IMP

END MODULE

```
MODULE IMP-SYNTAX
   SYNTAX AExp ::= Int
                        Id
                        AExp / AExp [strict]
                        AExp + AExp [strict]
                        (AExp) [bracket]
   SYNTAX BExp ::= Bool
                        AExp \le 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, ", "\}
END MODULE
MODULE IMP
   SYNTAX KResult ::= Int
                         Bool
  CONFIGURATION:
              PGM:Pgm
                             state
                              X\mapsto I
  RULE I1:Int / I2:Int
                                 requires I2 = /=_{Int} 0
             I1 \div_{Int} I2
  {\tt RULE} \quad \textit{I1:Int} + \textit{I2:Int}
             I1 +_{Int} I2
 Rule I1:Int \leq I2:Int
             I1 \leq_{Int} I2
  RULE ! T:Bool
            \neg_{Bool}\,T
  {\tt RULE} \quad {\tt true \&\&} \ B
                \check{B}
  RULE false && —
              false
                                                                                                                                                                                                                                                                                                     [structural]
  RULE
  {\tt RULE} \quad \{S\}
                                                                                                                                                                                                                                                                                                     [structural]
                                    state
                  X = I:Int;
  RULE
  RULE S1 S2
                                                                                                                                                                                                                                                                                                    [structural]
          \overline{S1 \curvearrowright S2}
  {\tt RULE} \quad {\tt if} \; ({\tt true}) S \; {\tt else} \, -\!\!\!\!\!-
   {\tt RULE} \quad \text{if (false)} \text{--- else } S
                       \mathrm{while}\;(B)S
  RULE
                                                                                                                                                                                                                                                                                                     [structural]
           state
                                                         \rho: Map \xrightarrow{\bullet_{Map}} X \xrightarrow{\bullet} \mathbf{0}
                  int X:Id , Xs:Ids ; —
  RULE
                                                                                       \text{requires } \neg_{Bool}(X \text{ in keys } (\rho))
  RULE int \bullet_{Ids}; S
                                                                                                                                                                                                                                                                                                    [structural]
```