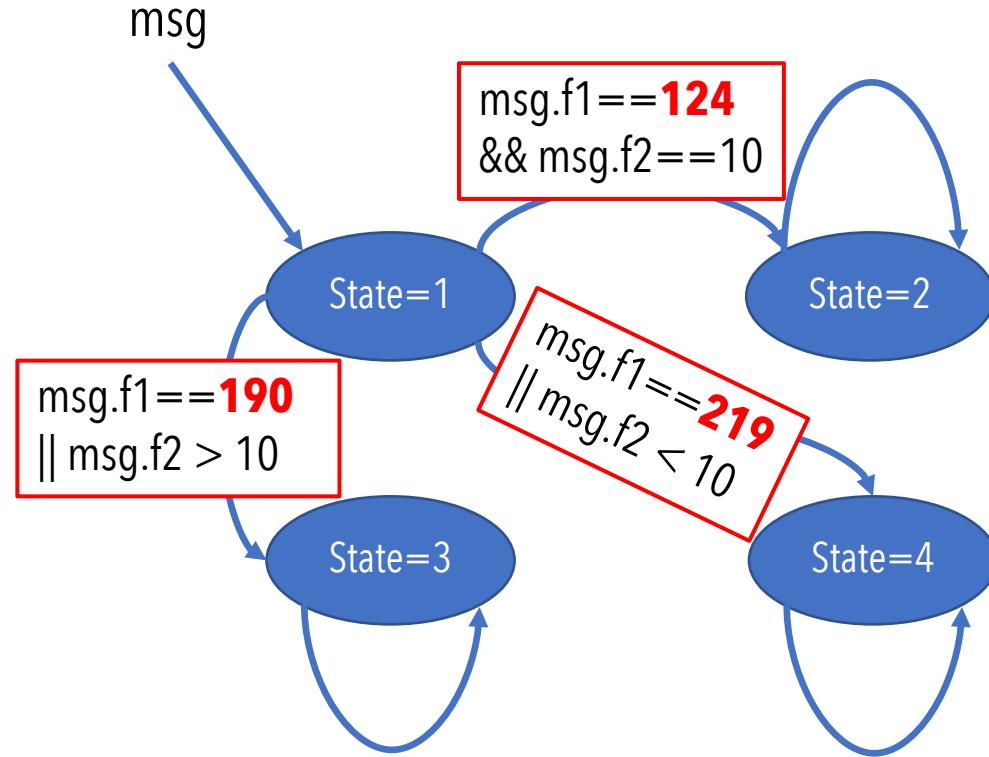


Pseudo code on client side

<pre>void msg.send(f1, f2); ... if (...) { ... msg.send(5, 10); ... } else if (...) { ... msg.send(6, 10); ... }</pre>	<pre>void msg.send(f1, f2); ... if (...) { ... msg.send(124, 10); ... } else if (...) { ... msg.send(190, 10); ... }</pre>
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Before mutation with preserving condition

After mutation with preserving condition



New state machine after value projection

Pseudo code on server side

<pre>... if (state == 1 && msg.f1 == 5 && msg.f2 == 10) { ... } else if (state == 1 && (msg.f1 == 6 msg.f2 > 10)) { ... } else if (state == 1 && (msg.f1 == 7 msg.f2 < 10)) { ... }</pre>	<pre>... if (state == 1 && msg.f1 == 124 && msg.f2 == 10) { ... } else if (state == 1 && (msg.f1 == 190 msg.f2 > 10)) { ... } else if (state == 1 && (msg.f1 == 219 msg.f2 < 10)) { ... }</pre>
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Before mutation with preserving condition

After mutation with preserving condition