

Отчёт по лабораторной работе №3
по дисциплине
«Математические Основы Верификации
ПО»

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Постановка задачи

На языке promela необходимо описать прототип сетевого протокола, реализующего отправку и получение данных.

В лабораторной работе производим запись и чтение в/из канал/а.

Отчет должен содержать код на promela и пример выполнения, демонстрирующий функционал написанной программы.

Код программы

```
mtype = {  
    GET,  
    POST,  
    HEAD,  
    PUT,  
    DELETE  
}  
  
chan connection = [0] of { byte };  
byte msgCount = 0;  
active proctype client() {  
    start:  
        (msgCount % 5 == 0) ;  
        connection ! GET;
```

```

printf("client: send GET\n");

(msgCount % 5 == 1) ;
connection ! POST;
printf("client: send POST\n");

(msgCount % 5 == 2) ;
connection ! HEAD;
printf("client: send HEAD\n");

(msgCount % 5 == 3) ;
connection ! PUT;
printf("client: send PUT\n");

(msgCount % 5 == 4) ;
connection ! DELETE;
printf("client: send DELETE\n");

if :: (msgCount < 10) ->
    goto start
fi
}

active proctype server() {
start:
    if :: connection ? GET -> printf("server: recive GET\n")
        :: connection ? POST -> printf("server: recive POST\n")
        :: connection ? HEAD -> printf("server: recive HEAD\n")
        :: connection ? PUT -> printf("server: recive PUT\n")
        :: connection ? DELETE -> printf("server: recive DELETE\n")
    fi
    msgCount = msgCount + 1;

```

goto start

}

Пример выполнения программы

```
client: send GET
server: receive GET
client: send POST
server: receive POST
client: send HEAD
server: receive HEAD
client: send PUT
server: receive PUT
server: receive DELETE
client: send DELETE
client: send GET
server: receive GET
client: send POST
server: receive POST
client: send HEAD
server: receive HEAD
server: receive PUT
client: send PUT
client: send DELETE
server: receive DELETE
server: receive GET
client: send GET
server: receive POST
client: send POST
server: receive HEAD
client: send HEAD
server: receive PUT
client: send PUT
client: send DELETE
server: receive DELETE
timeout
```