

**MACHINE***tictac***VARIABLES***square, turn***INVARIANT** $turn \in (0..1)$  $\wedge square \in ((1..3) \times (1..3)) \leftrightarrow (0..1)$ **DEFINITIONS** $win(p) ==$  $(\exists x.(x \in 1..3 \wedge \forall y.(y \in 1..3 \Rightarrow (x \mapsto y) \mapsto p \in square)))$  $\vee (\exists y.(y \in 1..3 \wedge \forall x.(x \in 1..3 \Rightarrow (x \mapsto y) \mapsto p \in square)))$  $\vee (\forall x.(x \in 1..3 \Rightarrow (x \mapsto x) \mapsto p \in square))$  $\vee (\forall x.(x \in 1..3 \Rightarrow (x \mapsto (4-x)) \mapsto p \in square));$ **INITIALISATION** $turn, square := 0, \emptyset$ **OPERATIONS** $place0(xx, yy) =$ **PRE** $turn = 0 \wedge$  $xx.(1..3) \wedge yy.(1..3) \wedge$  $xx \mapsto yy \notin \mathbf{dom}(square)$ **THEN** $\mathbf{square}(xx \mapsto yy) := 0 \parallel$  $turn := 1$ **END ;** $place1(xx, yy) =$ **PRE** $turn = 1 \wedge$  $xx.(1..3) \wedge yy.(1..3) \wedge$  $xx \mapsto yy \notin \mathbf{dom}(square)$ **THEN** $\mathbf{square}(xx \mapsto yy) := 1 \parallel$  $turn := 0$ **END****END**