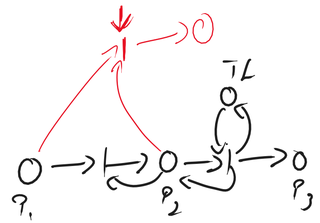
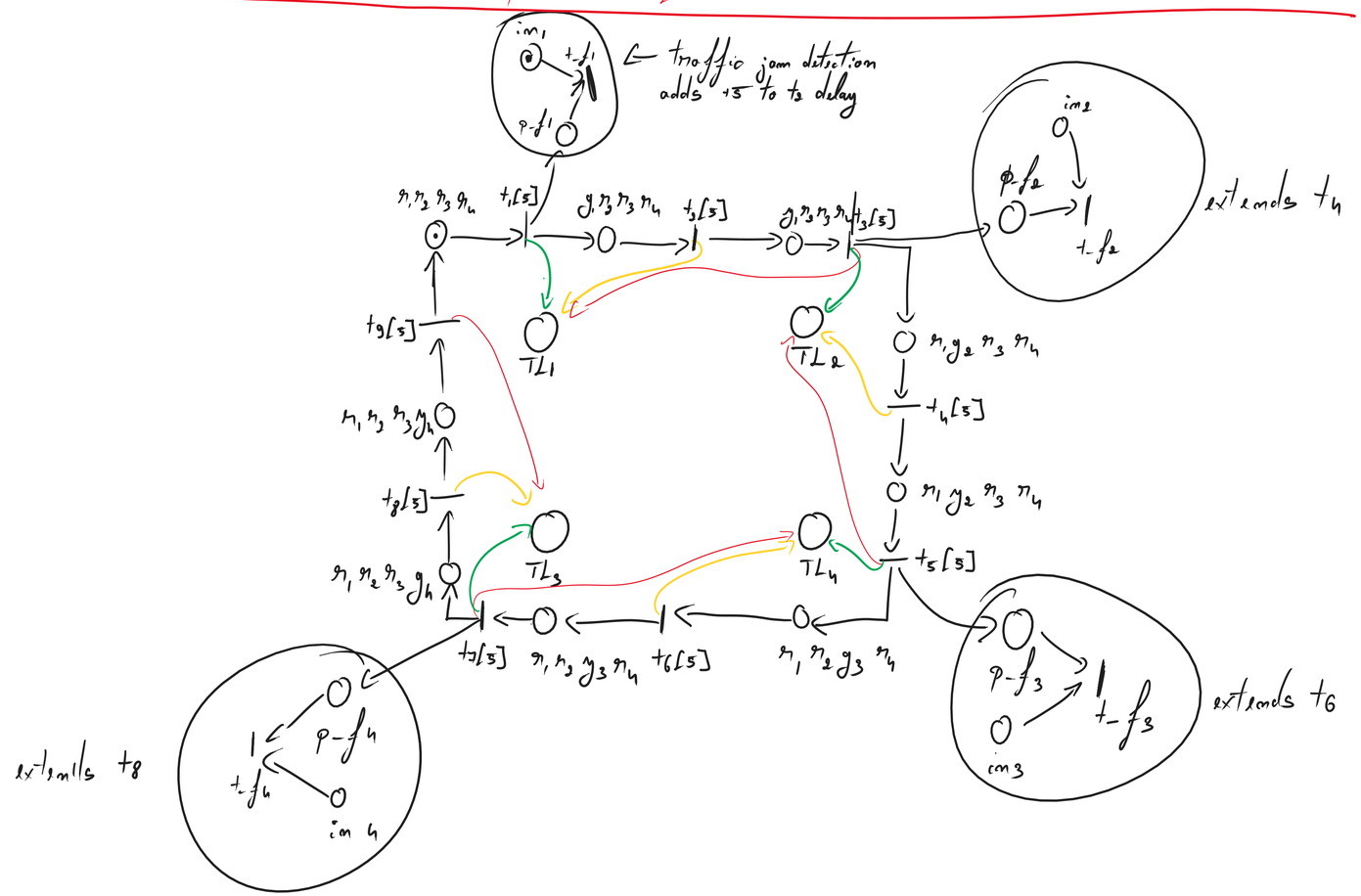



$P_1$ = mall  $P_2$ = Pam Not Adel Pam




place types:

$r_1\ r_2\ r_3\ r_4$ , $g_1\ r_2\ r_3\ r_4$ , $g_1\ g_2\ r_3\ r_4$
$r_1\ g_2\ r_3\ r_4$ , $r_1\ g_2\ r_3\ r_4$
$r_1\ r_2\ g_3\ r_4$ , $r_1\ r_2\ g_3\ r_4$
$r_1\ r_2\ r_3\ g_4$ , $r_1\ r_2\ r_3\ g_4$
im 1, im 2, im 3, im 4
p-f1, p-f2, p-f3, p-f4
} Data String
TL1, TL2, TL3, TL4, ⇒ Data Transfer

guard and map:

$t_1$ : ($r_1\ r_2\ r_3\ r_4 \neq$ NULL)
$g_1\ r_2\ r_3\ r_4 = r_1\ r_2\ r_3\ r_4$
TL4. SendOverNetwork ("green")
p-f1 = $r_1\ r_2\ r_3\ r_4$
Same for $t_3, t_5, t_7$ + TLx. SentOverNetwork ("red")

$t_2$ : ($g_1\ r_2\ r_3\ r_4 \neq$ NULL)
$g_1\ r_2\ r_3\ r_4 = g_1\ r_2\ r_3\ r_4$
TL1. SendOverNetwork ("yellow")
Same for : $t_4$, $t_6$, $t_8$

$t_3$: ($r_1\ r_2\ r_3\ g_4 \neq$ NULL)
$r_1\ r_2\ r_3\ r_4 = r_1\ r_2\ r_3\ g_4$
TL4. SendOverNetwork ("red")

t_f1 : guard' (p-f1 ≠ NULL) gi (im1 == NULL)
t3. DynamicDelay = "Five"
guard' (p-f1 ≠ NULL) gi (im1 ≠ NULL)
t3. DynamicDelay = "Ten"
Same for : t_f2, t_f3, t_f4