Section 5.3 defined and implemented the program \texttt{wait until} $w$ where $w$ is a time. How would you define and implement the program \texttt{wait until} $c$ where $c$ is a condition? For example, \texttt{wait until} $x=y$ should delay execution until variables $x$ and $y$ are equal. At least one variable in the condition should be an interactive variable belonging to another process.

\texttt{wait until} $c = \neg (\exists t'': t \leq t'' < t' \land c'') \land c' \parallel ok$

The independent composition with $ok$ says that all my variables other than time are unchanged. If I have any interactive variables, they are unchanged at all times from $t$ to $t'$. 