



#coke in {0, 1, 2} max = 2  
 #sprite in {0, 1, 2}

Effect(refill, [#coke = ?, #sprite = ?]) = [#coke = max, #sprite = max]

Effect(insert\_coin, [..]) = [..]

Effect(get\_coke, [#coke = n, #sprite = m]) = [#coke = n-1, #sprite = m]

Effect(get\_sprite, [#coke = n, #sprite = m]) = [#coke = n, #sprite = m-1]

