# Project Report

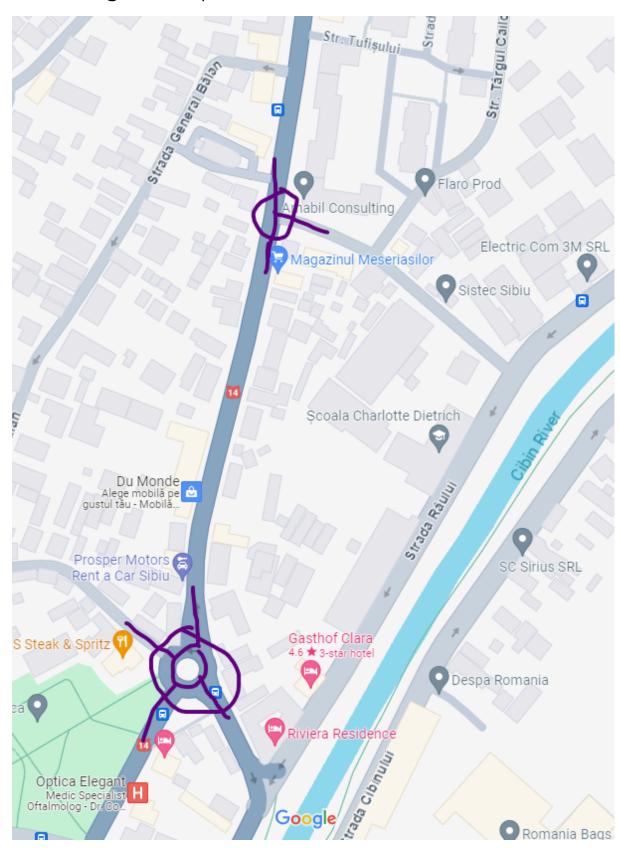
Distributed Control Systems

### Table of Contents

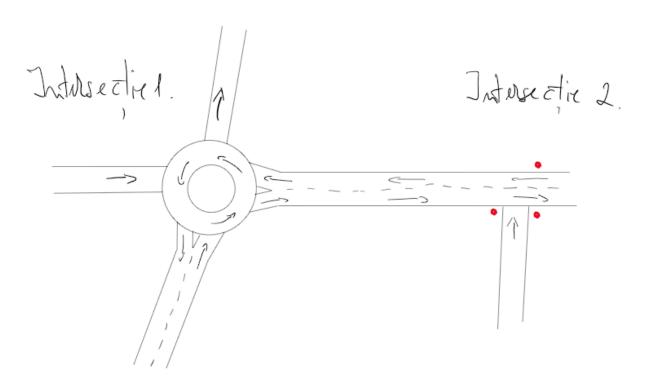
Table of Contents	2
1. Specifications	
<b>.</b> a. Assigned Map	
b. Simplified map	
2. Design	
a. OETPN Model	
i. Intersection 1 (roundabout)	5
ii. Intersection 2	
3. Implementation	8
4. Testing	

### 1. Specifications

a. Assigned Map



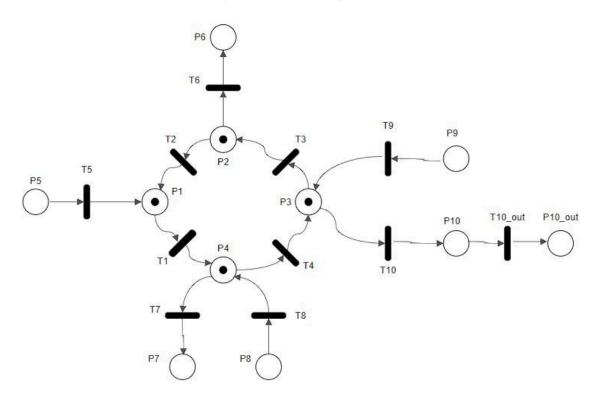
### b. Simplified map



# 2. Design

#### a. OETPN Model

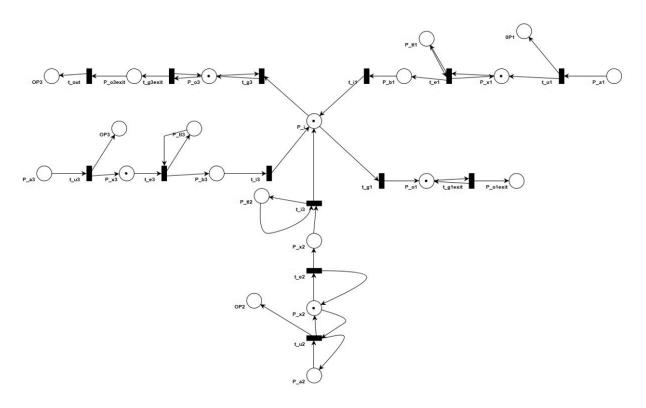
i. Intersection 1 (roundabout)



Place Types		
P1, P2, P3, P4	DataCarQueue	
P5, P6, P7, P8, P9, P10	DataCar	
P10_out	DataTransfer	

Guards and Maps		
T5 (same for T8, T9)	(P5 != null && P1.CanAddCars)	
	P1.AddElement(P5)	
T1 (same for T2, T3, T4)	(p1.HaveCarForMe && P4.CanAddCars)	
	P1.PopElementWIthTargetToQueue(P4)	
T6 (same for T7, T10)	(P2.HaveCarForMe && P6.CanAddCars)	
	P2.PopElementWithTarget(P6)	
T10_out	P10 != null	
	P10_out.SendOverNetwork(P10)	

#### ii. Intersection 2



Place Types	
P_x1, P_x2, P_x3, P_o1, P_o3, P_i	DataCarQueue
P_a1, P_b1, P_a2, P_b2, P_a3, P_b3, P_o1_exit, P_o3_exit	DataCar

P_tl1, P_tl2, P_tl3	DataString
OP1, OP2, OP3, P03	DataTransfer

Guards and Maps	
T_u1 (same for T_u2, T_u3)	(P_a1 != null && P_x1.CanAddCars)
	P_x1.AddElement(P_a1)
T_u1 (same for T_u2, T_u3)	(P_o1 != null && P_x1.CanNotAddCars)
	OP1.Send("Full"); P_a1 = P_a1
T_e1 (same for T_e2, T_e3)	(P_x1.HaveCar && P_tl1 == "green")
	<pre>P_x1.PopElementWithoutTarget(P_b1); P_tl1 = P_rl1</pre>
T_i1 (same for T_i2, T_i3)	(P_i.CanAddCars && P_b1 != Null)
	P_i.AddElement(P_b1)
T_g1 (same for T_g2, T_g3)	(P_i.HaveCarForMe && P_o1.CanAddCars)
	P_i.PopElementWithTargetToQueue(P_o1)
T_g1_exit (same for T_g2_exit, T_g3_exit)	(P_o1.HaveCar)
	P_o1.PopElementWithoutTarget(P_o1_exit)
T_out	(P_o3_exit != Null)
	P_o3_exit.SendOverNetwork(P_o3)

# 3. Implementation

<u>View code on GitHub</u>

#### 4. Testing

