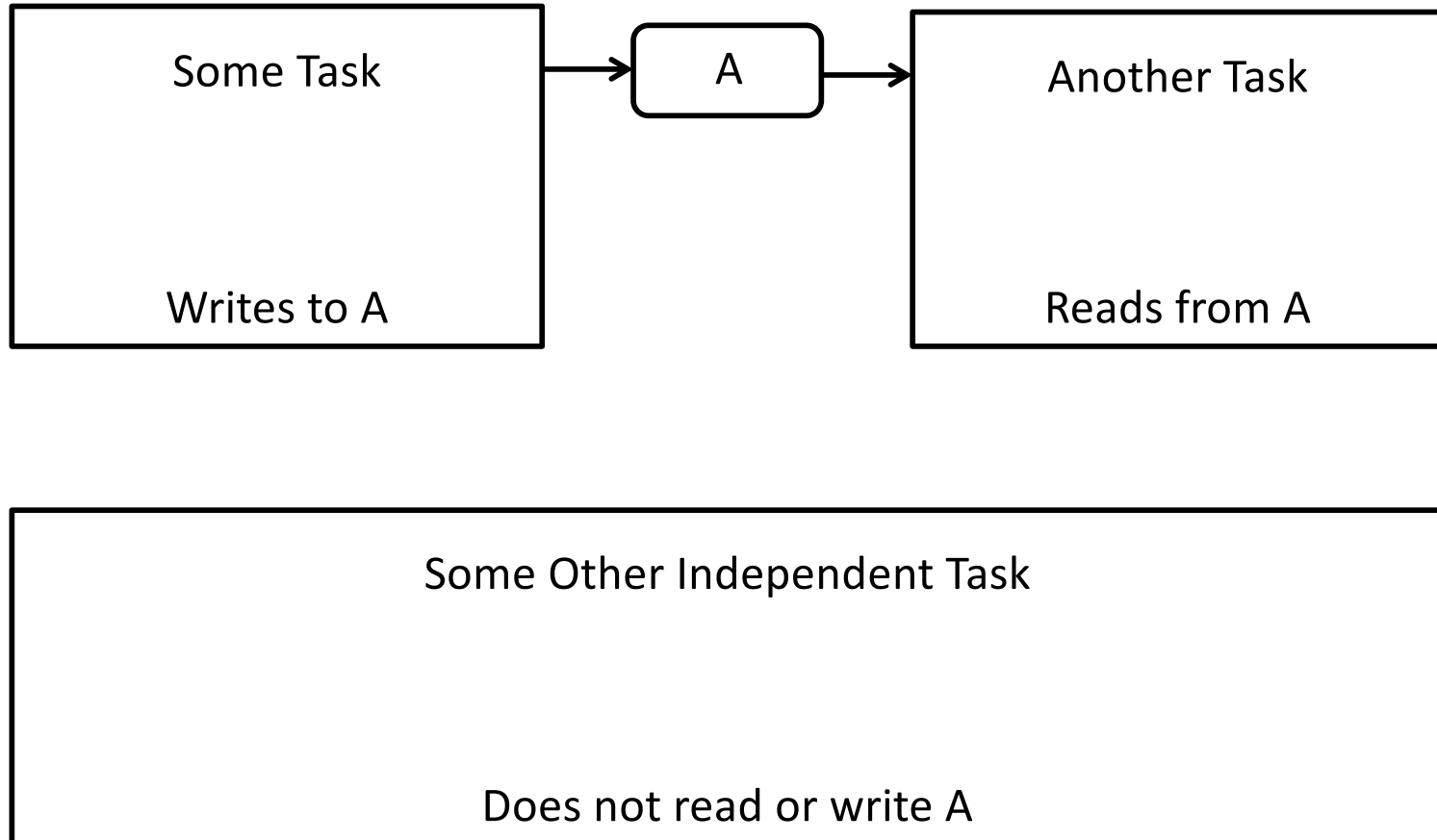
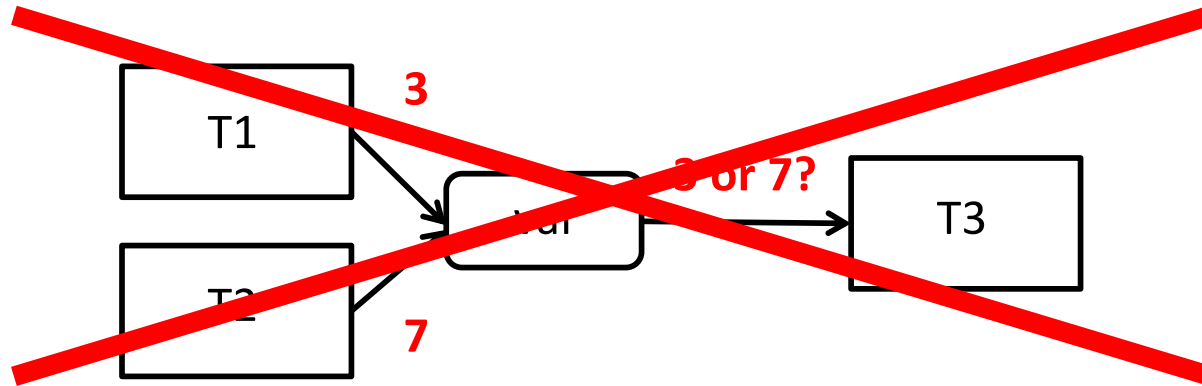


Concurrent Synchronous State Machines: Communication via Shared Variables

Communication via Shared Variables



Only One Task Should Write to a Shared Variable!



- If you write the C code, you can control whether T1 or T2 ticks first
- At the level of the abstract model, you do not have this type of control
- Do you want to debug this mess?