



regions

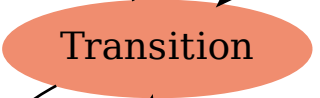


vertices



source

outgoingTransitions



vertices

target

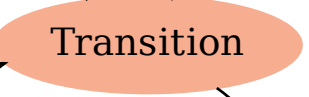
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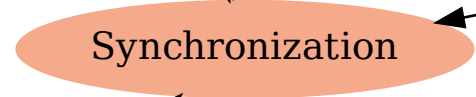
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incomingTransitions



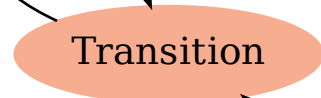
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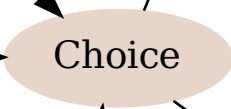
source

outgoingTransitions



target

incomingTransitions



source

outgoingTransitions



target

incomingTransitions

