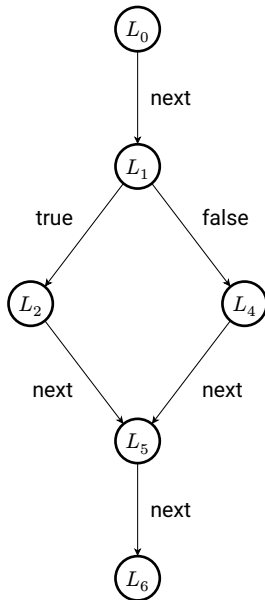


## Conditional Program: Statics

```
0  x = 5
1  if x < 10:
2      y = 1
3  else:
4      z = 1
5  a = y + z
6
```

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



## Conditional Program: Dynamics

$$e = \begin{cases} x \mapsto 5 & \textcircled{1} \\ y \mapsto 1 & \textcircled{3} \end{cases}$$

