## **IMP**

```
MODULE IMP-SYNTAX
   SYNTAX AExp ::= Int
                     String
                     Id
                     ++ Id
                     read ()
                     AExp / AExp [strict( strict())]
                     AExp + AExp [strict( strict())]
                     spawn Block [strict( strict())]
                    Id = AExp [strict(strict(2))]
                    (AExp) [bracket( bracket())]
   SYNTAX BExp ::= Bool
                    AExp \le AExp [strict( strict())]
                     ! BExp [strict( strict())]
                    BExp && BExp [strict( strict())]
                    (BExp) [bracket( bracket())]
   SYNTAX Block ::= \{Stmts\}
   SYNTAX Stmt ::= Block
                    AExp ; [strict( strict())]
                    if (BExp)Block else Block [strict( strict())]
                    while (BExp)Block [strict( strict())]
                    int Ids ;
                    print (AExps) ; [strict( strict())]
                    halt ;
                    join AExp ; [strict( strict())]
   SYNTAX Ids ::= List\{Id, ", "\} [strict(strict())]
   SYNTAX AExps ::= List\{AExp, ", "\} [strict(strict())]
   SYNTAX Stmts ::= List\{Stmt, ""\} [seqstrict(seqstrict())]
END MODULE
MODULE IMP
   SYNTAX BlockOrStmtType ::= block
                              stmt
   SYNTAX PrintableType ::= int
                           | string
   SYNTAX Type ::= Printable Type
                    bool
                    BlockOrStmtType
   SYNTAX KResult ::= Type
  CONFIGURATION:
                                tenv
           PGM:Stmts
                                  .Map
  RULE —:Int
          int
  RULE —:String
          string
                         tenv
               X:Id
                        X \mapsto T
  RULE
                            tenv
                           X \mapsto \overline{\mathsf{int}}
               ++ X:Id
  RULE
  RULE read()
            int
   SYNTAX AExp ::= Type
  RULE int / int
             int
  RULE int + int
             int
  RULE string + string
               string
  RULE spawn block
              int
                          tenv
  RULE
                          X \mapsto T
   SYNTAX BExp ::= Type
  RULE —:Bool
           bool
  \texttt{RULE} \quad \texttt{int} \leq \, \texttt{int}
             bool
  RULE ! bool
           bool
  RULE bool && bool
              bool
  RULE
                 -:BlockOrStmtType \curvearrowright \rho
  RULE
                        block
  RULE int;
          stmt
   SYNTAX Block := Type
  RULE if (bool) block else block
                      stmt
  RULE while (bool) block
                  stmt
               int X:Id , Xs:Ids ;
                                              M:Map
  RULE
                         Χs
                                           M[X \leftarrow int]
  RULE int \bullet_{Ids} ;
  RULE print (—:PrintableType, AEs);
                          \overrightarrow{AEs}
  RULE print(\bullet_{AExps});
               stmt
  RULE halt;
  RULE join int;
         stmt
 \frac{\text{RULE}}{\underbrace{-\text{:}BlockOrStmtType}\,Ss}}{\check{S}s}
END MODULE
```