```
Honibr:
               cn = coches norte
                                      cs = coches sur
   } I: (cn>0 → cs=0) ~ (cs>0 → cn=0) ~ cs>0 ~ cn>0 {
· II wants-enter II {
     wants - enter (dir):
       if gir = M:
          no-cors-south. wait ($5=0) 3T A dir= NAG=0{ (3)
        on = cn +1

if dir = S: } } I * cn > 1 {
          dir = 5.
no - cars - north - wait (cn = 0)

- 3I ~ dir = s ~ cn = 0 {@
          cs = cs +1 }7 ^ cs >1 {
    3 }I ~ dr = NACS = 0 { cn = cn+1 }I{
       I cuti = cu +1>0 = cu>0 - c=0 = 1 v c=0
               => cs>0 € I ∧ cs=0
               ⇒ cs so -cn =0 € I 1 cs =0 (premisa falsa ⇒ cierb)
               さいのうこう 今丁今丁へにかこの
                       あいらずる
    2 Análogo que 1
                                              por el orden de la función car
o }If leaver - dunnel }If
    leaves-bunnel (dir): 1 I A (dir= U - cn>0) A(dir=S-cs>0) {
       if dir = U:
           cn = cn - 1
           dir = S:
           cs = cs - 1
     12 v gir.N( =) 11 v cu>0 (=) 1 v cu>1
      (I \vee cu > 1)^{cu} \Leftrightarrow I^{cu} \vee cu - 1 > 1 \Rightarrow I^{cu} \vee cu > 0 \Leftrightarrow I 
     15 ~ dir= 5 { => 1 ~ ce>0 => 1 ~ ce>1
     (I へcs > 1 cs -1 > 0 を 1 cs -1 > 0 を T cs へ cs > 0 を J
```