```
EXTENDS Naturals

CONSTANTS MinValue, MaxValue

ASSUME MinValue < MaxValue

VARIABLE counter

Invariant \triangleq counter \in MinValue .. MaxValue

Success \triangleq \Diamond \Box (counter = MaxValue)

Init \triangleq counter = MinValue

Next \triangleq counter' = IF counter < MaxValue

Then counter + 1

ELSE counter

Spec \triangleq \land Init

\land \Box [Next]_{counter}
```

 $\wedge \operatorname{WF}_{counter}(\operatorname{Next})$