```
Declarations
uncontrollable u_dance_1;
uncontrollable u_dance_2;
uncontrollable u_dance_3;
```

```
automaton dancer
                                                                           dance_3
             u_dance_3
                                                                            equation a = 20.0 * cos(time * f / 2),
                                                                                  b = 20.0 * cos(time * f / 2),
                                                                                  c = 145.0 * cos(time * f / 2) - 90.0,
                                                                                  d = 145.0 * cos(time * f / 2) + 90.0
                                                                                  I = 100.0 + 20.0 * cos(time * f);
                            u_dance_1
                                                                                               u_dance_2
                                                                                         u_dance_3
                                         u_dance_2
 dance_1
                                                                         _dance_2
                                                                           equation a = 0.0,
  equation a = 25.0 * cos(time * f),
        b = -1.5 * 25.0 * cos(time * f),
                                                                                 b = 0.0,
        c = 25.0 * cos(time * f),
                                                                                 c = -25.0 * cos(time * f + 0.5 * 3.14)
                                                                                 d = 25.0 * cos(time * f + 0.5 * 3.14),
        d = 25.0 * cos(time * f),
                                                                                 I = 100.0 + 25.0 * cos(time * f);
        I = 100.0;
                                                              u_dance_1
     Declarations
     monitor
     const real f = 1.0 * 2.0 * 3.14;
     alg real a;
    alg real b;
     alg real c;
     alg real d;
     alg real I;
```