```
? DLocation(x);
           / set c := 0;
           set c1 := 0;
                                          \{c1>1\}? DLocation(x);
                              IDLE
init
                                                  /reset c1;
                                                      / \text{ m.distance} := (x - y);
   [c>1] ? MARequest(y);
                                 [c > = 60]
                                            m.speed := call getReleaseSpeed((x - y));
                                                         ! MA(m) to obu;
                                                              reset c;
                               MA
```