cliente_i

agregar_i_1_1
[stock[1] >= 1]
    {carrito[i][1] += 1}
...
agregar_i_1_MAXU
[stock[1] >= MAXU]
{carrito[i][1] += MAXU}
...
agregar_i_J_1
[stock[J] >= 1]
    {carrito[i][J] += 1}
...
agregar_i_J_MAXU
[stock[J] >= MAXU]
{carrito[i][J] += MAXU}

Máquina = depósito ‖ cliente_1 ‖ ... ‖ cliente_I
Variables globales:

I = #clientes

J = #productos

stock = [0, ..., 0]

carrito = [[0, ..., 0], ..., [0, ..., 0]]

MAXU = cant. max. de unidades

timer_i = timer en min. for i in 1..I

reservar_i
[
stock[1] >= carrito[i][1]
...
stock[J] >= carrito[i][J]
]
{
stock[1] -= carrito[i][1]
...
stock[J] -= carrito[i][J]
timer_i = 0
}

quitar_i_1_1
[carrito[i][1] >= 1]
    {carrito[i][1] -= 1}
...
quitar_i_1_MAXU
[carrito[i][1] >= MAXU]
{carrito[i][1] -= MAXU}
...
quitar_i_J_1
[carrito[i][J] >= 1]
    {carrito[i][J] -= 1}
...
quitar_i_J_MAXU
[carrito[i][J] >= MAXU]
{carrito[i][J] -= MAXU}

...

armando carrito

carrito reservado
timer_i < 10

carrito confirmado

terminar_procedimiento_de_compra_i
[timer_i < 10]

timeout_i
[timer_i >= 10]
{
stock[1] += carrito[i][1]
stock[2] += carrito[i][2]
...
stock[J] += carrito[i][J]
}

cancelar_i
[timer_i < 10]
{
stock[1] += carrito[i][1]
...
stock[J] += carrito[i][J]
carrito[i][1] = 0
...
carrito[i][J] = 0
}

depósito

ingresando unidades

...

ingresar_1_1
{stock[1] += 1}
...
ingresar_1_MAXU
{stock[1] += MAXU}
...
ingresar_J_1
{stock[J] += 1}
...
ingresar_J_MAXU
{stock[J] += MAXU}