Section 5.3 defined and implemented the program \texttt{wait until} \( w \) where \( w \) is a time. Define and implement the program \texttt{wait until} \( b \) where \( b \) is a binary expression. For example, \texttt{wait until} \( x = y \) should delay execution until variables \( x \) and \( y \) are equal. At least one variable in the expression should be an interactive variable belonging to another process.

\texttt{wait until} \( c \) \( \equiv \neg (\exists t'' . t \leq t'' < t' \land c'') \land c' \parallel ok \)

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 \( t' \).