

```
state(0) of SCC(0):  
labels:{}  
instant:!(1<x&2<y)
```

```
actions:  
<!(1<x)|!(2<y) ==> rdy = true>  
<!guess&1<x&2<y ==> next(x) = y-2>  
<!guess&1<x&2<y ==> next(y) = x+1>  
<guess&1<x&2<y ==> next(x) = x-1>  
<guess&1<x&2<y ==> next(y) = x>
```

1<x&2<y

```
state(1) of SCC(1):  
labels:{p}  
instant:!(1<x&2<y)
```

```
actions:  
<!(1<x)|!(2<y) ==> rdy = true>  
<!guess&1<x&2<y ==> next(x) = y-2>  
<!guess&1<x&2<y ==> next(y) = x+1>  
<guess&1<x&2<y ==> next(x) = x-1>  
<guess&1<x&2<y ==> next(y) = x>
```

1<x&2<y

!(1<x&2<y)

!(1<x&2<y)

```
state(2) of SCC(2):  
labels:{}  
instant:true
```

```
actions:
```

true