

ProfileTransmission_coordinator

clock: c_inv;
var: int n, bool memberPossible, int requestedPosition, int newRailCabPosition, bool changed,
 Profile newProfile, Profile currentProfiles[], Profile[][] allProfiles;
op: bool isMemberPossible(), bool calculateProfiles();

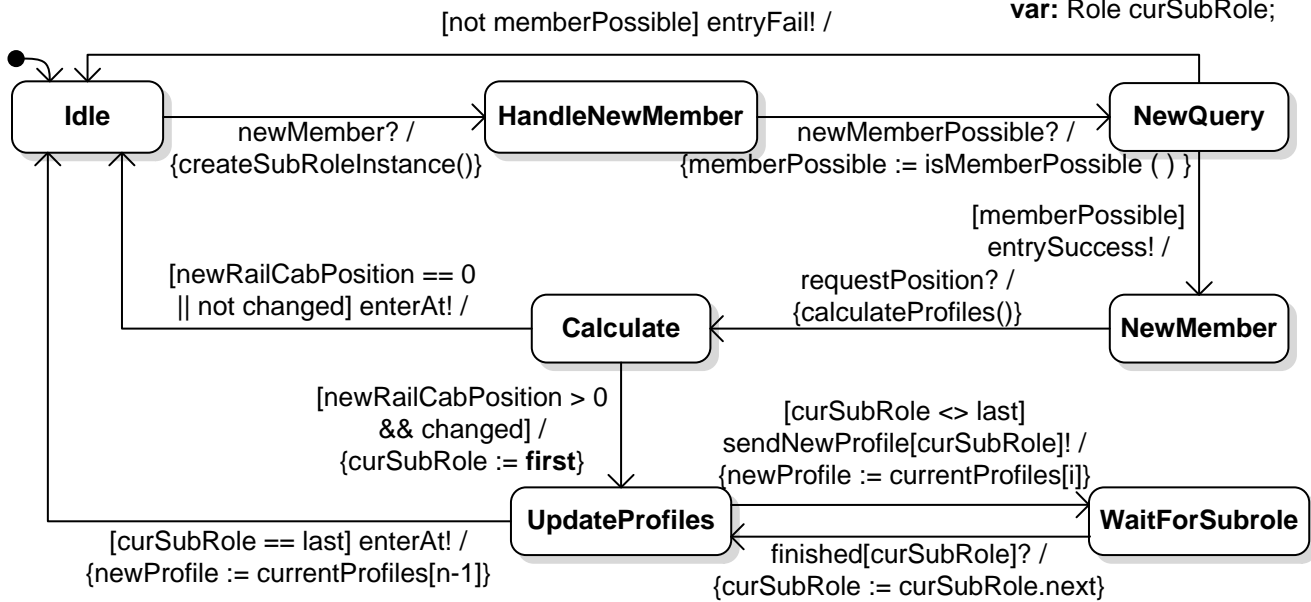
ProfileTransmission_Coordinator_Main

ch: newMember, newMemberPossible, entryFail, entrySuccess, requestPosition, enterAt,
 sendNewProfile[Role], finished[Role];

adaptation

clock: c; ①

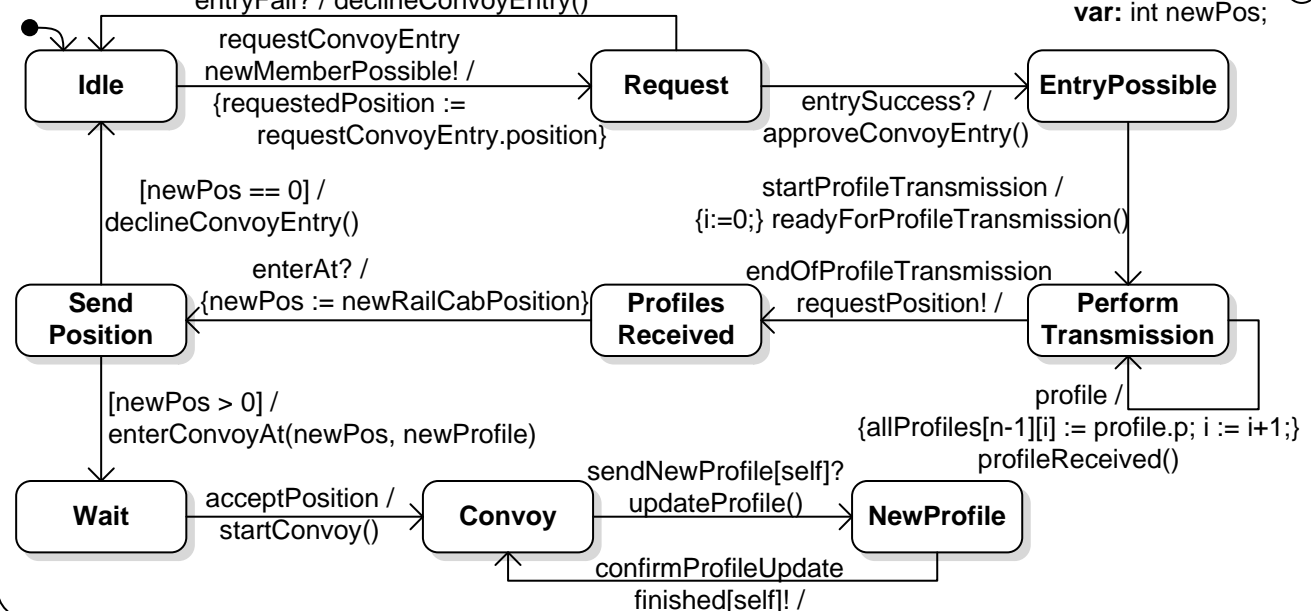
var: Role curSubRole;



sub-role

clock: c; ②

var: int newPos;



ProfileTransmission_member

clock: c_inv;
var: int desiredPosition, int numOfProfiles, int j, int entryPosition, Profile curProfile; Profile[numOfProfiles] profiles;
op: int calculateDesiredPosition();

