

```
STATE: IDLE
current_slot = 0
has_own_slot = false
STATE: RECEIVE_SLOT_INFO
current_slot = 0
STATE: WAIT_OWN_SLOT
current_slot = 1
candidate_slot = 2
STATE: WAIT_OWN_SLOT
current_slot = 2
candidate_slot = 2
STATE: WAIT_RANDOM_DELAY
STATE: TRANSMIT
.
.
.
```

次のステップ

前のステップ

最初に戻る

Log Range

変数 Variables

current_slot

Value: 1

hasOwnSlot

Value: true

追加

ログ Log

```
STATE: IDLE
STATE: RECEIVE_SLOT_INFO
STATE: WAIT_OWN_SLOT
STATE: WAIT_OWN_SLOT
STATE: WAIT_RANDOM_DELAY
STATE: TRANSMIT
STATE: WAIT_ACK
STATE: WAIT_NEXT_TURN
STATE: IDLE
STATE: WAIT_OWN_SLOT
STATE: WAIT_OWN_SLOT
STATE: TRANSMIT
STATE: WAIT_ACK
STATE: WAIT_NEXT_TURN
STATE: IDLE
STATE: WAIT_OWN_SLOT
STATE: TRANSMIT
STATE: WAIT_ACK
STATE: WAIT_NEXT_TURN
STATE: IDLE
```

状態遷移図 State Diagram

