PETRINET SIMULATOR

Program Documentation

Contents

1 Introduction to the Program

The Petrinet Simulator is able to display a petrinet and gradually build a reachability graph by firing transitions. The reachability graph will show whether it encountered a state that is unbounded and mark the beginning and ending nodes on the path signifying the unboundedness of the petrinet. Additionally there is the option to analyse a given petrinet with regards to its boundedness and build the reachability graph with the click of a button. Furthermore it provides an user interface for editing petrinets.

The following sections give an overview of the menus and toolbars and the functionality provided by it.

1.1 The Menu

1.1.1 File

The *File* menu consists of the following entries:

- **New:** opens a new empty file for editing -¿ automatically opens the Editor view (see 1.3).
- **Open:** opens saved file from directory.
- **Open in new Tab:** same as open but in a new tab.
- **Reload:** reload the currently opened file.
- **Save:** save changes.
- **Save as:** save changes and choose directory/name.
- **Analyse++:** analyse many petrinets at once. Results are printed in the text area.
- **Close:** close currently opened file.
- **Exit:** close the program.

1.1.2 Edit

The *Edit* menu consists of the following entries:

- **Open Editor:** opens the Editor.
- **Close Editor:** closes the Editor and reverts back to Viewer.
- **Change Look and Feel:** change between Nimbus and Metal look and feel.

1.1.3 Help

The *Help* menu only consists of the element *Info*, which shows information about the Java version used and the user directory.

1.2 The Viewer

1.2.1 Petrinet Toolbar

1.2.2 Reachbility Graph Toolbar

1.3 The Editor

1.3.1 Petrinet Toolbar