- Them comment vao create\_Widgets

- Chinh lai ten setup button, reset button, transition system (ts), firing sequence (firing\_sequence)

- Chinh lai in ra luc setup

- Them cac ham is\_start\_enable, is\_change\_enable, is\_end\_enable

- Them ham reset

- Chinh ham marking -> transition\_system, find\_marking -> find\_transition\_relation

- Them bien nums\_sequence

- Them ham firing sequence, find\_firing\_sequence, find\_next\_sequence

- Chinh lai ham fire theo is\_enable

- Chinh lai khi firing thi tru token -> fire – cong token (fire\_start, fire\_end, fire\_change)

- Chinh tieu de Marking khi firing (fire\_start, fire\_change, fire\_end)

- Them self.nums\_sequence = 0 vao firing\_sequence

- Them in ra initial marking o setup va reset