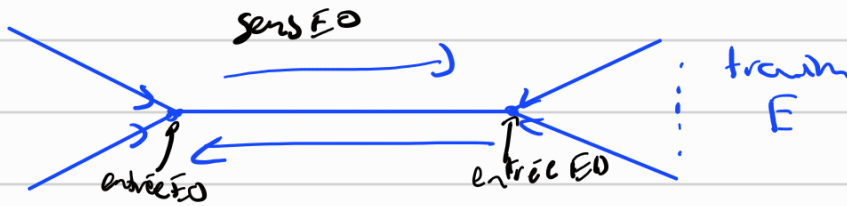


Voie unique



func prog U {
 C char bool
 mag char string
 C ← string
 C ← true;
 V ← C

train (direction) {

while (1) {

arriver voie unique;

Entrée (direction);

rouler sur la voie unique;

sortir ();

direction ← inverse(direction);

}

func when (b bool, c char bool) char bool {
 if b {return c;}
 else {nil;}
}

variables d'acceptation

Entrée (direct°) train circule et sens de la voie identique
 sortie à celui de circulat° du train.

bool trainCircule;

sens sensVoie;

Entree (direction) {

si trainCircule \wedge sensVoie \neq direction alors
attendre (cced);

func voieUnique (entreeEO chan bool, entreeOE chan bool, sortie chan bool)

trainCircule = false;

sens-courant = sensEO;

for {

select {

case \leftarrow if condition { entreeOE
} else { entreeOE } :

sens-courant := sensOE;

trainCircule := true;

case \leftarrow when (trainCircule == false, entreeOE);

sens-courant := sensOE;

trainCircule := true;

case \leftarrow sortie:

trainCircule := false;

}

}

}

func train (entree chan bool, sortie chan bool)

entree \leftarrow true;

sortie \leftarrow true;

}

go train (entreeEO, sortie);

```
finir voie-unique (entreEO cher bool, entreOE cher bool,  
sortir cher bool) {
```

```
  sens-courant := sensEO;
```

```
  traincircule := false;
```

```
  for {
```

```
    select {
```

```
      case ← when (sens-courant == sensOE || nb-trains == 0,  
                   entreEO):
```

```
        sens-courant := sensOE;
```

```
        nbtrains ++;
```

```
      case ← when (sens-courant == sensOE || nbtrains == 0,  
                   entreEO):
```

```
        sens-courant := sensEO;
```

```
        nbtrains ++;
```

```
      case ← sortir:
```

```
        nbtrain --;
```

```
    }
```

```
  }
```

```
}
```