IMP

```
MODULE IMP-SYNTAX
   SYNTAX AExp ::= Int
                        Id
                        AExp / AExp [strict( strict())]
                        AExp + AExp [strict( strict())]
                        (AExp) [bracket( bracket())]
    SYNTAX BExp ::= Bool
                        AExp \le AExp [seqstrict( seqstrict())]
                         ! BExp [strict( strict())]
                        BExp && BExp [strict( strict(1))]
                        (BExp) [bracket( bracket())]
    SYNTAX Block := \{\}
                      | \{Stmt\}|
    SYNTAX Stmt ::= Block
                       Id = AExp; [strict(strict(2))]
                        if (BExp)Block else Block [strict( 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:
                                    state
              PGM:Pgm
                                        .Map
                              state
                              X \mapsto I
  RULE I1 / I2
                             requires I2 = /=_{Int} 0
           I1 \div_{Int} I2
  RULE I1 + I2
           \overline{I1 +_{Int} I2}
  Rule I1 \leq I2
           I1 \leq_{Int} I2
  RULE
           ! T
           \neg_{Bool} T
   RULE \, true && B
               B
  RULE false && —
              false
                                                                                                                                                                                                                                                                                        [structural()structural())]
  RULE
                                                                                                                                                                                                                                                                                        [structural( structural())]
                  X = I:Int;
  RULE
  RULE S1:Stmt S2:Stmt
                                                                                                                                                                                                                                                                                        [structural()structural())]
                S1 \curvearrowright S2
  {\tt RULE} \quad {\tt if} \; ({\tt true}) S \; {\tt else} \, \underline{\hspace{1cm}}
           \quad \text{if (false)} \text{--- else } S
                                                                                                                                                                                                                                                                                        [structural( structural())]
                       \quad \text{while } (B)S
  RULE
           \overline{\text{if }(B)\{S \text{ while }(B)S\} \text{ else }\{\}}
                                                  state
                                                                                \text{requires} \ \neg_{Bool}(X \ \text{in} \ \text{keys} \ (\rho))
                  int X , Xs ; -

ho{:}Map .Map
   RULE
                                                            \overrightarrow{X\mapsto \mathbf{0}}
                                                                                                                                                                                                                                                                                        [structural( structural())]
  RULE int \bullet_{Ids} ; S
END MODULE
```