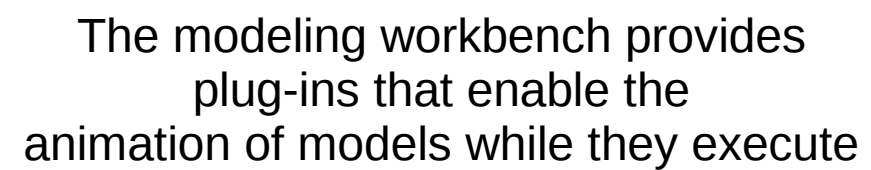


1

Coordinated Execution Engine



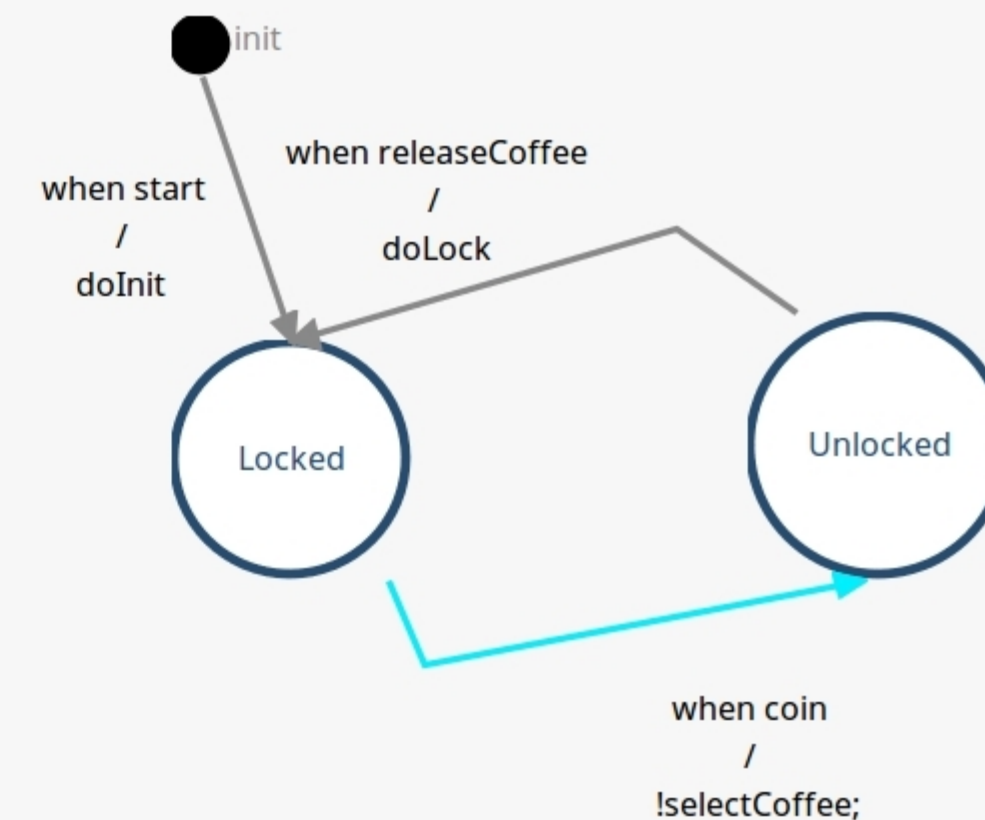
Individual Execution Engines



△

The *Step Decider* enables a system designer to choose the next valid step in the execution.

3



Concurrent Logical Steps Decider ✕

▼ LogicalStep [1767016407]

MSE makeCoffee executeIt	OpaqueAction->makeCoffee.execute()
--------------------------	------------------------------------

▼ 🐾 LogicalStep [1666397590]

```
MSE Unlocked entering      State->Unlocked.onEnter()
```

▼ 🐾 LogicalStep [1752557498]

```
MSE Unlocked entering      State->Unlocked.onEnter()
```

```
MSE makeCoffee executeIt      OpaqueAction->makeCoffee.execute()
```

▼ 🐾 LogicalStep [1068290782]

```

MSE localclk ticks      FSMClock->localclk.ticks()

```

▼ 🐾 LogicalStep [1111332547]

```

MSE localclk ticks      FSMClock->localclk.ticks()

```

```
MSE makeCoffee executeIt      OpaqueAction->makeCoffee.execute()
```

▼ 🐾 LogicalStep [951641239]