

Step	Script buffers	Gola window
0	<pre> intros x y z H0 H1. Left = ( x + y )    { reflexivity }. = ( x + x )    { rewrite &lt;- H0 }. = z            { rewrite H1 }. = Right.</pre>	<pre> ===== forall x y z : nat, x = y -&gt; z = x + x -&gt; x + y =</pre>
1	<pre> intros x y z H0 H1. Left = ( x + y )    { reflexivity }. = ( x + x )    { rewrite &lt;- H0 }. = z            { rewrite H1 }. = Right.</pre>	<pre> x, y, z : nat H0 : x = y H1 : z = x + x ===== x + y = z</pre>
2	<pre> intros x y z H0 H1. Left = ( x + y )    { reflexivity }. = ( x + x )    { rewrite &lt;- H0 }. = z            { rewrite H1 }. = Right.</pre>	<pre> x, y, z : nat H0 : x = y H1 : z = x + x d := direction Rightwards : Prop ===== x + y = z</pre>
3	<pre> intros x y z H0 H1. Left = ( x + y )    { reflexivity }. = ( x + x )    { rewrite &lt;- H0 }. = z            { rewrite H1 }. = Right.</pre>	<pre> x, y, z : nat H0 : x = y H1 : z = x + x d := direction Rightwards : Prop ===== x + x = z</pre>
4	<pre> intros x y z H0 H1. Left = ( x + y )    { reflexivity }. = ( x + x )    { rewrite &lt;- H0 }. = z            { rewrite H1 }. = Right.</pre>	<pre> x, y, z : nat H0 : x = y H1 : z = x + x d := direction Rightwards : Prop ===== z = z</pre>
5	<pre> intros x y z H0 H1. Left = ( x + y )    { reflexivity }. = ( x + x )    { rewrite &lt;- H0 }. = z            { rewrite H1 }. = Right.</pre>	