───── MODULE *SimpleModule* ─────

EXTENDS *Integers*
VARIABLES i, pc

$Init \triangleq \land pc =$ "start"
$\qquad\qquad \land i = 0$

$Pick \triangleq \land pc =$ "start"
$\qquad\qquad \land i' \in 0 .. 1000$
$\qquad\qquad \land pc' =$ "middle"

$Add1 \triangleq \land pc =$ "middle"
$\qquad\qquad \land i' = i + 1$
$\qquad\qquad \land pc' =$ "done"

$Next \triangleq Pick \lor Add1$