USER STATES

receive another message in slot S
collided = true
collision ++
receivePacket --
receivePacketInTSlot = 0
delete scheduled sent
delete msg

**currentTime == lastMessageTime
&& collided == true**
delete message

WAITING

receive message in slot s
scheduling send in slot S+T
receivePacket ++
lastMessage = currentTime
collided = false

SCHEDULING

send initialMessage = true

receive self message
broadcast the message

receive message in slot S+1,T-1
receivePackets ++
lastMessage = currentTime
collided = false

**currentTime == lastMessageTime
&& collided == false**
delete message
receivePacketInTSlots --
receivePackets --
collided = true
collision ++

currentTime != lastMessageTime
receivePackets ++
lastMessage = currentTime
collided = false

DONE

**receive self message &&
messaggi ricevuti <= m**
broadcast the message

**receive self message &&
messaggi ricevuti > m**

LISTENING

**currentTime == lastMessageTime
&& collided == true**
delete message

**currentTime == lastMessageTime
&& collided == true**
delete message

**currentTime == lastMessageTime
&& collided == false**
delete message
receivePackets --
collided = true
collision ++

currentTime != lastMessageTime
receivePacketInTSlots++
receivePackets ++
lastMessage = currentTime
collided = false