"C:\Program Files\Java\jdk1.8.0\_171\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2020.2.3\lib\idea\_rt.jar=53529:C:\Program Files\JetBrains\IntelliJ IDEA 2020.2.3\bin" -Dfile.encoding=UTF-8 -classpath "C:\Program Files\Java\jdk1.8.0\_171\jre\lib\charsets.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\deploy.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\access-bridge-64.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\cldrdata.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\dnsns.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\jaccess.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\jfxrt.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\localedata.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\nashorn.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\sunec.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\sunjce\_provider.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\sunmscapi.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\sunpkcs11.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\ext\zipfs.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\javaws.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\jce.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\jfr.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\jfxswt.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\jsse.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\management-agent.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\plugin.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\resources.jar;C:\Program Files\Java\jdk1.8.0\_171\jre\lib\rt.jar;C:\spectra\_workshop\compilation\compilerOutput\production\BusBoss;C:\spectra\_workshop\project\BusBoss\executor.jar" Runner

Could not load BDD package net.sf.javabdd.CUDDFactory: no cudd in java.library.path

Using BDD Package: JTLVJavaFactory, Version: JTLVJavaFactory 1.3

Could not load BDD package net.sf.javabdd.CUDDFactory: no cudd in java.library.path

Using BDD Package: JTLVJavaFactory, Version: JTLVJavaFactory 1.3

510 - Read Sizes

Start reordering

Starting GC cycle #1: 50021 nodes / 49605 free

Garbage collection #1: 50021 nodes / 49605 free / 0.01s / 0.01s total

Starting GC cycle #2: 50021 nodes / 49605 free

Garbage collection #2: 50021 nodes / 49605 free / 0.003s / 0.013s total

Starting GC cycle #3: 50021 nodes / 46788 free

Garbage collection #3: 50021 nodes / 46788 free / 0.002s / 0.015s total

End reordering. Went from 510 to 416 nodes, gain = 18% (0.079 sec)

467 - Loaded Justice BDD

Start reordering

End reordering. Went from 467 to 416 nodes, gain = 10% (0.018 sec)

3250 - Loaded Transition BDD

Start reordering

End reordering. Went from 3250 to 3233 nodes, gain = 0% (0.018 sec)

4155 - Loaded Fixed-Points BDD

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 0goint to town!

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 0goint to town!

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=false, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

Garbage collection #4: 50021 nodes / 44545 free / 0.001s / 0.016s total

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=true}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=true, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 0goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 0goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

Garbage collection #5: 50021 nodes / 43939 free / 0.002s / 0.018s total

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=true, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: true

unstoppedStationsLineA2

unstoppedStationsLineB3

bus 2 isParking: true

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=true}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=true, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

Garbage collection #6: 50021 nodes / 43710 free / 0.002s / 0.02s total

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=true, numOfStopsPassedBus2=0, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: true

unstoppedStationsLineA2

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: true

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=true, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=true, numOfStopsPassedBus2=0, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: true

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

Garbage collection #7: 50021 nodes / 42269 free / 0.0s / 0.02s total

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=true}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 1goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 1goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 1goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=true, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 0goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 0goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=true, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

Garbage collection #8: 50021 nodes / 43514 free / 0.001s / 0.021s total

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=true, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=true, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=0, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=true}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

Garbage collection #9: 50021 nodes / 44532 free / 0.001s / 0.022s total

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=true, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 0goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 0goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

Garbage collection #10: 50021 nodes / 43115 free / 0.001s / 0.023s total

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=true, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: true

unstoppedStationsLineA3

unstoppedStationsLineB3

bus 3 isParking: true

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=true, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=true}

sent for A: false

sent for B: true

unstoppedStationsLineA3

unstoppedStationsLineB0

bus 2 isParking: true

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=true, stopAtNextStation[2]=false, waitingB=false, waitingA=true}

sent for A: true

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=true}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=true, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=true, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=true, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

Garbage collection #11: 50021 nodes / 43918 free / 0.001s / 0.024s total

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=true, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=true, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=1, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=true, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=true, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=true, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=1, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB3

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=true}

sent for A: false

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB3

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=true, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=true}

sent for A: false

sent for B: true

unstoppedStationsLineA3

unstoppedStationsLineB3

bus 2 isParking: true

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=true}

sent for A: false

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=true}

sent for A: false

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=3, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=true, stopAtNextStation[2]=false, waitingB=false, waitingA=true}

sent for A: true

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: true

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=true, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: true

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

Garbage collection #12: 50021 nodes / 42424 free / 0.001s / 0.025s total

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=true}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=0, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=true, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=true, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=5, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=true, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=false, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=true, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=true, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=0, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

Garbage collection #13: 50021 nodes / 43378 free / 0.001s / 0.026s total

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=true, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=true, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=2, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=true, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=2, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=true, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: true

unstoppedStationsLineA2

unstoppedStationsLineB3

bus 2 isParking: true

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=true, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: true

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=3, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=true}

sent for A: false

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=true}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=3, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=1, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=true, stopAtNextStation[2]=true, waitingB=false, waitingA=true}

sent for A: true

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: true

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

Garbage collection #14: 50021 nodes / 44037 free / 0.0s / 0.026s total

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=0, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA0

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=1, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=true, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=true, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=1, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=2, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB2

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

Garbage collection #15: 50021 nodes / 42515 free / 0.001s / 0.027s total

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=true, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=3, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=true, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=3, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=true, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: true

unstoppedStationsLineA1

unstoppedStationsLineB3

bus 2 isParking: true

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=true}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=2, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 1goint to town!

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=true, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=true, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=3, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 3 isParking: false

bus 3goint to town!

bus 3goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=false, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

Garbage collection #16: 50021 nodes / 43272 free / 0.001s / 0.028s total

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=true, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=2, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 0goint to town!

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=1, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA1

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=true, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=4, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=false, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=true, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=true}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=3, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

Garbage collection #17: 50021 nodes / 44066 free / 0.001s / 0.029s total

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=true, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=3, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 0goint to town!

Garbage collection #18: 50021 nodes / 44308 free / 0.001s / 0.03s total

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 0goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=true}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=4, stopAtNextStation[3]=false, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=false, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=true, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

bus 1goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=2, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB2

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=0, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB3

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=false, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=true, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=3, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=true, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=true, waitingA=false}

sent for A: false

sent for B: true

unstoppedStationsLineA2

unstoppedStationsLineB3

bus 2 isParking: true

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

Garbage collection #19: 50021 nodes / 44651 free / 0.0s / 0.03s total

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=true, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=2, unstoppedStationsLineB=0, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB0

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=false, atDestinationStation[3]=false, isStopPressed[1]=true, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=false, atDestinationStation[0]=true, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=2, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA2

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=true, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=false, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=false}

sent for A: false

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=false, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=false, isStopPressed[2]=true, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=false, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=1, unstoppedStationsLineA=3, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=true, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=true, stopAtNextStation[1]=false, extraBusSentLine[0]=false, stopAtNextStation[2]=false, waitingB=false, waitingA=true}

sent for A: false

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

{atGasStation[1]=false, isStopPressed[3]=false, arePassengersWaitingInNextStation[2]=true, arePassengersWaitingInNextStation[0]=true, atGasStation[3]=false, isBusFull[3]=true, atDestinationStation[1]=false, isBusFull[1]=true, atDestinationStation[3]=false, isStopPressed[1]=false, atMainStation[2]=false, isParking[1]=true, atGasStation[2]=false, atMainStation[0]=false, atGasStation[0]=false, arePassengersWaitingInNextStation[3]=false, arePassengersWaitingInNextStation[1]=true, isBusFull[2]=true, atDestinationStation[0]=false, isBusFull[0]=true, atDestinationStation[2]=true, isStopPressed[2]=false, atMainStation[3]=false, isRaining=false, isParking[0]=false, isStopPressed[0]=true, atMainStation[1]=false}

{lineOfReserveBus[0]=1, lineOfReserveBus[1]=0, unstoppedStationsLineA=3, unstoppedStationsLineB=1, shouldGoToGasStation[2]=true, shouldGoToGasStation[3]=false, shouldGoToGasStation[0]=false, shouldGoToGasStation[1]=true, extraBusSentLine[1]=false, numOfStopsPassedBus2=5, stopAtNextStation[0]=false, numOfStopsPassedBus3=4, numOfStopsPassedBus0=4, numOfStopsPassedBus1=5, stopAtNextStation[3]=false, stopAtNextStation[1]=false, extraBusSentLine[0]=true, stopAtNextStation[2]=false, waitingB=false, waitingA=true}

sent for A: true

sent for B: false

unstoppedStationsLineA3

unstoppedStationsLineB1

bus 2 isParking: false

bus 2goint to town!

Exception in thread "main" java.lang.NullPointerException

at Lines.BusMover.updateCoordinates(BusMover.java:490)

at CityComponents.City.updateCity(City.java:372)

at Runner.parseAndupdateCity(Runner.java:45)

at Runner.run(Runner.java:68)

at Runner.main(Runner.java:78)

Process finished with exit code 0