Try the exact boundary

ORDINARY: choose/compare, then make your own

Pretend prism tokens: start 0. IF input < 4 ADD 1; ELSE ADD 3.

Input 4 goes to ELSE and makes 3. Change < to ≤: input 4 makes 1.

Input 3 makes 1 in both versions; it does not reveal this difference.

Choose a test that separates your own rules. Rerun after a change.

input 3

< 4 → 1; ≤ 4 → 1

input 4

< 4 → 3; ≤ 4 → 1

input 5

< 4 → 3; ≤ 4 → 3

Original fictional teaching model · no child/user trial or real allocation claim

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