

actor merge ()

in (i1:int)
in (i2:int)
out (o:int)

I/O declarations

var s : bool = false

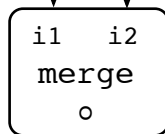
*Local variables
declarations*

rules

| (s:false, i1:v) -> (o:v, s:true)
| (s: true, i2:v) -> (o:v, s:false)

Rules

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6 4
4 5
8 9



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. .
5
4
9
8