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MODULE *OneBitClock*

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EXTENDS *Integers*

VARIABLE *b*

$TypeOK \triangleq b \in \{0, 1\}$

$Init1 \triangleq (b = 0) \vee (b = 1)$

$Next3 \triangleq b' = (b + 1) \% 2$

$Next4 \triangleq \begin{array}{l} \wedge (b = 0) \Rightarrow (b' = 1) \\ \wedge (b = 1) \Rightarrow (b' = 0) \end{array}$

$Next1 \triangleq \begin{array}{l} \vee \wedge (b = 0) \\ \wedge (b' = 1) \\ \vee \wedge (b = 1) \\ \wedge (b' = 0) \end{array}$

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\\* Modification History  
\\* Last modified *Fri Feb 14 08:01:40 PST 2014* by *bbeckman*  
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