint
init1 \stackrel{\triangle}{=} y1 \in Int \land y2 \in Int \land z \in Int \land pc = \text{"START"}
Init \stackrel{\triangle}{=} y1 = 0 \land y2 = 0 \land z = 0 \land pc = \text{"START"}
Q1 \,\stackrel{\Delta}{=}\, pc 
eq \, "HALT" c prned la valeur HALT
Q2 \stackrel{\triangle}{=} pc = \text{"HALT"} \Rightarrow z = \text{if } x > 100 \text{ then } x - 10 \text{ else } 91
Qy1 \stackrel{\triangle}{=} min \le y1 \land y1 \le max
Qef \stackrel{\triangle}{=} y1 \in D \land y2 \in D \land z \in D
Question \triangleq Q2 \land Qef
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