```
- MODULE CSComm -
   EXTENDS Sequence Utils
 3 F
    CONSTANTS
         Client.
                    the set of clients
 5
         Server,
                    the (unique) server
 6
         Msg
                    the set of messages
 8
    VARIABLES
 9
         cincoming,
                          cincoming[c]: incoming channel at client c \in Client
10
         sincoming
                          incoming channel at the Server
11
    TypeOK \triangleq
13
               cincoming \in [Client \rightarrow Seq(Msg)]
         \wedge
               sincoming \in Seq(Msg)
15
    Init \triangleq
17
         \land cincoming = [c \in Client \mapsto \langle \rangle]
18
         \land sincoming = \langle \rangle
19
    EmptyChannel \stackrel{\Delta}{=} Init
21
22
    CSend(msq) \stackrel{\Delta}{=} A client sends a message msq to the Server.
23
         \land sincoming' = Append(sincoming, msg)
24
         ∧ UNCHANGED cincoming
25
    CRev(c) \stackrel{\Delta}{=} Client \ c receives and consumes a message from the Server.
27
            \land cincoming[c] \neq \langle \rangle
28
            \land cincoming' = [cincoming \ EXCEPT \ ![c] = Tail(@)]
29
            \land UNCHANGED sincoming
30
31
    SRev \triangleq
                 The Server receives and consumes a message.
32
          \land sincoming \neq \langle \rangle
33
         \wedge sincoming' = Tail(sincoming)
34
    SSend(c, cmsg) \stackrel{\triangle}{=} The Server sents a message cmsg to each client other than c \in Client.
36
         \land cincoming' = [cl \in Client \mapsto IF \ cl = c]
37
                                                  THEN cincoming[cl]
38
                                                  ELSE Append(cincoming[cl], cmsg[cl])
39
    SSendSame(c, msg) \stackrel{\Delta}{=} The Server broadcasts the message msg to all clients other than c \in Client.
         \land SSend(c, [cl \in Client \mapsto msg])
42
43
    \* Modification History
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