



© № CoverabilityTree	
 markingStateManger transitionFiringManager 	MarkingStateManager TransitionFiringManager <firable></firable>
■ CoverabilityTree(MarkingStateManager, TransitionFiringManager)	
■ generateConverabilityTree(PetriNet) Set <petrinetstate></petrinetstate>	
fireTransition(Firable, Set <place>) int□</place>	
■ initialisethecurrentPetriNetState(PetriNet, PetriNetStateNet	



