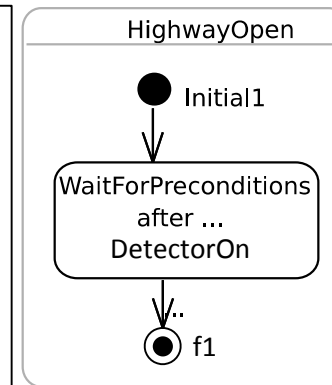


a

```
state(HighwayOpen,
      NULL,NULL,NULL) {
  initial_state(
    WaitingForHighwayMin
    NULL, NULL, NULL){
    defer(DetectorOn);
  };
  state(MinimumTimeElapsed,
        NULL,NULL);
  final_state(f1);
};
transition_table {
  transition(
    WaitingForHighwayMin,
    MinimumTimeElapsed,
    NULL,TE_Min,NULL);
  transition(
    MinimumTimeElapsed,f1,
    NULL,DetectorOn,NULL);
}
```

b



c

```
state(HighwayOpen,
      NULL,NULL,NULL) {
  initial_state(
    WaitingForPreconditions,
    NULL, NULL, NULL);
  final_state(f1);
};
transition_table {
  int_transition(
    WaitingForPreconditions,
    NULL,TE_Min,NULL, setTime);
  int_transition(
    WaitingForPreconditions,
    NULL,DetectorOn,setDetect);
  transition(
    WaitForPreconditions,f1,
    NULL,CHE_Pre,resetFlags);
}
```

d