IMP

END MODULE

```
MODULE IMP-SYNTAX
  SYNTAX AExp ::= Int
                      Id
                      AExp * AExp [seqstrict]
                      AExp / AExp [seqstrict]
                      AExp + AExp [seqstrict]
                      AExp - AExp [seqstrict]
                      (AExp) [bracket]
  SYNTAX BExp ::= Bool
                      AExp < AExp [seqstrict]
                      AExp \leq AExp [seqstrict]
                      AExp > AExp [seqstrict]
                      AExp \ge AExp [seqstrict]
                      ! BExp [strict]
                      BExp && BExp [strict(1)]
                      (BExp) [bracket]
  SYNTAX Block := \{\}
                    | \{Stmt\}|
  SYNTAX Stmt ::= Block
                     Id = AExp; [strict(2)]
                      if (BExp)Block else Block [strict(1)]
                      while (BExp)Block
                     Stmt Stmt
  SYNTAX Pgm ::= int Ids ; Stmt
  SYNTAX Ids ::= List\{Id, ","\}
  SYNTAX Id ::= Token\{"n"\}
                 | Token{"sum"} [prefer]
END MODULE
MODULE IMP
  SYNTAX KResult ::= Int
                      Bool
  CONFIGURATION:
            PGM:K
                           state
                          X \mapsto I : KItem
  RULE I1 / I2
                          requires I2 = /=_{Int} 0
          \overline{I1 \div_{Int} I2}
  RULE I1 + I2
          \overline{I1 +_{Int} I2}
 RULE \frac{I1 - I2}{I1 - I_{Int} I2}
  RULE I1 < I2
          \overline{I1 <_{Int} I2}
  Rule I1 \leq I2
          I1 \leq_{Int} I2
  RULE I1 > I2
         I1 >_{Int} I2
  RULE I1 \ge I2
I1 \ge Int I2
  RULE \, true && B
  RULE false && —
            false
  RULE {}
                                                                                                                                                                                                                                                                         [structural]
  RULE \frac{\{S\}}{\check{S}}
                                                                                                                                                                                                                                                                         [structural]
                                  X \mapsto --:KItem
                X = I:Int;
  RULE
  RULE S1:Stmt S2:Stmt
                                                                                                                                                                                                                                                                        [structural]
              S1 \curvearrowright S2
  {\tt RULE} \quad \text{if (false)} \text{---} \, \text{else} \, S
               \quad \text{while } (B)S
  RULE
                                                                                                                                                                                                                                                                         [structural]
          if (B)\{S \text{ while } (B)S\} \text{ else } \{\}
                                             \rho:Map •<sub>Map</sub>
                int X , Xs ; -
  RULE
  RULE int \bullet_{Ids}; S
                                                                                                                                                                                                                                                                        [structural]
```