```
- MODULE CSComm -
    EXTENDS Sequence Utils
 3 F
    CONSTANTS
 4
         Client.
                     the set of clients
 5
         Server,
                     the (unique) server
 6
         Msg
                     the set of messages
 8
    VARIABLES
 9
         cincoming,
                          cincoming[c]: incoming FIFO channel at client c \in Client
10
         sincoming
                          incoming FIFO channel at the Server
11
    TypeOK \triangleq
13
               cincoming \in [Client \rightarrow Seq(Msg)]
               sincoming \in Seq(Msg)
         \wedge
15
    Init \triangleq
17
         \land \ cincoming = [c \in \mathit{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
         \land sincoming' = Tail(sincoming)
34
    SSend(c, cmsg) \stackrel{\triangle}{=} The Server sents a message <math>cmsg[cl] to client cl (other than c).
36
         cincoming' = [cl \in Client \mapsto if \ cl = c \ Then \ cincoming[cl]]
37
                                              ELSE Append(cincoming[cl], cmsg[cl])
38
    SSendSame(c, msg) \stackrel{\Delta}{=} The Server broadcasts the message msg to all clients other than c.
40
         SSend(c, [cl \in Client \mapsto msg])
41
    \* Modification History
    \* Last modified Mon Jan 14 13:16:12 CST 2019 by hengxin
    * Created Sun Jun 24 10:25:34 CST 2018 by hengxin
```