Iterative Program: Statics
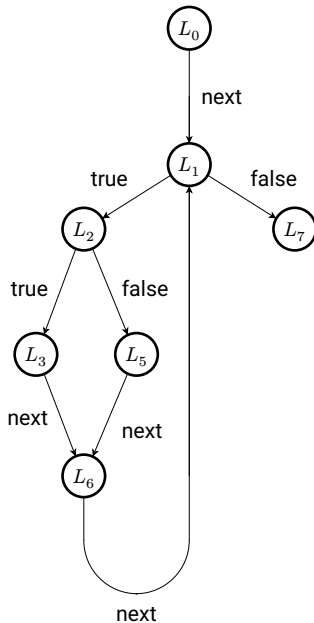
```
0   x = 3
1   while x > 0:
2     if x > 2:
3       x -= 1
4     else:
5       x = "frog"
6     continue
7
```

Loc	next	true	false	err
0	1	-	-	7
1	-	2	7	7
2	-	3	5	7
3	6	-	-	7
4	-	-	-	-
5	6	-	-	7
6	2	-	-	-
7	-	-	-	-

Iterative Program: Dynamics

$$e = \begin{cases} x \mapsto 3 & \text{①} \\ x \mapsto 2 & \text{④} \\ x \mapsto \text{"frog"} & \text{⑧} \end{cases}$$