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— MODULE malgtd1ex11 –
Extends Naturals, Integers
CONSTANTS x0, y0, z0, mini0, maxi0
VARIABLES x, y, z, pc
typeInt(u) \triangleq u \in Int
maxi(u, v) \stackrel{\triangle}{=} \text{ if } u < v \text{ Then } v \text{ else } u
pre \stackrel{\Delta}{=} x0 \in Nat \land y0 \in Nat \land z0 \in Int
ASSUME pre
al0l1 \triangleq
      \wedge pc = "10"
      \wedge pc' = "11"
      \land x < y
      \wedge z' = z \wedge x' = x \wedge y' = y
al1l2 \triangleq
      \land pc = "11"
      \wedge pc' = "12"
      \wedge z' = y
      \wedge \, x' = x \wedge y' = y
al2l5 \; \stackrel{\scriptscriptstyle \Delta}{=} \;
      \wedge pc = "12"
      \wedge pc' = "15"
      \wedge z' = z \wedge x' = x \wedge y' = y
al0l3 \stackrel{\triangle}{=}
      \land \mathit{pc} = \text{``IO''}
      \land \textit{pc'} = \text{``I3''}
      \wedge x \geq y
      \wedge UNCHANGED \langle z, x, y \rangle
al3l4 \triangleq
      \wedge pc = "I3"
      \wedge pc' =  "I4"
      \wedge z' = x
       \wedge x' = x \wedge y' = y
   al4l5 \triangleq
      \wedge pc =  "I4"
      \land pc' = \text{"I5"}
      \wedge z' = z \wedge x' = x \wedge y' = y
Next \triangleq al0l1 \lor al1l2 \lor al2l5 \lor al0l3 \lor al3l4 \lor al4l5 \lor unchanged \langle x, y, z, pc \rangle
Init \stackrel{\triangle}{=} pc = \text{``IO''} \land x = x0 \land y = y0 \land z = z0
i \triangleq
                                                         \land typeInt(z)
     \land typeInt(x) \land typeInt(y)
     \land pc = \text{``IO''} \Rightarrow x = x0 \land y = y0 \land z = z0 \land pre
     \land pc = \text{``l1''} \Rightarrow x < y \land x = x0 \land y = y0 \land z = z0 \land pre
```

- \ \* Last modified Mon Feb 21 11:16:21 CET 2022 by mery
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