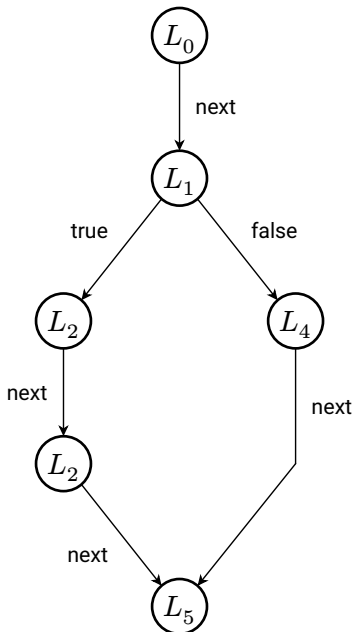


Conditional Program: Statics

```
0  if 5 % 2 == 1:
1      parity = "Odd"
2      x = 4
3  else:
4      parity = "Even"
5
```

Loc	next	true	false	err
0	-	1	4	5
1	2	-	-	5
2	5	-	-	5
3	-	-	-	-
4	5	-	-	5
5	-	-	-	-



Conditional Program: Dynamics

$$e = \begin{cases} \text{parity} \mapsto \text{"Odd"} & \textcircled{2} \\ x \mapsto 4 & \textcircled{3} \end{cases}$$

