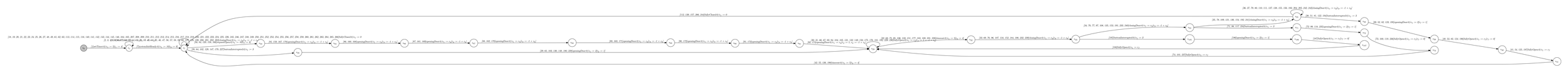

s0 s1 [1]setTimer:0/o1 := 5[r1 := 4]

[2, 3, 4, 5, 6]waitTimer:0/o1 := r1[r 1 := -1 + r1]

s7 [7]systemInitReady:0/o1 := 10[r9 := 9]

[8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 43, 44, 45, 46, 47, 56, 57, 58, 59, 60, 127, 128, 199, 200, 201, 202, 203]closingDoor:0/o1 := r9[r 9 := -1 + r9]

[18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 48, 49, 61, 62, 63, 113, 114, 115, 116, 140, 141, 142, 143, 144, 145, 146, 164, 165, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266]fullyClosed:0/o1 := 0

s28

[28, 64, 102, 129, 147, 179, 227]buttonInterrupted:0/o1 := 3

s50 [50, 84, 120, 158, 166]requestOpen:0/o1 := 10[r8 := 9]

s29 [29, 65, 103, 130, 148, 180, 228]openingDoor:0/o1 := 2[r3 := 1]

[30, 31, 66, 67, 93, 94, 104, 105, 131, 132, 149, 150, 175, 176, 181, 182, 229, 230]fullyOpen:0/o1 := r3[r 3 := 1 + -1 × r3] s32 [32, 68, 75, 95, 106, 133, 151, 177, 183, 189, 231, 238]timeout:0/o1 := 5[r9 := 4] s33 [33, 69, 76, 96, 107, 134, 152, 184, 190, 232, 239]closingDoor:0/o1 := r9[r 9 := -1 + r9]

s34

[34, 70, 77, 97, 108, 135, 153, 191, 233, 240]closingDoor:0/o1 := r9[r 9 := -1 + r9]

s185 [185]buttonInterrupted:0/o1 := 3

s35

[35, 78, 109, 121, 136, 154, 192, 241]closingDoor:0/o1 := r9[r 9 := -1 + r9]

s71 [71, 98, 117, 234]buttonInterrupted:0/o1 := 3

[112, 139, 157, 206, 244]fullyClosed:0/o1 := 0

[36, 37, 79, 80, 110, 111, 137, 138, 155, 156, 193, 204, 205, 242, 243]closingDoor:0/o1 := r9[r 9 := -1 + r9]

s38

[38, 51, 81, 122, 194]buttonInterrupted:0/o1 := 3

s39

[39, 52, 82, 123, 195]openingDoor:0/o1 := 2[r7 := 1]

s40

[40, 53, 83, 124, 196]fullyOpen:0/o1 := r7[r 7 := 0]

s41

[41, 54, 125, 197]fullyOpen:0/o1 := r7

[42, 55, 126, 198]timeout:0/o1 := 5[r9 := 4]

s85 [85, 159, 167, 178]openingDoor:0/o1 := r8[r 8 := -1 + r8]

s72

[72, 99, 118, 235]openingDoor:0/o1 := 2[r7 := 1]

s73

[73, 100, 119, 236]fullyOpen:0/o1 := r7[r 7 := 0]

[74, 101, 237]fullyOpen:0/o1 := r7

s86 [86, 160, 168]openingDoor:0/o1 := r8[r 8 := -1 + r8] s87 [87, 161, 169]openingDoor:0/o1 := r8[r 8 := -1 + r8] s88 [88, 162, 170]openingDoor:0/o1 := r8[r 8 := -1 + r8] s89 [89, 163, 171]openingDoor:0/o1 := r8[r 8 := -1 + r8]

s90

[90, 172]openingDoor:0/o1 := r8[r 8 := -1 + r8]
s91

[91, 173]openingDoor:0/o1 := r8[r 8 := -1 + r8] [92, 174]openingDoor:0/o1 := r8[r 3 := 1, r8 := -1 + r8]

s186 [186]openingDoor:0/o1 := 2[r7 := 1]

s187

[187]fullyOpen:0/o1 := r7[r 7 := 0]

[188]fullyOpen:0/o1 := r7