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- MODULE puzzle -
EXTENDS Integers
VARIABLES puzzle, empty
Init \stackrel{\triangle}{=} \wedge puzzle = \langle 7, 2, 4,
                           5, 0, 6,
                          8, 3, 1
           \land empty = 5
TypeOK \stackrel{\triangle}{=} empty \in 1..9
Finished \triangleq puzzle \neq \langle 0, 1, 2, 3, 4, 5, 6, 7, 8 \rangle
Left \triangleq
              IF empty\%3 = 0 Right column
                            UNCHANGED \langle empty, puzzle \rangle
                 THEN
                             \wedge empty' = empty + 1
                             \land puzzle' = [puzzle \ \text{EXCEPT} \ ![empty + 1] = 0, \ ![empty] = puzzle[empty + 1]]
Right \stackrel{\triangle}{=} IF empty\%3 = 1
                                    Left column
                 THEN
                            UNCHANGED \langle empty, puzzle \rangle
                 ELSE
                              \wedge empty' = empty - 1
                              \land puzzle' = [puzzle \ \text{Except} \ ![empty - 1] = 0, \, ![empty] = puzzle[empty - 1]]
Down \stackrel{\triangle}{=} \text{IF } empty \leq 3 \text{ Top row}
                               UNCHANGED \langle empty, puzzle \rangle
                   THEN
                               \wedge empty' = empty - 3
                   ELSE
                                \land puzzle' = [puzzle \ \text{EXCEPT} \ ![empty - 3] = 0, ![empty] = puzzle[empty - 3]]
Up \stackrel{\triangle}{=} \text{IF } empty \geq 7 \text{ Bottom row}
                             UNCHANGED \langle empty, puzzle \rangle
                  THEN
                              \wedge empty' = empty + 3
                  ELSE
                              \land puzzle' = [puzzle \ \text{EXCEPT} \ ![empty + 3] = 0, \ ![empty] = puzzle[empty + 3]]
Next \triangleq \lor Up
            \vee Down
            \vee Right
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 $\vee$  Left