This design studio is meant to model Petri Nets. Petri nets are a form of directed bipartite graph that has nodes called Places and Transitions. Places and Transitions are connected by arcs, that can either be InPlaces or OutPlaces. InPlaces start at a place and then go to a source, while outplaces start at a source and go to a place. In addition, all places have markings, or a non negative value. A transition can be fired if all the places connected by inplaces have a positive value. If a transition is fired, then all of its inplaces lose a marking, while all of its outplaces gain one.

Petri nets are great for modeling the flow of information in a network. They can be used to model anything from metabolic pathway controls to the flow of information on hardware. In addition, they can be used to model finite state machines, marked graphs, free-choice petri nets, and marked graphs View the readme.md for installation instructions.

To build models, begin by running your server. From there go to the composition view and drag and drop a Petri net into the main screen. Double click on the Petri Net, then drag and drop your components. Once your network is complete, you can run the PetriNetCodeGenerator Plugin, which will tell you which subtypes of petri nets that your net falls under. In addition, you can run the simulation by clicking on PetriNetViz, which will stop when you make an illegal move.