1. Bridge can only be locked when the deck is down  
   Always when setLock(L2), then getDeck is *down* before, and not changed intermediately  
   Always when setLock(L1), then getDeck is *down* before, and not changed intermediately
2. Barriers can only be up when the bridge is locked by at least one lock  
   Always when setBarrier(\_, up), getLock(L1) or getLock(L2) are enabled, and not disabled intermediately.
3. Stop sign can be shut off only when the barriers are up  
   Always when setSign(\_, off), for each B1, B2, B3, B4, getBarier should be up before, and not changed intermediately.
4. The bridge should be able to be opened when a ship approaches