

```
void main()
{
  i = someNumber();
  i = i + 1;
}
```

EXTENDS *Integers*

VARIABLES *i*, *pc*

Init $\triangleq (pc = \text{"start"}) \wedge (i = 0)$

Next $\triangleq \vee \wedge pc = \text{"start"}$
 $\wedge i' \in 0 \dots 1000$
 $\wedge pc' = \text{"middle"}$
 $\vee \wedge pc = \text{"middle"}$
 $\wedge i' = i + 1$
 $\wedge pc' = \text{"done"}$

\ * Modification History
 \ * Last modified *Mon Jan 18 21:30:41 EET 2021* by macro
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