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ANTONIO FRANCISCO ALVAREZ GÓMEZ, MARCOS ROCHA MORALES, MARINA BUENO
VERSION 1: SKEL- UTO . Py
(INV: access = 1)
Monitor (NCARS):
       occess : int
       occess = 1 # no hay coches en el timel
  Car i:
       car created
       car wants to enter
       wants_enter()
       car enters the tunnel
       car leaving the tunnel
       leaves - tunel ()
       car out of the turnel
  wants - enter ():
                                                   (coves-turnel ():
        SINUS
                                                     SINUS
         free - access worther (access==1)
                                                     occess = 1
         access = 0
                                                     free access . signal ()
VERSION 2 skel - multiple py
 ( INV : ncar_n = 0 v ncar_s = 0 )
  Mouter (NCARS):
                                                wants-enter (direction):
         access, near-n, near-s int
                                                     SINVS
                                                     set-curent_direction (direction).
         access = 1
         ncar-n=0
                                                    free - access. wait for ( access == + v
         ncar - 5 = 0
                                                      near-s>0 v near-n>0)
         d = NORTH
                                                    if d == NORTH
                                                       ncor_n += 1
  Car i:
                                                    else
                                                       ncor - s + = 1
      car created
      car wants to enter
                                                    access = 0
       wants - enter (direction)
                                                 leaves - tunnel (direction):
       car enters the tunnel
                                                    If d == NORTH
       car leaving the tunnel
                                                      ncar - n -= 1
       leaves tunnel (direction)
                                                   else
       car at of the tunnel
                                                      ncar - s -= 1
```

if near . N == 0 1 near - S == 0

access = 1

free - occess signal ()

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WERSION 3 skel-tunes.pg.
(INV: (near-n=0 v near-s=0) ~ prohibition=0)
Moniter (NCARS, maxwait):
      access, near-n, near, s, prehibition, to: int
       access = 1
       n\cos n = 0
       ncor - s = 0
       prehibition = 0
       t0 = 0
 Car i :
     car created
     car wants to enter
     wants - enter (direction)
     car enters the tunnel
     car leaving the tunel
     leaves tunnel (direction)
      car out of the tunnel
 wonts - enter (direction)
                                                 is - free - access
                                                    11 = time. time ()
   41204
                                                    if theto > max Wait
   set_curent_direction (direction)
   free - occess . waitfor (is free occess)
                                                       prohibition = 0
                                                       if incorn + ncor-s = = 0
   if d == NORTH
                                                           pichibition = 1
     ncar - n + = 1
                                                    neturn (access == 1 v nau-n == 0 v
      ncor - 2 + = 1
                                                     ncor-s == 0) ~ prohibition = = 0
   access = 0
 leaves turnel (direction)
    SINUS
    if d == NORTH
      neoran -= 1
    else
       ncor-5 == 1
    if near-need a near-seed.
       occess = 4
```

free - occess signal ()