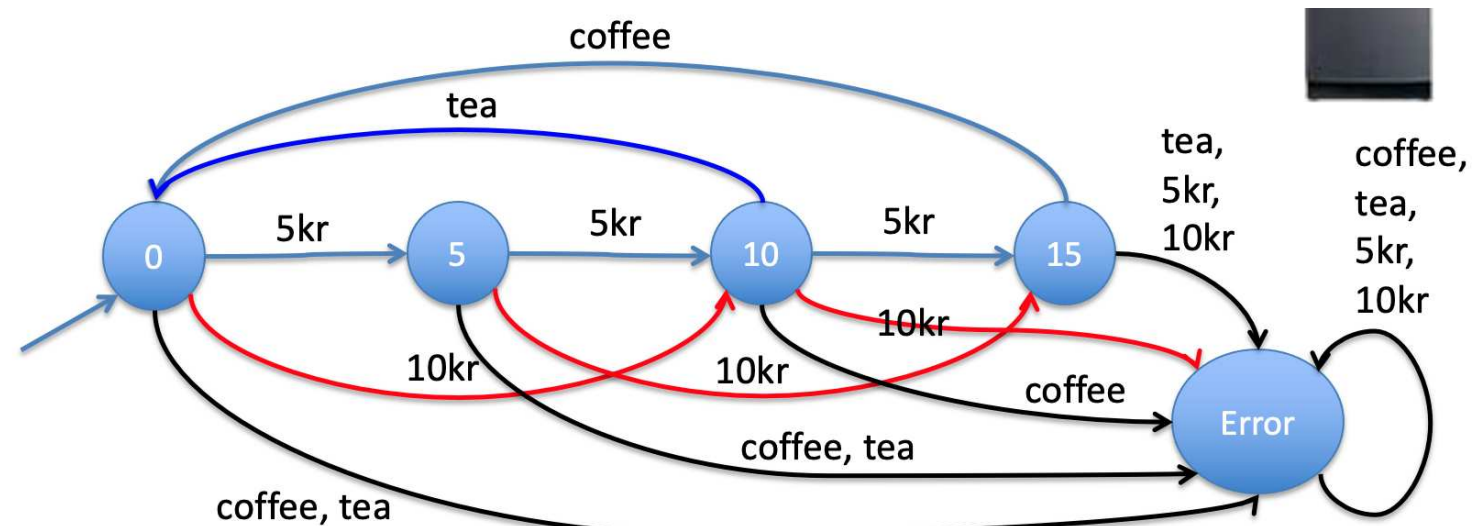


Exercise

- Follow the tutorial "A Tutorial on Uppaal"
Gerd Behrmann, Alexandre David, and Kim G. Larsen, and implement the models in sections 4 and 5.

Exercise

- Implement the following state machine in uppaal, together with a corresponding set of users (that like tea or coffee)
- Make sure that the vending machine returns money after a timeout of 30 seconds
- Verify that for a multiple user can eventually be served by the vending machine (fairness)



Exercise

- Consider the interaction model you handed in
 - Discuss with your group the type of timing constraints you may have in your model
 - And if you can, implement the model in Uppaal
 - Discuss with your group the type of model-checking properties you may be interested
 - And If you manage to implement the models, try to verify the new properties