```
\programVariables {
     R x1, v1, a1, t; /* car 1 */
     R vsl, xsl; /* traffic center */
                                                       /* system parameters */
     R B, A, ep;
   * One lane, one car, one traffic center. Traffic center may issue speed limits at any time.
  Car needs up to ep time units to react (includes communication).
   * Car can brake and accelerate.
   * Checks if car complies with the speed limit after point xsl.
\problem {
            ( v1 >= 0
                    & vsl >= 0
                       & x1 <= xsl
                       & 2 * B * (xsl - x1) >= v1^2 - vsl^2
                       & A >= 0
                       & B > 0
                       \& ep > 0
                 -> \[ (
                                               /* control car */
                                               ?(t=ep);
                                               (a1 := *);
                                               ?(-B < a1 \& a1 < A \& (x1 >= xsl -> (a1 <= (vsl - v1) / ep)) \& (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl -> (xsl - v1)) / ep)) & (x1 < xsl 
                                               >= x1 + (v1^2 - vs1^2) / (2 * B) + (a1 / B + 1) * (a1 / 2 * ep^2 + ep * v1))));
                                               xsl := *; vsl := *;
                                               ?(vsl >= 0 \& xsl >= x1 + (v1^2 - vsl^2) / (2 * B) + (A / B + 1) * (A / 2 * ep^2)
                                               + ep * v1));
                                               t := 0;
                                               /* dynamics */
                                               \{x1' = v1, v1' = a1, t' = 1, v1 >= 0, t \leq ep\}
                                   ) *
                                   @invariant(v1 >= 0 & vsl >= 0 & (v1 <= vsl | vsl >= vsl + (v1^2 - vsl^2) / (2 *
                                   B)))
                       )
}
```