```
program : sorting (PARAM: cycles, countQuality, countUnQuality)
(Entry) [VAR: cycles, countQuality, countUnQuality, info1, info2, mark1, mark2, mark, picked]
           TRIGGER (pathSensor == TRUE) {
                                                    (15)
 (1)
                                                             TRIGGER (sortSensor == TRUE) {
               cycles := cycles + 1;
 (2)
                                                    (16)
                                                                 mark << SCANNER;
               IF (cycles % 2 == 1) {
 (3)
                                                                 IF (mark == TRUE) {
                                                    (17)
                    PATHSET << 'path1';
 (4)
                                                    (18)
                                                                      SORTSET << 'Quality';
                                                    (19)
                                                                      countQuality := countQuality + 1;
               ELSIF (cycles % 2 == 0) {
 (5)
                    PATHSET << 'path2';</pre>
 (6)
                                                    (20)
                                                                 ELSE {
                                                    (21)
                                                                      SORTSET << 'UnQuality';
                                                                      countUnQuality := countUnQuality + 1;
                                                    (22)
 (7)
           TRIGGER (sensor1 == TRUE) {
 (8)
               info1 << SREAD1;
                                                    (23)
                                                                 picked := TRUE;
 (9)
               mark1 := checkProduct(info1);
               mark1 >> SWRITE1;
 (10)
                                                    (24)
                                                             TRIGGER (picked == TRUE) {
 (11)
           TRIGGER (sensor2 == TRUE) {
                                                                 IF(countUnQuality / countQuality > 0.01) {
                                                    (25)
               info2 << SREAD2;
 (12)
                                                    (26)
                                                                      STOP:
 (13)
               mark2 := checkProduct(info2);
               mark2 >> SWRITE2;
 (14)
                                                    (27)
                                                                 picked := FALSE;
```