```
MACHINE m0
SEES c0
VARIABLES
        wait
        process
INVARIANTS
        inv1: wait \subseteq PROCESS
        inv2: process \subseteq PROCESS
        inv3: finite(process)
        inv4: card(process) \le 1
EVENTS
Initialisation (extended)
      begin
              \mathbf{act1} \colon \ wait := \varnothing
              act2: process := \emptyset
      end
Event wish \langle \text{ordinary} \rangle =
      any
              pro
      where
              grd1: pro \in PROCESS \setminus wait
              \texttt{grd2:} \quad pro \in PROCESS \setminus process
      then
              act1: wait := wait \cup \{pro\}
      end
Event enter \langle \text{ordinary} \rangle =
      any
              pro
      where
              grd1: pro \in wait
              grd2: card(process) = 0
       then
              \verb"act1": wait := wait \setminus \{pro\}
              act2: process := process \cup \{pro\}
      end
Event leave \langle \text{ordinary} \rangle =
      any
              pro
       where
              grd1: pro \in process
       then
              act1: process := process \setminus \{pro\}
      end
END
```

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