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——— MODULE Topo —
EXTENDS API
LOCAL INSTANCE Naturals
LOCAL INSTANCE Sequences
LOCAL INSTANCE FiniteSets
CONSTANT Nodes
Constant OK, Error
ASSUME \land IsFiniteSet(Nodes)
           \land \forall n \in Nodes : n \in STRING
                                 MODULE Store —
   Create(m) \stackrel{\Delta}{=} [status \mapsto OK]
   Update(m) \stackrel{\Delta}{=} [status \mapsto OK]
   Delete(m) \stackrel{\triangle}{=} [status \mapsto OK]
   Get(m) \stackrel{\Delta}{=} [status \mapsto OK]
   List(m) \stackrel{\Delta}{=} [status \mapsto OK]
    Watch(m) \stackrel{\triangle}{=} [status \mapsto OK]
   Init \stackrel{\triangle}{=} TRUE
   Next \stackrel{\triangle}{=} FALSE
LOCAL Store \triangleq INSTANCE Store
                                        — MODULE NB —
   HandleCreateRequest(c, m) \triangleq
        \wedge \text{ LET } r \stackrel{\triangle}{=} Store! Create(m)
           IN API! Topo! Server! Send! CreateResponse(c, r)
        \land UNCHANGED \langle \rangle
   HandleUpdateRequest(c, m) \triangleq
        \wedge \text{ LET } r \stackrel{\triangle}{=} Store! Update(m)
           IN API! Topo! Server! Send! UpdateResponse(c, r)
        \land UNCHANGED \langle \rangle
   HandleDeleteRequest(c, m) \triangleq
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\wedge \text{ LET } r \stackrel{\triangle}{=} Store! Delete(m)
           IN API! Topo! Server! Send! DeleteResponse(c, r)
        \land UNCHANGED \langle \rangle
   HandleGetRequest(c, m) \stackrel{\Delta}{=}
        \wedge \text{ LET } r \stackrel{\triangle}{=} Store! Get(m)
           IN API! Topo! Server! Send! GetResponse(c, r)
        ∧ UNCHANGED ⟨⟩
   HandleListRequest(c, m) \triangleq
        \wedge \text{ LET } r \stackrel{\triangle}{=} Store! List(m)
           IN API! Topo! Server! Send! ListResponse(c, r)
        \land UNCHANGED \langle \rangle
   Handle WatchRequest(c, m) \stackrel{\Delta}{=}
        \wedge LET r \stackrel{\Delta}{=} Store! Watch(m)
           IN API! Topo! Server! Send! WatchResponse(c, r)
        \land UNCHANGED \langle \rangle
   Init \stackrel{\triangle}{=}
       \land TRUE
   Next \triangleq
       \lor \exists s \in Nodes : API! Topo! Server! Serve(s)
       \vee \exists s \in API! Topo! Servers : API! Topo! Server! Stop(s)
       \vee \exists c \in API! Topo! Connections:
             \vee API! Topo! Server! Receive! CreateRequest(c, HandleCreateRequest)
             \lor API! Topo! Server! Receive! UpdateRequest(c, HandleUpdateRequest)
             \vee API! Topo! Server! Receive! DeleteRequest(c, HandleDeleteRequest)
             \vee API! Topo! Server! Receive! GetRequest(c, HandleGetRequest)
             \lor API! Topo! Server! Receive! ListRequest(c, HandleListRequest)
            \vee API! Topo! Server! Receive! WatchRequest(c, Handle WatchRequest)
LOCAL NB \stackrel{\triangle}{=} \text{INSTANCE } NB
Init \triangleq
    \land NB!Init
    \land Store!Init
Next \triangleq
    \vee NB!Next
    \lor Store! Next
```