

# play tactic

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The *play tactic* command offers a menu of applicable tactics from the specification, with the options of *by section* for partitioning the menu according to the sections where the tactics are defined, and of *filename* for entering the name of a file containing a tactic. A tactic is presumed to be applicable if it has at least as many parameters as the number  $n$  of inspected arguments, and the types of the last  $n$  parameters match the syntactic categories of those inspected arguments in order. Argument values for any additional parameters are requested in dialogue boxes. Additionally, a tactic with only one parameter is applicable if all the inspected arguments are of the matching syntactic category. This latter case is equivalent to the sequential composition of unary applications, taking the selections in order from rightmost to leftmost in the goal.

Every sub-goal generated by application of the tactic is shown (unlike the behaviour of the *apply tactic* command). When applied interactively, execution is suspended when the first success has been found; it can be resumed by choosing the *resume* option from the menu displayed by the *other attempts* command.

The execution of a tactic can be suspended by sending an interrupt signal to the cadiz process. This cannot be done via the proof windows, as they ignore interrupts. It can be done via the shell window from which cadiz was invoked.

# 1. Tactic example

*“play tactic” n1 n2 “tactic\_name”*

This example applies the *play tactic* command, causing the tactic called “*tactic\_name*” to be applied with its first argument being the formula determined by *n1* and its second argument being the formula determined by *n2*; alternatively, if the tactic is unary, the tactic is applied to both formulae.

*IT 1-Jan-1999*