Chapter 3 - exercises

3.1 Show that S1 and S2 describe the same behavior:

```
P = (a-b-P).
Q = (c-b-Q).
||S1 = (P||Q).
S2 = (a-c-b-S2|c-a-b-S2).
```

- 3.2 ELEMENT= (up->down->ELEMENT) accepts an up action and then a down action. Using parallel composition and process ELEMENT describe a model, with interface actions up and down, that can accept up to four consecutive up actions before a down action. Draw a Structure Diagram for your solution. (Hint see TWOBUFF)
- 3.3 Extend the model of the client-server system CLIENT_SERVER such that there can be more than one client using the server.
- 3.4 Modify the model of the client-server system described in question 3.3 such that the call may terminate with a timeout action rather than a response from the server. What happens to the server in this situation?
- 3.5 A roller coaster control system only permits its car to depart when it is full. Passengers arriving at the departure platform are registered with the roller coaster controller by a turnstile. The controller signals the car to depart when there are enough passengers on the platform to fill the car to its maximum capacity of M passengers. The car then goes around the roller coaster track and then waits for another M passengers. A maximum of M passengers may occupy the platform. Ignore the synchronization detail of passengers embarking from the platform and car departure. The roller coaster consists of three processes TURNSTILE, CONTROL and CAR. TURNSTILE and CONTROL interact by the shared action passenger indicating an arrival and CONTROL and CAR interact by the shared action depart signaling car departure. Draw the Structure Diagram for the system and provide FSP descriptions for each process and the overall composition.
- 3.6 Modify the example Java program ThreadDemo such that it consists of three rotating displays.