ReactOnEvents( m : Machine , c : Computation ) ≡

if blackTokenEvent(m,c) then

token(m,c) := blackToken

if whiteTokenEvent(m,c) then

token(m,c) := whiteToken

if sendMachineEvent(m,c) then

color(m,c) := black

InitializeMachine ( m : Machine, c : Computation ) ≡

token(m,c) := noToken

color(m,c) := white

RegularMachineProgram ( m : Machine ) ≡