

```
1.  x = 1      PC{Low}
2.  y = 0      PC{Low}
3.  if x == 0: PC{x}
4.      y = 0  PC{x}
5.  z = 1      PC{x}
```

```
1.  z = 1      PC{Low}
2.  y = -1     PC{Low}
3.  while z == 1: PC{z}
4.      y = y + 1 PC{z,y}
5.      if y == 0: PC{z,y}
6.          z = x  PC{z,y,x}
7.      else:
8.          z = 0  PC{z,y,x}
9.          a = 1  PC{z,y,x}
10.         b = 1  PC{z,y,x}
```

PC monotonic