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— MODULE E2T —
EXTENDS API
LOCAL INSTANCE Naturals
LOCAL INSTANCE Sequences
LOCAL INSTANCE FiniteSets
CONSTANT Nodes
ASSUME \land IsFiniteSet(Nodes)
          \land \, \forall \, n \in \mathit{Nodes} : n \in \mathit{STRING}
vars \stackrel{\Delta}{=} \langle \rangle
                            MODULE Store —
   CreateSubscription(s) \stackrel{\triangle}{=} [status \mapsto OK]
   DeleteSubscription(s) \triangleq [status \mapsto OK]
   Init \stackrel{\triangle}{=} \text{TRUE}
   Next \triangleq FALSE
LOCAL Store \triangleq INSTANCE Store
                                    --- module NB ---
   HandleSubscribeRequest(c, m) \triangleq
        \wedge LET r \triangleq Store! CreateSubscription(m)
          IN API!E2T!Server!Send!SubscribeResponse(c, r)
        \land UNCHANGED \langle e2apApiVars, topoApiVars \rangle
   Handle Unsubscribe Request(c, m) \stackrel{\Delta}{=}
        \wedge \text{ LET } r \stackrel{\triangle}{=} Store! DeleteSubscription(m)
          IN API!E2T!Server!Send!UnsubscribeResponse(c, r)
        \land UNCHANGED \langle e2apApiVars, topoApiVars \rangle
   Init \triangleq
       \land TRUE
   Next \triangleq
       \forall \exists s \in Nodes : API!E2T!Server!Serve(s)
       \vee \exists s \in API!E2T!Servers : API!E2T!Server!Stop(s)
       \vee \exists c \in API!E2T!Connections:
            \lor API!E2T!Server!Receive!SubscribeRequest(c, HandleSubscribeRequest)
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LOCAL NB \stackrel{\triangle}{=} \text{INSTANCE } NB
                         HandleE2SetupRequest(c, m) \triangleq
        \land API!E2AP!Server!Send!E2SetupResponse(c, [status \mapsto OK])
        \land UNCHANGED \langle \rangle
   \mathit{Init} \; \stackrel{\scriptscriptstyle \Delta}{=} \;
       \land TRUE
   Next \triangleq
       \lor \exists s \in Nodes : API!E2AP!Server!Serve(s)
       \forall \exists s \in API!E2AP!Servers : API!E2AP!Server!Stop(s)
       \vee \exists c \in API!E2AP!Connections:
            \lor API!E2AP!Server!Receive!E2SetupRequest(c, HandleE2SetupRequest)
LOCAL SB \triangleq \text{INSTANCE } SB
Init \triangleq
   \wedge SB! Init
   \wedge NB!Init
   \land Store! Init
Next \triangleq
   \vee SB! Next
   \vee NB! Next
   \vee \, Store \, ! \, Next
\ * Modification History
\* Last modified Sat Aug 14 12:18:35 PDT 2021 by jordanhalterman
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<sup>\\*</sup> Created Tue Aug 10 04:55:45 PDT 2021 by jordanhalterman