# First Solution

Upon examination of the first solution presented in the q6.lts file, it is observed that the diagram corresponds to that of Question 4. Additionally, it is worth noting that the inclusion of a turn action in the river appears redundant in the context of the first solution.

**Events or actions of interest:**

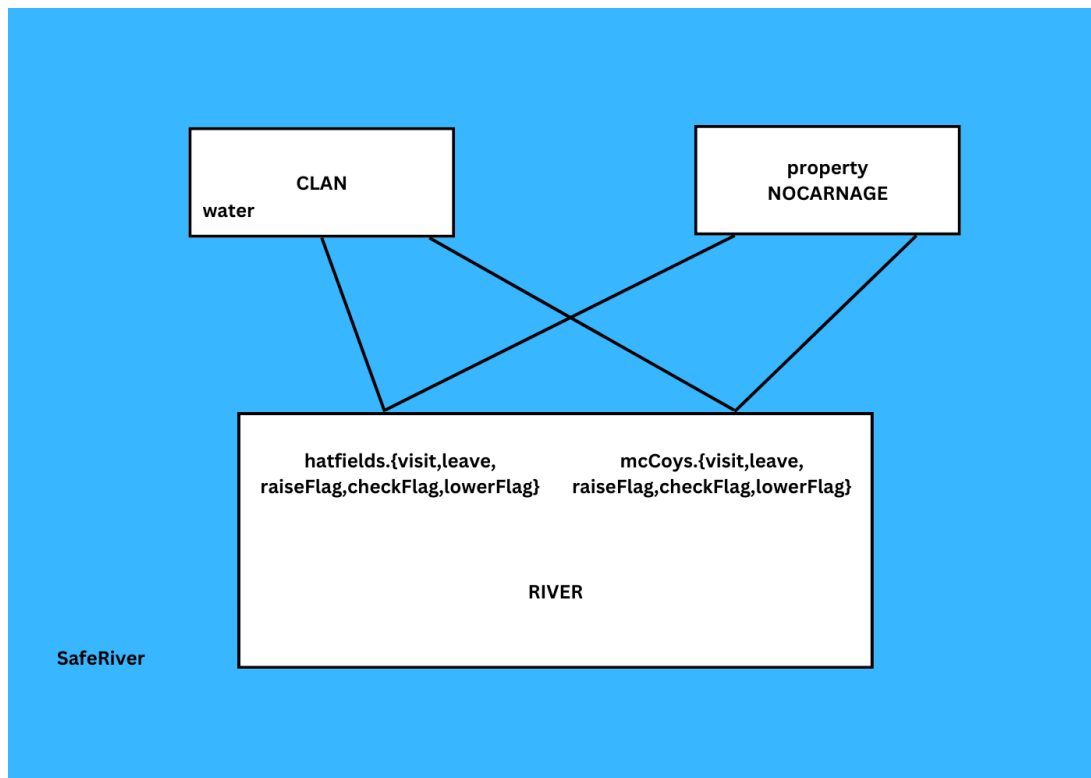visit, leave, water, raiseFlag, checkFlag, lowerFlag

 "water" is being treated as an internal action of CLAN's process. The river monitor is not concerned with it.

**Processes:**

clans, river

**Properties:**

nocarnage

# Second Solution

**Events or actions of interest:**

visit, leave, water, raiseFlag, checkFlag, lowerFlag, getTurn, setTurn

"water" is being treated as an internal action of CLAN's process. The river monitor is not concerned with it.

**Processes:**

clans, river, turn

**Properties:**

nocarnage