МОДЕЛЬ

**while** timeCurrent < simulationTime:

iterationsCount += 1

**for** module **in** modules:

module.updateStatistics(timeNext - timeCurrent)

timeCurrent := timeNext

**for** module **in** modules:

module.updateTimeline(timeCurrent)

nextModules := modules **where** module.timeNext == timeCurrent

**for** module **in** nextModules:

module.completeTask()

timeNext := **minimum** timeNext **across** modules

**endloop**

ПРОЦЕС

ПРИЙОМ

**if** isBusy:

**if not** queue.isFull:

queue.enqueue(task)

**else**:

failedTasksCount += 1

**else**:

isBusy := **true**

currentTask := task

moveTimeline(worker.delay)

**endif**

ОБРОБКА

succeededTasksCount += 1

finishedTask := currentTask

**if** queue.isEmpty:

isBusy := **false**

currentTask := **null**

timeNext := float.MaxValue

**else**:

moveTimeline(worker.delay)

currentTask := queue.dequeue()

**endif**

nextModule := scheme.getNextModule(finishedTask) nextModule.acceptTask(finishedTask)

СХЕМА

**for** transition **in** transitions:

**if** transition.checkIsRunnable(task):

**if** nextModule != **null**:

**throw exception**

nextModule := transition.destination

transition.updateStatistics(TransitionStatus.Active, task)

**continue**

**endif**

transition.updateStatistics(TransitionStatus.Inactive, task)

**endloop**

**if** nextModule == **null**:

failedTasksCount += 1

**else**:

succeededTasksCount += 1

**endif**

tasksLifetimeSum += task.lifetime

**return** nextModule