1.1

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| id | Etat de depart | Evenement | Condition | Reaction | Nouvel Etat |
| 1.1 | - | Construction | - | - | Idle |
| 1.2 | Idle | coin | - | addToAmount | ReceivingCoins |
| 1.3 | ReceivingCoins | coin | - | addToAmount | ReceivingCoins |
| 1.4 | ReceivingCoins | selection | - | checkSelection | Checking Selection |
| 1.5 | Checking Selection | not Available | - | message | Receiving Coins |
| 1.6 | ReceivingCoins | selection | - | checkSelection | Checking Selection |
| 1.7 | Checking Selection | notEnoughBalance | - | message | ReceivingCoins |
| 1.8 | ReceivingCoins | selection | - | checkSelection | Checking Selection |
| 1.9 | Checking Selection | selectionOK | change | - | Receiving coins |
| 1.10 | ReceivingCoins | returnCoins | - | - | Idle |
| 1.11 | Idle | coin | - | addToAmount | ReceivingCoins |
| 1.12 | ReceivingCoins | selection | - | checkSelection | Checking Selection |
| 1.13 | Checking Selection | selectionOK | Not change | - | Idle |

1.2

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| id | Etat de depart | Evenement | Condition | Reaction | Nouvel Etat |
| 0.1 | - | Construction | - | - | Idle |
| 1.2 | Idle | coin | - | addToAmount | ReceivingCoins |
| 2.3 | ReceivingCoins | coin | - | addToAmount | ReceivingCoins |
| 2.4 | ReceivingCoins | returnCoins | - | - | Idle |
| 2.5 | ReceivingCoins | selection | - | checkSelection | Checking Selection |
| 5.6 | Checking Selection | selectionOK | Not change | - | Idle |
| 5.7 | Checking Selection | selectionOK | change | - | Receiving coins |
| 5.8 | Checking Selection | notEnoughBalance | - | message | ReceivingCoins |
| 5.9 | Checking Selection | not Available | - | message | Receiving Coins |

1.3

A

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| id | Etat de depart | Evenement | Condition | Reaction | Nouvel Etat |
| 0.1 | - | Construction | - | - | Idle |
| 1.2 | Idle | coin | - | addToAmount | ReceivingCoins |
| 2.3 | ReceivingCoins | coin | - | addToAmount | ReceivingCoins |

B

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| id | Etat de depart | Evenement | Condition | Reaction | Nouvel Etat |
| 1.1 | - | Construction | - | - | Idle |
| 1.2 | Idle | coin | - | addToAmount | ReceivingCoins |
|  |  |  |  |  |  |
| 1.4 | ReceivingCoins | selection | - | checkSelection | Checking Selection |
| 1.9 | Checking Selection | selectionOK | change | - | Receiving coins |

C

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| id | Etat de depart | Evenement | Condition | Reaction | Nouvel Etat |
| 1.1 | - | Construction | - | - | Idle |
| 1.2 | Idle | coin | - | addToAmount | ReceivingCoins |
| 1.5 | Checking Selection | not Available | - | message | Receiving Coins |

D

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| id | Etat de depart | Evenement | Condition | Reaction | Nouvel Etat |
| 1.1 | - | Construction | - | - | Idle |
| 1.2 | Idle | coin | - | addToAmount | ReceivingCoins |
| 1.7 | Checking Selection | notEnoughBalance | - | message | ReceivingCoins |

E

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| id | Etat de depart | Evenement | Condition | Reaction | Nouvel Etat |
| 1.1 | - | Construction | - | - | Idle |
| 1.2 | Idle | coin | - | addToAmount | ReceivingCoins |
| 1.13 | Checking Selection | selectionOK | Not change | - | Idle |

F

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| id | Etat de depart | Evenement | Condition | Reaction | Nouvel Etat |
| 1.1 | - | Construction | - | - | Idle |
| 1.2 | Idle | coin | - | addToAmount | ReceivingCoins |
| 1.10 | ReceivingCoins | returnCoins | - | - | Idle |

4. Pas compris, je reviens

Q2

ABCD/ABCD

a/x = AD/BB

a/y = BC/AB

a/x = B/B

a/y = C/A

b/x = CB/CD

a/x = C/B

a/y = B/B

b/x = B/D

a/y = C/C

b/x = ABC/CDD

a/x = AB/BB

a/y = A/B

b/y = D/C

État Input Sequence Output Sequence

A

b – a = x – y

B

a – a = y – x

a – b – a =y – x – y

a – b – b =y – x – x

C

a – a = y – y

a – b – a = y – x – x

a – b – b = y – x – y

D

b = y

Pas compris la deuxieme partie