Next State Actions

ML_out_occurs ML_out_guard ML_out_action choice progress ML_in_guard ML_in_action loop ML_in_occurs Terminating

$\wedge$ stack = <<>>
$\wedge$ i = 0
$\wedge$ n = 0
$\wedge$ pc = "loop"

$\wedge$ stack = <<>>
$\wedge$ i = 0
$\wedge$ n = 0
$\wedge$ pc = "choice"

$\wedge$ stack = <<>>
$\wedge$ i = 0
$\wedge$ n = 0
$\wedge$ pc = "ML_out_guard"

$\wedge$ stack = <<>>
$\wedge$ i = 0
$\wedge$ n = 0
$\wedge$ pc = "ML_in_guard"

$\wedge$ stack = <<>>
$\wedge$ i = 0
$\wedge$ n = 0
$\wedge$ pc = "ML_out_occurs"

$\wedge$ stack = <<>>
$\wedge$ i = 0
$\wedge$ n = 0
$\wedge$ pc = "progress"

$\wedge$ stack = <<[pc |-> "progress", procedure |-> "ML_out"]>>
$\wedge$ i = 0
$\wedge$ n = 0
$\wedge$ pc = "ML_out_action"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 0
$\wedge$ pc = "loop"

$\wedge$ stack = <<>>
$\wedge$ i = 0
$\wedge$ n = 1
$\wedge$ pc = "progress"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 0
$\wedge$ pc = "choice"

$\wedge$ stack = <<>>
$\wedge$ i = 0
$\wedge$ n = 1
$\wedge$ pc = "loop"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 0
$\wedge$ pc = "ML_out_guard"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 0
$\wedge$ pc = "ML_in_guard"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 1
$\wedge$ pc = "choice"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 0
$\wedge$ pc = "ML_out_occurs"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 0
$\wedge$ pc = "progress"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 1
$\wedge$ pc = "ML_out_guard"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 1
$\wedge$ pc = "ML_in_guard"

$\wedge$ stack = <<[pc |-> "progress", procedure |-> "ML_out"]>>
$\wedge$ i = 1
$\wedge$ n = 0
$\wedge$ pc = "ML_out_action"

$\wedge$ stack = <<>>
$\wedge$ i = 2
$\wedge$ n = 0
$\wedge$ pc = "loop"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 1
$\wedge$ pc = "ML_out_occurs"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 1
$\wedge$ pc = "ML_in_occurs"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 1
$\wedge$ pc = "progress"

$\wedge$ stack = <<>>
$\wedge$ i = 2
$\wedge$ n = 0
$\wedge$ pc = "Done"

$\wedge$ stack = <<[pc |-> "progress", procedure |-> "ML_out"]>>
$\wedge$ i = 1
$\wedge$ n = 1
$\wedge$ pc = "ML_out_action"

$\wedge$ stack = <<[pc |-> "progress", procedure |-> "ML_in"]>>
$\wedge$ i = 1
$\wedge$ n = 1
$\wedge$ pc = "ML_in_action"

$\wedge$ stack = <<>>
$\wedge$ i = 2
$\wedge$ n = 1
$\wedge$ pc = "loop"

$\wedge$ stack = <<>>
$\wedge$ i = 1
$\wedge$ n = 2
$\wedge$ pc = "progress"

$\wedge$ stack = <<>>
$\wedge$ i = 2
$\wedge$ n = 1
$\wedge$ pc = "Done"

$\wedge$ stack = <<>>
$\wedge$ i = 2
$\wedge$ n = 2
$\wedge$ pc = "loop"

$\wedge$ stack = <<>>
$\wedge$ i = 2
$\wedge$ n = 2
$\wedge$ pc = "Done"