

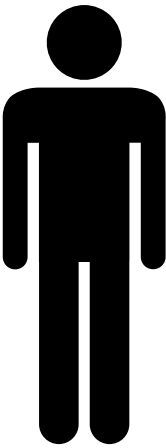


Therac-25













```
if not safe:  
    safe += 1
```

```
if safe == 0:  
    fire_beam()
```

```
else:  
    raise Exception('Error 54')
```









































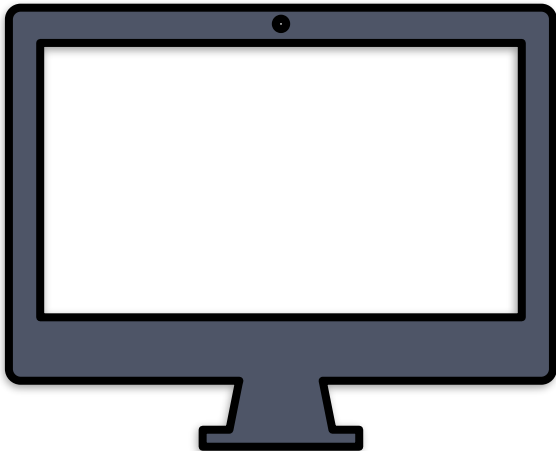








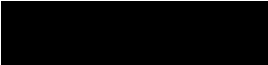








safe = 1



safe = 2

safe = 255

safe = 0

2

5

MOV

E

V



E

I

I

O

I

5

4







if not satisfied:

se for a + = 1

if safe for @

1999

final beam(s)

main:Expectation('E10154')



seaford = 1



seafare

seafare 255

seafare = 0

