

**channelset** *SafeltAppSync* ==  
 $\{\} \text{getSequencerCall}, \text{getSequencerRet}, \text{initializeApplicationCall}, \text{initializeApplicationRet}, \text{end\_safelet\_app} \}$

**channelset** *MyAppChanSet* ==  
 $\{\} \text{getSequencerCall}, \text{getSequencerRet}, \text{initializeApplicationCall}, \text{initializeApplicationRet}, \text{end\_safelet\_app} \}$

**process** *MyApp*  $\hat{=}$

*InitializeApplication*  $\hat{=}$   

$$\left( \begin{array}{l} \text{initializeApplicationCall} \longrightarrow \\ \text{initializeApplicationRet} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$$

*GetSequencer*  $\hat{=}$   

$$\left( \begin{array}{l} \text{getSequencerCall} \longrightarrow \\ \text{getSequencerRet} ! [\text{toplevelsequencer}] \longrightarrow \\ \mathbf{Skip} \end{array} \right)$$

*Methods*  $\hat{=}$   

$$\left( \begin{array}{l} \text{GetSequencer} \\ \square \\ \text{InitializeApplication} \end{array} \right) ; \text{Methods}_s$$

$\bullet (\text{Methods}) \triangle (\text{end\_safelet\_app} \longrightarrow \mathbf{Skip})$

**channelset** *MissionSequencerAppSync* ==  
 $\{\} \text{ getNextMissionCall, getNextMissionRet, end\_sequencer\_app } \{\}$

**channelset** *MySequencerAppChanSet* == *MissionSequencerAppSync*

**process** *MainSequencerApp*  $\hat{=}$

*GetNextMission*  $\hat{=}$   

$$\left( \begin{array}{l} \text{getNextMissionCall} . [TopLevelSequencer] \longrightarrow \\ \text{getNextMissionRet} . [TopLevelSequencer] ! [MainMission] \longrightarrow \\ \mathbf{Skip} \end{array} \right)$$

*Methods*  $\hat{=}$   
 $(GetNextMission) ; Methods$

•  $(Methods) \setminus MissionSequencerAppStateSync \triangle (end\_sequencer\_app . [TopLevelSequencer] \longrightarrow \mathbf{Skip})$

**channelset** *MissionAppSync* ==  
 $\{\!| \text{initializeCall}, \text{register}, \text{initializeRet}, \text{cleanupMissionCall}, \text{cleanupMissionRet} |\!\}$

**channelset** *MissionAppChanSet* ==  
 $\{\!| \text{initializeCall}, \text{initializeRet}, \text{cleanupMissionCall}, \text{cleanupMissionRet}, \text{register} . \text{NestedMissionSequencerId} . [\text{Mission}] |\!\}$

**process** *MainMissionApp*  $\hat{=}$

*InitializePhase*  $\hat{=}$   

$$\left( \begin{array}{l} \text{initializeCall} . [\text{Mission}] \longrightarrow \\ \text{register} ! [\text{SchedulableObject}] ! [\text{Mission}] \longrightarrow \\ \text{initializeRet} . [\text{Mission}] \longrightarrow \\ \mathbf{Skip} \end{array} \right)$$

*CleanupPhase*  $\hat{=}$   

$$\left( \begin{array}{l} \text{cleanupMissionCall} . [\text{Mission}] \longrightarrow \\ \text{cleanupMissionRet} . [\text{Mission}] ? \text{false} \longrightarrow \\ \mathbf{Skip} \end{array} \right)$$

*Methods*  $\hat{=}$   

$$\left( \begin{array}{l} \text{InitializePhase} \\ \square \\ \text{CleanupPhase} \end{array} \right) ; \text{Methods}$$

$\bullet (\text{Methods}) \triangle (\text{end\_mission\_app} . [\text{Mission}] \longrightarrow \mathbf{Skip})$

**process** *HandlerApp*  $\hat{=}$

*Methods*  $\hat{=}$   
*handlerAsyncEvent* ; *Methods*

*handlerAsyncEvent*  $\hat{=}$   
 $\left( \begin{array}{l} \textit{handleAsyncEventCall} . [\textit{Handler}] \longrightarrow \\ \textit{handleAsyncEventRet} . [\textit{Handler}] \longrightarrow \\ \mathbf{Skip} \end{array} \right)$

• (*Methods*)  $\triangle$  (*end*\_*[handlerType]**EventHandler\_app* . [*Handler*]  $\longrightarrow$  **Skip**)

**process** *ManagedThreadApp*  $\hat{=}$

*Methods*  $\hat{=}$   
*Run* ; *Methods*

*Run*  $\hat{=}$   
 $\left( \begin{array}{l} \textit{runCall} . [\textit{ManagedThread}] \longrightarrow \\ \textit{runRet} . [\textit{ManagedThread}] \longrightarrow \\ \mathbf{Skip} \end{array} \right)$

• (*Methods*)  $\triangle$  (*end\_managedThread\_app* . [*ManagedThread*]  $\longrightarrow$  **Skip**)