aircraft

Tight Rope v0.65

11th February 2016

1 ID Files

1.1 MissionIds

section *MissionIds* **parents** *scj_prelude*, *MissionId*

$$MainMissionMID : MissionID$$
$$TakeOffMissionMID : MissionID$$
$$CruiseMissionMID : MissionID$$
$$LandMissionMID : MissionID$$

$$distinct\langle nullMissionId, MainMissionMID, TakeOffMissionMID, CruiseMissionMID, LandMissionMID\rangle$$

1.2 SchedulablesIds

section *SchedulableIds* **parents** *scj_prelude*, *SchedulableId*

$$
\begin{array}{l}
MainMissionSequencerSID : SchedulableID \\
ACModeChangerSID : SchedulableID \\
EnvironmentMonitorSID : SchedulableID \\
ControlHandlerSID : SchedulableID \\
FlightSensorsMonitorSID : SchedulableID \\
CommunicationsHandlerSID : SchedulableID \\
AperiodicSimulatorSID : SchedulableID \\
LandingGearHandlerTakeOffSID : SchedulableID \\
TakeOffMonitorSID : SchedulableID \\
TakeOffFailureHandlerSID : SchedulableID \\
BeginLandingHandlerSID : SchedulableID \\
NavigationMonitorSID : SchedulableID \\
GroundDistanceMonitorSID : SchedulableID \\
LandingGearHandlerLandSID : SchedulableID \\
InstrumentLandingSystemMonitorSID : SchedulableID \\
SafeLandingHandlerSID : SchedulableID \\
\hline
distinct\langle nullSequencerId, nullSchedulableId, MainMissionSequencerSID, \\
ACModeChangerSID, EnvironmentMonitorSID, \\
ControlHandlerSID, FlightSensorsMonitorSID, \\
CommunicationsHandlerSID, AperiodicSimulatorSID, \\
LandingGearHandlerTakeOffSID, TakeOffMonitorSID, \\
TakeOffFailureHandlerSID, BeginLandingHandlerSID, \\
NavigationMonitorSID, GroundDistanceMonitorSID, \\
LandingGearHandlerLandSID, InstrumentLandingSystemMonitorSID, \\
SafeLandingHandlerSID\rangle
\end{array}
$$

1.3 ThreadIds

section *ThreadIds* **parents** *scj_prelude*, *GlobalTypes*

$$
\begin{array}{l}
InstrumentLandingSystemMonitorTID : ThreadID \\
SafeLandingHandlerTID : ThreadID \\
GroundDistanceMonitorTID : ThreadID \\
CommunicationsHandlerTID : ThreadID \\
ControlHandlerTID : ThreadID \\
AperiodicSimulatorTID : ThreadID \\
TakeOffFailureHandlerTID : ThreadID \\
LandingGearHandlerLandTID : ThreadID \\
EnvironmentMonitorTID : ThreadID \\
FlightSensorsMonitorTID : ThreadID \\
NavigationMonitorTID : ThreadID \\
ACModeChangerTID : ThreadID \\
BeginLandingHandlerTID : ThreadID \\
LandingGearHandlerTakeOffTID : ThreadID \\
TakeOffMonitorTID : ThreadID \\
\hline
distinct\langle SafeletTID, nullTID, \\
InstrumentLandingSystemMonitorTID, SafeLandingHandlerTID, \\
GroundDistanceMonitorTID, CommunicationsHandlerTID, \\
ControlHandlerTID, AperiodicSimulatorTID, \\
TakeOffFailureHandlerTID, LandingGearHandlerLandTID, \\
EnvironmentMonitorTID, FlightSensorsMonitorTID, \\
NavigationMonitorTID, ACModeChangerTID, \\
BeginLandingHandlerTID, LandingGearHandlerTakeOffTID, \\
TakeOffMonitorTID\rangle
\end{array}
$$

1.4 ObjectIds

section *ObjectIds* **parents** *scj_prelude*, *GlobalTypes*

$$TakeOffMissionOID : ObjectID$$
$$LandMissionOID : ObjectID$$

$$distinct\langle TakeOffMissionOID, LandMissionOID\rangle$$

2 Network

2.1 Network Channel Sets

section *NetworkChannels* **parents** *scj_prelude*, *MissionId*, *MissionIds*, *SchedulableId*, *SchedulableIds*, *MissionChan*, *SchedulableChan*, *TopLevelMissionSequencerFWChan*, *FrameworkChan*, *SafeletChan*

channelset *TerminateSync* ==
{| *schedulables_terminated*, *schedulables_stopped*, *get_activeSchedulables* |}

channelset *ControlTierSync* ==
{| *start_toplevel_sequencer*, *done_toplevel_sequencer*, *done_safeletFW* |}

channelset *TierSync* ==
{| *start_mission* . *MainMission*, *done_mission* . *MainMission*, *done_safeletFW*, *done_toplevel_sequencer* |}

channelset *MissionSync* ==
{| *done_safeletFW*, *done_toplevel_sequencer*, *register*, *signalTerminationCall*, *signalTerminationRet*, *activate_schedulables*, *done_schedulable*, *cleanupSchedulableCall*, *cleanupSchedulableRet* |}

channelset *SchedulablesSync* ==
{| *activate_schedulables*, *done_safeletFW*, *done_toplevel_sequencer* |}

channelset *ClusterSync* ==
{| *done_toplevel_sequencer*, *done_safeletFW* |}

channelset *AppSync* ==
$\bigcup$ {*SafeltAppSync*, *MissionSequencerAppSync*, *MissionAppSync*, *MTAppSync*, *OSEHSync*, *APEHSync*, {| *getSequencer*, *end_mission_app*, *end_managedThread_app*, *setCeilingPriority*, *requestTerminationCall*, *requestTerminationRet*, *terminationPendingCall*, *terminationPendingRet*, *handleAsyncEventCall*, *handleAsyncEventRet* |}}

channelset *ThreadSync* ==
{| *raise_thread_priority*, *lower_thread_priority*, *isInterruptedCall*, *isInterruptedRet*, *get_priorityLevel* |}

channelset *LockingSync* ==
{| *lockAcquired*, *startSyncMeth*, *endSyncMeth*, *waitCall*, *waitRet*, *notify*, *isInterruptedCall*, *isInterruptedRet*, *interruptedCall*, *interruptedRet*, *done_toplevel_sequencer*, *get_priorityLevel* |}

channelset *Tier*0*Sync* ==
{| *done_toplevel_sequencer*, *done_safeletFW*, *start_mission* . *TakeOffMission*, *done_mission* . *TakeOffMission*, *initializeRet* . *TakeOffMission*, *requestTermination* . *TakeOffMission* . *MainMissionSequencer*, *start_mission* . *CruiseMission*, *done_mission* . *CruiseMission*, *initializeRet* . *CruiseMission*, *requestTermination* . *CruiseMission* . *MainMissionSequencer*, *start_mission* . *LandMission*, *done_mission* . *LandMission*, *initializeRet* . *LandMission*, *requestTermination* . *LandMission* . *MainMissionSequencer* |}

2.2 MethodCallBinder

vv

section *MethodCallBindingChannels* **parents** *scj_prelude*, *GlobalTypes*, *MissionId*, *SchedulableId*, *ThreadId*

channel $binder\_setCabinPressureCall : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$
channel $binder\_setCabinPressureRet : MissionID \times SchedulableID$

$setCabinPressureLocs == \{MainMission\}$
$setCabinPressureCallers == \{EnvironmentMonitor\}$

channel $binder\_setEmergencyOxygenCall : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$
channel $binder\_setEmergencyOxygenRet : MissionID \times SchedulableID$

$setEmergencyOxygenLocs == \{MainMission\}$
$setEmergencyOxygenCallers == \{EnvironmentMonitor\}$

channel $binder\_setFuelRemainingCall : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$
channel $binder\_setFuelRemainingRet : MissionID \times SchedulableID$

$setFuelRemainingLocs == \{MainMission\}$
$setFuelRemainingCallers == \{EnvironmentMonitor\}$

channel $binder\_setAirSpeedCall : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$
channel $binder\_setAirSpeedRet : MissionID \times SchedulableID$

$setAirSpeedLocs == \{MainMission\}$
$setAirSpeedCallers == \{FlightSensorsMonitor\}$

channel $binder\_setAltitudeCall : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$
channel $binder\_setAltitudeRet : MissionID \times SchedulableID$

$setAltitudeLocs == \{MainMission\}$
$setAltitudeCallers == \{FlightSensorsMonitor\}$

channel $binder\_setHeadingCall : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$
channel $binder\_setHeadingRet : MissionID \times SchedulableID$

$setHeadingLocs == \{MainMission\}$
$setHeadingCallers == \{FlightSensorsMonitor\}$

channel $binder\_isLandingGearDeployedCall : MissionID \times SchedulableID$
channel $binder\_isLandingGearDeployedRet : MissionID \times SchedulableID \times \mathbb{B}$

$isLandingGearDeployedLocs == \{TakeOffMission\}$
$isLandingGearDeployedCallers == \{LandingGearHandlerTakeOff\}$

channel $binder\_stowLandingGearCall : MissionID \times SchedulableID$
channel $binder\_stowLandingGearRet : MissionID \times SchedulableID$

$stowLandingGearLocs == \{TakeOffMission\}$
$stowLandingGearCallers == \{LandingGearHandlerTakeOff\}$

channel $binder\_deployLandingGearCall : MissionID \times SchedulableID \times ThreadId$
channel $binder\_deployLandingGearRet : MissionID \times SchedulableID \times ThreadId$

$deployLandingGearLocs == \{TakeOffMission\}$
$deployLandingGearCallers == \{LandingGearHandlerTakeOff\}$

channel $binder\_getAltitudeCall : MissionID \times SchedulableID$
channel $binder\_getAltitudeRet : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$

$getAltitudeLocs == \{MainMission\}$
$getAltitudeCallers == \{GroundDistanceMonitor, SafeLandingHandler, TakeOffMonitor, NavigationMonitor\}$

channel $binder\_getAirSpeedCall : MissionID \times SchedulableID$
channel $binder\_getAirSpeedRet : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$

$getAirSpeedLocs == \{MainMission\}$
$getAirSpeedCallers == \{NavigationMonitor, TakeOffFailureHandler\}$

channel $binder\_abortCall : MissionID \times SchedulableID$
channel $binder\_abortRet : MissionID \times SchedulableID$

$abortLocs == \{TakeOffMission\}$
$abortCallers == \{TakeOffFailureHandler\}$

channel $binder\_getHeadingCall : MissionID \times SchedulableID$
channel $binder\_getHeadingRet : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$

$getHeadingLocs == \{MainMission\}$
$getHeadingCallers == \{NavigationMonitor\}$

channel $binder\_getAirSpeedCall : MissionID \times SchedulableID$
channel $binder\_getAirSpeedRet : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$

$getAirSpeedLocs == \{MainMission\}$
$getAirSpeedCallers == \{NavigationMonitor, TakeOffFailureHandler\}$

channel $binder\_getAltitudeCall : MissionID \times SchedulableID$
channel $binder\_getAltitudeRet : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$

$getAltitudeLocs == \{MainMission\}$
$getAltitudeCallers == \{GroundDistanceMonitor, SafeLandingHandler, TakeOffMonitor, NavigationMonitor\}$

channel $binder\_getAltitudeCall : MissionID \times SchedulableID$
channel $binder\_getAltitudeRet : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$

$getAltitudeLocs == \{MainMission\}$
$getAltitudeCallers == \{GroundDistanceMonitor, SafeLandingHandler, TakeOffMonitor, NavigationMonitor\}$

channel $binder\_isLandingGearDeployedCall : MissionID \times SchedulableID$
channel $binder\_isLandingGearDeployedRet : MissionID \times SchedulableID \times \mathbb{B}$

$isLandingGearDeployedLocs == \{LandMission\}$
$isLandingGearDeployedCallers == \{LandingGearHandlerLand\}$

channel $binder\_stowLandingGearCall : MissionID \times SchedulableID$
channel $binder\_stowLandingGearRet : MissionID \times SchedulableID$

$stowLandingGearLocs == \{LandMission\}$
$stowLandingGearCallers == \{LandingGearHandlerLand\}$

channel $binder\_deployLandingGearCall : MissionID \times SchedulableID \times ThreadId$
channel $binder\_deployLandingGearRet : MissionID \times SchedulableID \times ThreadId$

$deployLandingGearLocs == \{LandMission\}$
$deployLandingGearCallers == \{LandingGearHandlerLand\}$

channel $binder\_getAltitudeCall : MissionID \times SchedulableID$
channel $binder\_getAltitudeRet : MissionID \times SchedulableID \times \mathbb{P}\,\mathbb{A}$

$getAltitudeLocs == \{MainMission\}$
$getAltitudeCallers == \{GroundDistanceMonitor, SafeLandingHandler, TakeOffMonitor, NavigationMonitor\}$

channelset $MethodCallBinderSync == \{\!|\ done\_toplevel\_sequencer,$
$binder\_setCabinPressureCall, binder\_setCabinPressureRet,$
$binder\_setEmergencyOxygenCall, binder\_setEmergencyOxygenRet,$
$binder\_setFuelRemainingCall, binder\_setFuelRemainingRet,$
$binder\_setAirSpeedCall, binder\_setAirSpeedRet,$
$binder\_setAltitudeCall, binder\_setAltitudeRet,$
$binder\_setHeadingCall, binder\_setHeadingRet,$
$binder\_isLandingGearDeployedCall, binder\_isLandingGearDeployedRet,$
$binder\_stowLandingGearCall, binder\_stowLandingGearRet,$
$binder\_deployLandingGearCall, binder\_deployLandingGearRet,$
$binder\_getAltitudeCall, binder\_getAltitudeRet,$
$binder\_getAirSpeedCall, binder\_getAirSpeedRet,$
$binder\_abortCall, binder\_abortRet,$
$binder\_getHeadingCall, binder\_getHeadingRet,$
$binder\_getAirSpeedCall, binder\_getAirSpeedRet,$
$binder\_getAltitudeCall, binder\_getAltitudeRet,$
$binder\_getAltitudeCall, binder\_getAltitudeRet,$
$binder\_isLandingGearDeployedCall, binder\_isLandingGearDeployedRet,$
$binder\_stowLandingGearCall, binder\_stowLandingGearRet,$
$binder\_deployLandingGearCall, binder\_deployLandingGearRet,$
$binder\_getAltitudeCall, binder\_getAltitudeRet\ |\!\}$

process $MethodCallBinder \mathrel{\widehat=} \textbf{begin}$

$$setCabinPressure\_MethodBinder \mathrel{\widehat=} \left(\begin{array}{l} binder\_setCabinPressureCall \\ \quad ?\, loc : (loc \in setCabinPressureLocs) \\ \quad ?\, caller : (caller \in setCabinPressureCallers) \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setCabinPressureCall\,.\,loc\,.\,caller \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setCabinPressureRet\,.\,loc\,.\,caller \longrightarrow \\ binder\_setCabinPressureRet\,.\,loc\,.\,caller \longrightarrow \\ setCabinPressure\_MethodBinder \end{array}\right)$$

$$setEmergencyOxygen\_MethodBinder \mathrel{\widehat=} \left(\begin{array}{l} binder\_setEmergencyOxygenCall \\ \quad ?\, loc : (loc \in setEmergencyOxygenLocs) \\ \quad ?\, caller : (caller \in setEmergencyOxygenCallers) \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setEmergencyOxygenCall\,.\,loc\,.\,caller \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setEmergencyOxygenRet\,.\,loc\,.\,caller \longrightarrow \\ binder\_setEmergencyOxygenRet\,.\,loc\,.\,caller \longrightarrow \\ setEmergencyOxygen\_MethodBinder \end{array}\right)$$

$$setFuelRemaining\_MethodBinder \mathrel{\widehat=} \left(\begin{array}{l} binder\_setFuelRemainingCall \\ \quad ?\, loc : (loc \in setFuelRemainingLocs) \\ \quad ?\, caller : (caller \in setFuelRemainingCallers) \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setFuelRemainingCall\,.\,loc\,.\,caller \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setFuelRemainingRet\,.\,loc\,.\,caller \longrightarrow \\ binder\_setFuelRemainingRet\,.\,loc\,.\,caller \longrightarrow \\ setFuelRemaining\_MethodBinder \end{array}\right)$$

$$setAirSpeed\_MethodBinder \mathrel{\widehat=} \left(\begin{array}{l} binder\_setAirSpeedCall \\ \quad ?\, loc : (loc \in setAirSpeedLocs) \\ \quad ?\, caller : (caller \in setAirSpeedCallers) \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setAirSpeedCall\,.\,loc\,.\,caller \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setAirSpeedRet\,.\,loc\,.\,caller \longrightarrow \\ binder\_setAirSpeedRet\,.\,loc\,.\,caller \longrightarrow \\ setAirSpeed\_MethodBinder \end{array}\right)$$

$$setAltitude\_MethodBinder \mathrel{\widehat=} \left(\begin{array}{l} binder\_setAltitudeCall \\ \quad ?\, loc : (loc \in setAltitudeLocs) \\ \quad ?\, caller : (caller \in setAltitudeCallers) \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setAltitudeCall\,.\,loc\,.\,caller \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setAltitudeRet\,.\,loc\,.\,caller \longrightarrow \\ binder\_setAltitudeRet\,.\,loc\,.\,caller \longrightarrow \\ setAltitude\_MethodBinder \end{array}\right)$$

$$setHeading\_MethodBinder \mathrel{\widehat=} \left(\begin{array}{l} binder\_setHeadingCall \\ \quad ?\, loc : (loc \in setHeadingLocs) \\ \quad ?\, caller : (caller \in setHeadingCallers) \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setHeadingCall\,.\,loc\,.\,caller \times \mathbb{P}\,\mathbb{A} \longrightarrow \\ setHeadingRet\,.\,loc\,.\,caller \longrightarrow \\ binder\_setHeadingRet\,.\,loc\,.\,caller \longrightarrow \\ setHeading\_MethodBinder \end{array}\right)$$

$$isLandingGearDeployed\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_isLandingGearDeployedCall \\ \quad ?\, loc : (loc \in isLandingGearDeployedLocs) \\ \quad ?\, caller : (caller \in isLandingGearDeployedCallers) \longrightarrow \\ isLandingGearDeployedCall\,.\,loc\,.\,caller \longrightarrow \\ isLandingGearDeployedRet\,.\,loc\,.\,caller\,?\,ret \longrightarrow \\ binder\_isLandingGearDeployedRet\,.\,loc\,.\,caller\,!\,ret \longrightarrow \\ isLandingGearDeployed\_MethodBinder \end{array}\right)$$

$$stowLandingGear\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_stowLandingGearCall \\ \quad ?\, loc : (loc \in stowLandingGearLocs) \\ \quad ?\, caller : (caller \in stowLandingGearCallers) \longrightarrow \\ stowLandingGearCall\,.\,loc\,.\,caller \longrightarrow \\ stowLandingGearRet\,.\,loc\,.\,caller \longrightarrow \\ binder\_stowLandingGearRet\,.\,loc\,.\,caller \longrightarrow \\ stowLandingGear\_MethodBinder \end{array}\right)$$

$$deployLandingGear\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_deployLandingGearCall \\ \quad ?\, loc : (loc \in deployLandingGearLocs) \\ \quad ?\, caller : (caller \in deployLandingGearCallers) \\ \quad ?\, callingThread \longrightarrow \\ deployLandingGearCall\,.\,loc\,.\,caller\,.\,callingThread \longrightarrow \\ deployLandingGearRet\,.\,loc\,.\,caller\,.\,callingThread \longrightarrow \\ binder\_deployLandingGearRet\,.\,loc\,.\,caller\,.\,callingThread \longrightarrow \\ deployLandingGear\_MethodBinder \end{array}\right)$$

$$getAltitude\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_getAltitudeCall \\ \quad ?\, loc : (loc \in getAltitudeLocs) \\ \quad ?\, caller : (caller \in getAltitudeCallers) \longrightarrow \\ getAltitudeCall\,.\,loc\,.\,caller \longrightarrow \\ getAltitudeRet\,.\,loc\,.\,caller\,?\,ret \longrightarrow \\ binder\_getAltitudeRet\,.\,loc\,.\,caller\,!\,ret \longrightarrow \\ getAltitude\_MethodBinder \end{array}\right)$$

$$getAirSpeed\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_getAirSpeedCall \\ \quad ?\, loc : (loc \in getAirSpeedLocs) \\ \quad ?\, caller : (caller \in getAirSpeedCallers) \longrightarrow \\ getAirSpeedCall\,.\,loc\,.\,caller \longrightarrow \\ getAirSpeedRet\,.\,loc\,.\,caller\,?\,ret \longrightarrow \\ binder\_getAirSpeedRet\,.\,loc\,.\,caller\,!\,ret \longrightarrow \\ getAirSpeed\_MethodBinder \end{array}\right)$$

$$abort\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_abortCall \\ \quad ?\, loc : (loc \in abortLocs) \\ \quad ?\, caller : (caller \in abortCallers) \longrightarrow \\ abortCall\,.\,loc\,.\,caller \longrightarrow \\ abortRet\,.\,loc\,.\,caller \longrightarrow \\ binder\_abortRet\,.\,loc\,.\,caller \longrightarrow \\ abort\_MethodBinder \end{array}\right)$$

$$getHeading\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_getHeadingCall \\ \quad ?\, loc : (loc \in getHeadingLocs) \\ \quad ?\, caller : (caller \in getHeadingCallers) \longrightarrow \\ getHeadingCall\,.\,loc\,.\,caller \longrightarrow \\ getHeadingRet\,.\,loc\,.\,caller\,?\,ret \longrightarrow \\ binder\_getHeadingRet\,.\,loc\,.\,caller\,!\,ret \longrightarrow \\ getHeading\_MethodBinder \end{array}\right)$$

$$getAirSpeed\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_getAirSpeedCall \\ \quad ?\, loc : (loc \in getAirSpeedLocs) \\ \quad ?\, caller : (caller \in getAirSpeedCallers) \longrightarrow \\ getAirSpeedCall\,.\,loc\,.\,caller \longrightarrow \\ getAirSpeedRet\,.\,loc\,.\,caller\,?\,ret \longrightarrow \\ binder\_getAirSpeedRet\,.\,loc\,.\,caller\,!\,ret \longrightarrow \\ getAirSpeed\_MethodBinder \end{array}\right)$$

$$getAltitude\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_getAltitudeCall \\ \quad ?\, loc : (loc \in getAltitudeLocs) \\ \quad ?\, caller : (caller \in getAltitudeCallers) \longrightarrow \\ getAltitudeCall\,.\,loc\,.\,caller \longrightarrow \\ getAltitudeRet\,.\,loc\,.\,caller\,?\,ret \longrightarrow \\ binder\_getAltitudeRet\,.\,loc\,.\,caller\,!\,ret \longrightarrow \\ getAltitude\_MethodBinder \end{array}\right)$$

$$getAltitude\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_getAltitudeCall \\ \quad ?\, loc : (loc \in getAltitudeLocs) \\ \quad ?\, caller : (caller \in getAltitudeCallers) \longrightarrow \\ getAltitudeCall\,.\,loc\,.\,caller \longrightarrow \\ getAltitudeRet\,.\,loc\,.\,caller\,?\,ret \longrightarrow \\ binder\_getAltitudeRet\,.\,loc\,.\,caller\,!\,ret \longrightarrow \\ getAltitude\_MethodBinder \end{array}\right)$$

$$isLandingGearDeployed\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_isLandingGearDeployedCall \\ \quad ?\, loc : (loc \in isLandingGearDeployedLocs) \\ \quad ?\, caller : (caller \in isLandingGearDeployedCallers) \longrightarrow \\ isLandingGearDeployedCall\,.\,loc\,.\,caller \longrightarrow \\ isLandingGearDeployedRet\,.\,loc\,.\,caller\,?\,ret \longrightarrow \\ binder\_isLandingGearDeployedRet\,.\,loc\,.\,caller\,!\,ret \longrightarrow \\ isLandingGearDeployed\_MethodBinder \end{array}\right)$$

$$stowLandingGear\_MethodBinder \mathrel{\widehat{=}} \left(\begin{array}{l} binder\_stowLandingGearCall \\ \quad ?\, loc : (loc \in stowLandingGearLocs) \\ \quad ?\, caller : (caller \in stowLandingGearCallers) \longrightarrow \\ stowLandingGearCall\,.\,loc\,.\,caller \longrightarrow \\ stowLandingGearRet\,.\,loc\,.\,caller \longrightarrow \\ binder\_stowLandingGearRet\,.\,loc\,.\,caller \longrightarrow \\ stowLandingGear\_MethodBinder \end{array}\right)$$

$deployLandingGear\_MethodBinder \mathrel{\widehat{=}}$

$$\left(\begin{array}{l} binder\_deployLandingGearCall \\ \quad ?\, loc : (loc \in deployLandingGearLocs) \\ \quad ?\, caller : (caller \in deployLandingGearCallers) \\ \quad ?\, callingThread \longrightarrow \\ deployLandingGearCall\,.\,loc\,.\,caller\,.\,callingThread \longrightarrow \\ deployLandingGearRet\,.\,loc\,.\,caller\,.\,callingThread \longrightarrow \\ binder\_deployLandingGearRet\,.\,loc\,.\,caller\,.\,callingThread \longrightarrow \\ deployLandingGear\_MethodBinder \end{array}\right)$$

$getAltitude\_MethodBinder \mathrel{\widehat{=}}$

$$\left(\begin{array}{l} binder\_getAltitudeCall \\ \quad ?\, loc : (loc \in getAltitudeLocs) \\ \quad ?\, caller : (caller \in getAltitudeCallers) \longrightarrow \\ getAltitudeCall\,.\,loc\,.\,caller \longrightarrow \\ getAltitudeRet\,.\,loc\,.\,caller\,?\,ret \longrightarrow \\ binder\_getAltitudeRet\,.\,loc\,.\,caller\,!\,ret \longrightarrow \\ getAltitude\_MethodBinder \end{array}\right)$$

$BinderActions \mathrel{\widehat{=}}$

$$\left(\begin{array}{l} setCabinPressure\_MethodBinder \\ |||\ setEmergencyOxygen\_MethodBinder \\ |||\ setFuelRemaining\_MethodBinder \\ |||\ setAirSpeed\_MethodBinder \\ |||\ setAltitude\_MethodBinder \\ |||\ setHeading\_MethodBinder \\ |||\ isLandingGearDeployed\_MethodBinder \\ |||\ stowLandingGear\_MethodBinder \\ |||\ deployLandingGear\_MethodBinder \\ |||\ getAltitude\_MethodBinder \\ |||\ getAirSpeed\_MethodBinder \\ |||\ abort\_MethodBinder \\ |||\ getHeading\_MethodBinder \\ |||\ getAirSpeed\_MethodBinder \\ |||\ getAltitude\_MethodBinder \\ |||\ getAltitude\_MethodBinder \\ |||\ isLandingGearDeployed\_MethodBinder \\ |||\ stowLandingGear\_MethodBinder \\ |||\ deployLandingGear\_MethodBinder \\ |||\ getAltitude\_MethodBinder \end{array}\right)$$

- $BinderActions \triangle (done\_toplevel\_sequencer \longrightarrow \mathbf{Skip})$

end

process $ApplicationB \mathrel{\widehat{=}} Application \llbracket MethodCallBinderSync \rrbracket MethodCallBinder$

2.3 Locking

process $Threads \mathrel{\widehat{=}}$
$$\left(\begin{array}{l} ThreadFW(InstrumentLandingSystemMonitorTID, 5) \\ ||| \\ ThreadFW(SafeLandingHandlerTID, 5) \\ ||| \\ ThreadFW(GroundDistanceMonitorTID, 5) \\ ||| \\ ThreadFW(CommunicationsHandlerTID, 5) \\ ||| \\ ThreadFW(ControlHandlerTID, 5) \\ ||| \\ ThreadFW(AperiodicSimulatorTID, 5) \\ ||| \\ ThreadFW(TakeOffFailureHandlerTID, 5) \\ ||| \\ ThreadFW(LandingGearHandlerLandTID, 5) \\ ||| \\ ThreadFW(EnvironmentMonitorTID, 5) \\ ||| \\ ThreadFW(FlightSensorsMonitorTID, 5) \\ ||| \\ ThreadFW(NavigationMonitorTID, 5) \\ ||| \\ ThreadFW(ACModeChangerTID, 5) \\ ||| \\ ThreadFW(BeginLandingHandlerTID, 5) \\ ||| \\ ThreadFW(LandingGearHandlerTakeOffTID, 5) \\ ||| \\ ThreadFW(TakeOffMonitorTID, 5) \end{array}\right)$$

process $Objects \mathrel{\widehat{=}}$
$$\left(\begin{array}{l} ObjectFW(TakeOffMissionOID) \\ ||| \\ ObjectFW(LandMissionOID) \end{array}\right)$$

process $Locking \mathrel{\widehat{=}} Threads \llbracket ThreadSync \rrbracket Objects$

2.4 Program

section *Program* **parents** *scj_prelude*, *MissionId*, *MissionIds*,
SchedulableId, *SchedulableIds*, *MissionChan*, *SchedulableMethChan*, *MissionFW*,
SafeletFW, *TopLevelMissionSequencerFW*, *NetworkChannels*, *ManagedThreadFW*,
SchedulableMissionSequencerFW, *PeriodicEventHandlerFW*, *OneShotEventHandlerFW*,
AperiodicEventHandlerFW, *ObjectFW*, *ThreadFW*,
ACSafeletApp, *MainMissionSequencerApp*, *MainMissionApp*, *ACModeChangerApp*, *ControlHandlerApp*,
CommunicationsHandlerApp, *EnvironmentMonitorApp*, *FlightSensorsMonitorApp*,
AperiodicSimulatorApp, *TakeOffMissionApp*, *LandingGearHandlerTakeOffApp*, *TakeOffFailureHandlerApp*,
TakeOffMonitorApp, *CruiseMissionApp*, *BeginLandingHandlerApp*, *NavigationMonitorApp*
, *LandMissionApp*, *LandingGearHandlerLandApp*, *SafeLandingHandlerApp*, *GroundDistanceMonitorApp*,
InstrumentLandingSystemMonitorApp

process $ControlTier \mathrel{\widehat=}$
$$\left(\begin{array}{l} SafeletFW \\ \quad [\![ControlTierSync]\!] \\ TopLevelMissionSequencerFW(MainMissionSequencer) \end{array}\right)$$

process $Tier0 \mathrel{\widehat=}$
$$\left(\begin{array}{l} MissionFW(MainMissionID) \\ \quad [\![MissionSync]\!] \\ \left(\begin{array}{l} SchedulableMissionSequencerFW(ACModeChangerID) \\ \quad [\![SchedulablesSync]\!] \\ \left(\begin{array}{l} AperiodicEventHandlerFW(ControlHandlerID, (time(10,0), null)) \\ \quad [\![SchedulablesSync]\!] \\ AperiodicEventHandlerFW(CommunicationsHandlerID, (NULL, nullSchedulableId)) \end{array}\right) \\ \quad [\![SchedulablesSync]\!] \\ \left(\begin{array}{l} PeriodicEventHandlerFW(EnvironmentMonitorID, (time(10,0), NULL, NULL, nullSchedulableId)) \\ \quad [\![SchedulablesSync]\!] \\ PeriodicEventHandlerFW(FlightSensorsMonitorID, (time(10,0), NULL, NULL, nullSchedulableId)) \\ \quad [\![SchedulablesSync]\!] \\ PeriodicEventHandlerFW(AperiodicSimulatorID, (time(10,0), NULL, NULL, nullSchedulableId)) \end{array}\right) \end{array}\right) \end{array}\right)$$

process $Tier1 \mathrel{\widehat=}$
$$\left(\begin{array}{l} MissionFW(TakeOffMissionID) \\ \quad [\![MissionSync]\!] \\ \left(\begin{array}{l} \left(\begin{array}{l} AperiodicEventHandlerFW(LandingGearHandlerTakeOffID, (NULL, nullSchedulableId)) \\ \quad [\![SchedulablesSync]\!] \\ AperiodicEventHandlerFW(TakeOffFailureHandlerID, (NULL, nullSchedulableId)) \end{array}\right) \\ \quad [\![SchedulablesSync]\!] \\ PeriodicEventHandlerFW(TakeOffMonitorID, (time(0,0), time(500,0), NULL, nullSchedulableId)) \end{array}\right) \end{array}\right)$$
$$[\![ClusterSync]\!]$$
$$\left(\begin{array}{l} MissionFW(CruiseMissionID) \\ \quad [\![MissionSync]\!] \\ \left(\begin{array}{l} AperiodicEventHandlerFW(BeginLandingHandlerID, (NULL, nullSchedulableId)) \\ \quad [\![SchedulablesSync]\!] \\ PeriodicEventHandlerFW(NavigationMonitorID, (time(0,0), time(10,0), NULL, nullSchedulableId)) \end{array}\right) \end{array}\right)$$
$$[\![ClusterSync]\!]$$
$$\left(\begin{array}{l} MissionFW(LandMissionID) \\ \quad [\![MissionSync]\!] \\ \left(\begin{array}{l} \left(\begin{array}{l} AperiodicEventHandlerFW(LandingGearHandlerLandID, (NULL, nullSchedulableId)) \\ \quad [\![SchedulablesSync]\!] \\ AperiodicEventHandlerFW(SafeLandingHandlerID, (NULL, nullSchedulableId)) \end{array}\right) \\ \quad [\![SchedulablesSync]\!] \\ \left(\begin{array}{l} PeriodicEventHandlerFW(GroundDistanceMonitorID, (time(0,0), time(10,0), NULL, nullSchedulableId)) \\ \quad [\![SchedulablesSync]\!] \\ PeriodicEventHandlerFW(InstrumentLandingSystemMonitorID, (time(0,0), time(10,0), NULL, nullSchedulableId) \end{array}\right) \end{array}\right) \end{array}\right)$$

$$\textbf{process}\ Framework \mathrel{\widehat{=}} \left(\begin{array}{l} ControlTier \\ \quad [\![TierSync]\!] \\ \left(\begin{array}{l} Tier0 \\ \quad [\![Tier0Sync]\!] \\ Tier1 \end{array}\right) \end{array}\right)$$

$$\textbf{process}\ Application \mathrel{\widehat{=}} \left(\begin{array}{l} ACSafeletApp \\ ||| \\ MainMissionSequencerApp \\ ||| \\ MainMissionApp \\ ||| \\ ACModeChangerApp(MainMissionID) \\ ||| \\ ControlHandlerApp \\ ||| \\ CommunicationsHandlerApp \\ ||| \\ EnvironmentMonitorApp(MainMissionID) \\ ||| \\ FlightSensorsMonitorApp(MainMissionID) \\ ||| \\ AperiodicSimulatorApp(controlHandlerID) \\ ||| \\ TakeOffMissionApp \\ ||| \\ LandingGearHandlerTakeOffApp(TakeOffMissionID) \\ ||| \\ TakeOffFailureHandlerApp(MainMission, TakeOffMissionID, TEST) \\ ||| \\ TakeOffMonitorApp(MainMission, TakeOffMissionID, TEST, landingGearHandlerID) \\ ||| \\ CruiseMissionApp \\ ||| \\ BeginLandingHandlerApp(MainMission) \\ ||| \\ NavigationMonitorApp(MainMission) \\ ||| \\ LandMissionApp \\ ||| \\ LandingGearHandlerLandApp(LandMissionID) \\ ||| \\ SafeLandingHandlerApp(MainMission, TEST) \\ ||| \\ GroundDistanceMonitorApp(MainMission) \\ ||| \\ InstrumentLandingSystemMonitorApp(LandMissionID) \end{array}\right)$$

$$\textbf{process}\ Program \mathrel{\widehat{=}} \big(Framework \ [\![\ AppSync\ ]\!]\ ApplicationB\big)\ [\![\ LockingSync\ ]\!]\ Locking$$

3 Safelet

section $ACSafeletApp$ **parents** $scj\_prelude, SchedulableId, SchedulableIds, SafeletChan, MethodCallBindingChannels$

process $ACSafeletApp \mathrel{\widehat=}$ **begin**

$$InitializeApplication \mathrel{\widehat=} \begin{pmatrix} initializeApplicationCall \longrightarrow \\ initializeApplicationRet \longrightarrow \\ \mathbf{Skip} \end{pmatrix}$$

$$GetSequencer \mathrel{\widehat=} \begin{pmatrix} getSequencerCall \longrightarrow \\ getSequencerRet\,!\,MainMissionSequencerSID \longrightarrow \\ \mathbf{Skip} \end{pmatrix}$$

$$Methods \mathrel{\widehat=} \begin{pmatrix} GetSequencer \\ \Box \\ InitializeApplication \end{pmatrix} ;\ Methods$$

$\bullet\ (Methods) \triangle (end\_safelet\_app \longrightarrow \mathbf{Skip})$

end

4 Top Level Mission Sequencer

section *MainMissionSequencerApp* **parents** *TopLevelMissionSequencerChan*, *MissionId*, *MissionIds*, *SchedulableId*, *SchedulableIds*, *MethodCallBindingChannels*, *MainMissionSequencerClass*

process $MainMissionSequencerApp \mathrel{\widehat=} \textbf{begin}$

State

$this : \textbf{ref}\ MainMissionSequencerClass$

state *State*

Init

$State'$

$this' = \textbf{new}\ MainMissionSequencerClass()$

$$GetNextMission \mathrel{\widehat=} \textbf{var}\ ret : MissionID \bullet \left(\begin{array}{l} getNextMissionCall\,.\,MainMissionSequencerSID \longrightarrow \\ ret := this\,.\,getNextMission(); \\ getNextMissionRet\,.\,MainMissionSequencerSID\,!\,ret \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$Methods \mathrel{\widehat=} \big(GetNextMission\big)\ ;\ Methods$$

$$\bullet\ (Init\ ;\ Methods) \triangle (end\_sequencer\_app\,.\,MainMissionSequencerSID \longrightarrow \textbf{Skip})$$

end

section *MainMissionSequencerClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindin*
, *MissionId*, *MissionIds*

class *MainMissionSequencerClass* $\widehat{=}$ **begin**

state *State*

$$returnedMission : \mathbb{B}$$

state *State*

initial *Init*

$$State'$$

$$returnedMission' = false$$

protected *getNextMission* $\widehat{=}$ **var** *ret* : *MissionID* $\bullet$

$$\left(\begin{array}{l} \textbf{if } (\neg\ returnedMission = \textbf{True}) \longrightarrow \\ \quad \left(\begin{array}{l} this\,.\,returnedMission := \textbf{True}; \\ ret := MainMissionMID \end{array}\right) \\ [\!]\ \neg\ (\neg\ returnedMission = \textbf{True}) \longrightarrow \\ \quad \big(ret := nullMissionId\big) \\ \textbf{fi} \end{array}\right)$$

$\bullet$ **Skip**

end

5 Missions

5.1 MainMission

section *MainMissionApp* **parents** *scj_prelude*, *MissionId*, *MissionIds*, *SchedulableId*, *SchedulableIds*, *MissionChan*, *SchedulableMethChan*, *MethodCallBindingChannels*, *MainMissionClass*, *MainMissionMethChan*

process $MainMissionApp \mathrel{\widehat=}$ **begin**

State

$this : \mathbf{ref}\ MainMissionClass$

state *State*

Init

$State'$

$this' = \mathbf{new}\ MainMissionClass()$

$InitializePhase \mathrel{\widehat=}$
$\left(\begin{array}{l} initializeCall\,.\,MainMissionMID \longrightarrow \\ register\,!\,ACModeChangerSID\,!\,MainMissionMID \longrightarrow \\ register\,!\,EnvironmentMonitorSID\,!\,MainMissionMID \longrightarrow \\ register\,!\,ControlHandlerSID\,!\,MainMissionMID \longrightarrow \\ register\,!\,FlightSensorsMonitorSID\,!\,MainMissionMID \longrightarrow \\ register\,!\,CommunicationsHandlerSID\,!\,MainMissionMID \longrightarrow \\ register\,!\,AperiodicSimulatorSID\,!\,MainMissionMID \longrightarrow \\ initializeRet\,.\,MainMissionMID \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$CleanupPhase \mathrel{\widehat=}$
$\left(\begin{array}{l} cleanupMissionCall\,.\,MainMissionMID \longrightarrow \\ cleanupMissionRet\,.\,MainMissionMID\,!\,\mathbf{True} \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$getAirSpeedMeth \mathrel{\widehat=} \mathbf{var}\ ret : \mathbb{P}\,\mathbb{A} \bullet$
$\left(\begin{array}{l} getAirSpeedCall\,.\,MainMissionMID\,?\,caller \longrightarrow \\ ret := this\,.\,getAirSpeed(); \\ getAirSpeedRet\,.\,MainMissionMID\,.\,caller\,!\,ret \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$getAltitudeMeth \mathrel{\widehat=} \mathbf{var}\ ret : \mathbb{P}\,\mathbb{A} \bullet$
$\left(\begin{array}{l} getAltitudeCall\,.\,MainMissionMID\,?\,caller \longrightarrow \\ ret := this\,.\,getAltitude(); \\ getAltitudeRet\,.\,MainMissionMID\,.\,caller\,!\,ret \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$getCabinPressureMeth \mathrel{\widehat=} \mathbf{var}\ ret : \mathbb{P}\,\mathbb{A} \bullet$
$\left(\begin{array}{l} getCabinPressureCall\,.\,MainMissionMID \longrightarrow \\ ret := this\,.\,getCabinPressure(); \\ getCabinPressureRet\,.\,MainMissionMID\,!\,ret \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$$getEmergencyOxygenMeth \mathrel{\widehat=} \textbf{var}\ ret : \mathbb{P}\,\mathbb{A} \bullet \left(\begin{array}{l} getEmergencyOxygenCall\,.\,MainMissionMID \longrightarrow \\ ret := this\,.\,getEmergencyOxygen(); \\ getEmergencyOxygenRet\,.\,MainMissionMID\,!\,ret \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$getFuelRemainingMeth \mathrel{\widehat=} \textbf{var}\ ret : \mathbb{P}\,\mathbb{A} \bullet \left(\begin{array}{l} getFuelRemainingCall\,.\,MainMissionMID \longrightarrow \\ ret := this\,.\,getFuelRemaining(); \\ getFuelRemainingRet\,.\,MainMissionMID\,!\,ret \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$getHeadingMeth \mathrel{\widehat=} \textbf{var}\ ret : \mathbb{P}\,\mathbb{A} \bullet \left(\begin{array}{l} getHeadingCall\,.\,MainMissionMID\,?\,caller \longrightarrow \\ ret := this\,.\,getHeading(); \\ getHeadingRet\,.\,MainMissionMID\,.\,caller\,!\,ret \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$setAirSpeedMeth \mathrel{\widehat=} \left(\begin{array}{l} setAirSpeedCall\,.\,MainMissionMID\,?\,caller\,?\,airSpeed \longrightarrow \\ this\,.\,setAirSpeed(airSpeed); \\ setAirSpeedRet\,.\,MainMissionMID\,.\,caller \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$setAltitudeMeth \mathrel{\widehat=} \left(\begin{array}{l} setAltitudeCall\,.\,MainMissionMID\,?\,caller\,?\,altitude \longrightarrow \\ this\,.\,setAltitude(altitude); \\ setAltitudeRet\,.\,MainMissionMID\,.\,caller \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$setCabinPressureMeth \mathrel{\widehat=} \left(\begin{array}{l} setCabinPressureCall\,.\,MainMissionMID\,?\,caller\,?\,cabinPressure \longrightarrow \\ this\,.\,setCabinPressure(cabinPressure); \\ setCabinPressureRet\,.\,MainMissionMID\,.\,caller \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$setEmergencyOxygenMeth \mathrel{\widehat=} \left(\begin{array}{l} setEmergencyOxygenCall\,.\,MainMissionMID\,?\,caller\,?\,emergencyOxygen \longrightarrow \\ this\,.\,setEmergencyOxygen(emergencyOxygen); \\ setEmergencyOxygenRet\,.\,MainMissionMID\,.\,caller \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$setFuelRemainingMeth \mathrel{\widehat=} \left(\begin{array}{l} setFuelRemainingCall\,.\,MainMissionMID\,?\,caller\,?\,fuelRemaining \longrightarrow \\ this\,.\,setFuelRemaining(fuelRemaining); \\ setFuelRemainingRet\,.\,MainMissionMID\,.\,caller \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$setHeadingMeth \mathrel{\widehat=} \left(\begin{array}{l} setHeadingCall\,.\,MainMissionMID\,?\,caller\,?\,heading \longrightarrow \\ this\,.\,setHeading(heading); \\ setHeadingRet\,.\,MainMissionMID\,.\,caller \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$Methods \mathrel{\widehat{=}} \left(\begin{array}{l} InitializePhase \\ \Box \\ CleanupPhase \\ \Box \\ getAirSpeedMeth \\ \Box \\ getAltitudeMeth \\ \Box \\ getCabinPressureMeth \\ \Box \\ getEmergencyOxygenMeth \\ \Box \\ getFuelRemainingMeth \\ \Box \\ getHeadingMeth \\ \Box \\ setAirSpeedMeth \\ \Box \\ setAltitudeMeth \\ \Box \\ setCabinPressureMeth \\ \Box \\ setEmergencyOxygenMeth \\ \Box \\ setFuelRemainingMeth \\ \Box \\ setHeadingMeth \end{array} \right) ; \; Methods$$

• $(Init \; ; \; Methods) \triangle (end\_mission\_app \,.\, MainMissionMID \longrightarrow \mathbf{Skip})$

end

section *MainMissionClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindingChannel*

class *MainMissionClass* $\widehat{=}$ **begin**

state *State*

$ALTITUDE\_READING\_ON\_GROUND : \mathbb{P}\,\mathbb{A}$
$test : \mathbb{Z}$
$cabinPressure : \mathbb{P}\,\mathbb{A}$
$emergencyOxygen : \mathbb{P}\,\mathbb{A}$
$fuelRemaining : \mathbb{P}\,\mathbb{A}$
$altitude : \mathbb{P}\,\mathbb{A}$
$airSpeed : \mathbb{P}\,\mathbb{A}$
$heading : \mathbb{P}\,\mathbb{A}$

state *State*

initial *Init*

$State'$

$ALTITUDE\_READING\_ON\_GROUND' = 0.0$
$test' = 0$

public *getAirSpeed* $\widehat{=}$ **var** $ret : \mathbb{P}\,\mathbb{A} \bullet$
$(ret := airSpeed)$

public *getAltitude* $\widehat{=}$ **var** $ret : \mathbb{P}\,\mathbb{A} \bullet$
$(ret := altitude)$

public *getCabinPressure* $\widehat{=}$ **var** $ret : \mathbb{P}\,\mathbb{A} \bullet$
$(ret := cabinPressure)$

public *getEmergencyOxygen* $\widehat{=}$ **var** $ret : \mathbb{P}\,\mathbb{A} \bullet$
$(ret := emergencyOxygen)$

public *getFuelRemaining* $\widehat{=}$ **var** $ret : \mathbb{P}\,\mathbb{A} \bullet$
$(ret := fuelRemaining)$

public *getHeading* $\widehat{=}$ **var** $ret : \mathbb{P}\,\mathbb{A} \bullet$
$(ret := heading)$

public *setAirSpeed* $\widehat{=}$
$(this\,.\,this.airSpeed := airSpeed)$

public *setAltitude* $\widehat{=}$
$(this\,.\,this.altitude := altitude)$

public *setCabinPressure* $\widehat{=}$
$(this\,.\,this.cabinPressure := cabinPressure)$

public $setEmergencyOxygen \mathrel{\widehat{=}}$
$\big(this\,.\,this.emergencyOxygen := emergencyOxygen\big)$

public $setFuelRemaining \mathrel{\widehat{=}}$
$\big(this\,.\,this.fuelRemaining := fuelRemaining\big)$

public $setHeading \mathrel{\widehat{=}}$
$\big(this\,.\,this.heading := heading\big)$

- **Skip**

end

5.2 Schedulables of MainMission

section *ACModeChangerApp* **parents** *TopLevelMissionSequencerChan*,
MissionId, *MissionIds*, *SchedulableId*, *SchedulableIds*, *MethodCallBindingChannels*, *ACModeChangerClass*

process $ACModeChangerApp \mathrel{\widehat=}$
$controllingMission : MissionID \bullet$ **begin**

$$GetNextMission \mathrel{\widehat=} \textbf{var}\ ret : MissionID \bullet \left(\begin{array}{l} getNextMissionCall\,.\,ACModeChangerSID \longrightarrow \\ ret := this\,.\,getNextMission(); \\ getNextMissionRet\,.\,ACModeChangerSID\,!\,ret \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$Methods \mathrel{\widehat=} \big(GetNextMission\big)\ ;\ Methods$$

$$\bullet\ (Methods) \triangle (end\_sequencer\_app\,.\,ACModeChangerSID \longrightarrow \textbf{Skip})$$

end

section *ACModeChangerClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindingChan*
, *MissionId*, *MissionIds*

class *ACModeChangerClass* $\widehat{=}$ **begin**

state *State*

$$controllingMission : MainMission$$
$$modesLeft : \mathbb{Z}$$

state *State*

initial *Init*

$$State'$$

$$modesLeft' = 3$$

protected *getNextMission* $\widehat{=}$ **var** *ret* : *MissionID* $\bullet$

$$\left(\begin{array}{l}
\textbf{if } (modesLeft = 3) \longrightarrow \\
\quad \left(\begin{array}{l} modesLeft := modesLeft - 1; \\ ret := TakeOffMissionMID \end{array}\right) \\
[]\ \neg\ (modesLeft = 3) \longrightarrow \\
\quad \textbf{if } (modesLeft = 2) \longrightarrow \\
\quad \left(\begin{array}{l} modesLeft := modesLeft - 1; \\ ret := CruiseMissionMID \end{array}\right) \\
[]\ \neg\ (modesLeft = 2) \longrightarrow \\
\quad \textbf{if } (modesLeft = 1) \longrightarrow \\
\quad \left(\begin{array}{l} modesLeft := modesLeft - 1; \\ ret := LandMissionMID \end{array}\right) \\
[]\ \neg\ (modesLeft = 1) \longrightarrow \\
\quad \big(ret := nullMissionId\big) \\
\textbf{fi} \\
\textbf{fi} \\
\textbf{fi}
\end{array}\right)$$

$\bullet$ **Skip**

end

section *ControlHandlerApp* **parents** *AperiodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*

process $ControlHandlerApp \mathrel{\widehat=} \textbf{begin}$

$$handleAsyncEvent \mathrel{\widehat=} \left(\begin{array}{l} handleAsyncEventCall\,.\,ControlHandlerSID \longrightarrow \\ \}\!\!\}\ \\ handleAsyncEventRet\,.\,ControlHandlerSID \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$Methods \mathrel{\widehat=} \big(handleAsyncEvent\big)\ ;\ \ Methods$$

$$\bullet\ (Methods) \triangle (end\_aperiodic\_app\,.\,ControlHandlerSID \longrightarrow \textbf{Skip})$$

end

section $CommunicationsHandlerApp$ **parents** $AperiodicEventHandlerChan, SchedulableId, SchedulableIds$

process $CommunicationsHandlerApp \mathrel{\widehat=}$ **begin**

$$handleAsyncEvent \mathrel{\widehat=} \left(\begin{array}{l} handleAsyncEventCall\,.\,CommunicationsHandlerSID \longrightarrow \\ \Box \\ handleAsyncEventRet\,.\,CommunicationsHandlerSID \longrightarrow \\ \mathbf{Skip} \end{array}\right)$$

$$Methods \mathrel{\widehat=} \left(handleAsyncEvent\right) \fatsemi\ Methods$$

$$\bullet\ (Methods) \triangle (end\_aperiodic\_app\,.\,CommunicationsHandlerSID \longrightarrow \mathbf{Skip})$$

end

section *EnvironmentMonitorApp* **parents** *PeriodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*, *MainMissionMethChan*

process $EnvironmentMonitorApp \mathrel{\widehat=}$
$mainMission : MissionID \bullet$ **begin**

$handleAsyncEvent \mathrel{\widehat=}$
$\Big($ *handleAsyncEventCall* . *EnvironmentMonitorSID* $\longrightarrow$
$\Big($ *binder_setCabinPressureCall* . *controllingMission* . *EnvironmentMonitorSID* ! 0 $\longrightarrow$
binder_setCabinPressureRet . *controllingMission* . *EnvironmentMonitorSID* $\longrightarrow$
Skip;
binder_setEmergencyOxygenCall . *controllingMission* . *EnvironmentMonitorSID* ! 0 $\longrightarrow$
binder_setEmergencyOxygenRet . *controllingMission* . *EnvironmentMonitorSID* $\longrightarrow$
Skip;
binder_setFuelRemainingCall . *controllingMission* . *EnvironmentMonitorSID* ! 0 $\longrightarrow$
binder_setFuelRemainingRet . *controllingMission* . *EnvironmentMonitorSID* $\longrightarrow$
Skip
$\Big)$;
handleAsyncEventRet . *EnvironmentMonitorSID* $\longrightarrow$
Skip
$\Big)$

$Methods \mathrel{\widehat=}$
$\big($*handleAsyncEvent*$\big)$; $Methods$

$\bullet$ ($Methods$) $\triangle$ (*end_periodic_app* . *EnvironmentMonitorSID* $\longrightarrow$ **Skip**)

end

section *EnvironmentMonitorClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBinding*

class *EnvironmentMonitorClass* $\widehat{=}$ **begin**

state *State*

$$controllingMission : MainMission$$

state *State*

initial *Init*

$$State'$$

- **Skip**

end

section *FlightSensorsMonitorApp* **parents** *PeriodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*, *MainMissionMethChan*

process $FlightSensorsMonitorApp \mathrel{\widehat=}$
$mainMission : MissionID \bullet$ **begin**

$handleAsyncEvent \mathrel{\widehat=}$
$\Big(handleAsyncEventCall\,.\,FlightSensorsMonitorSID \longrightarrow$
$\quad \Big(binder\_setAirSpeedCall\,.\,controllingMission\,.\,FlightSensorsMonitorSID\,!\,0 \longrightarrow$
$\quad\; binder\_setAirSpeedRet\,.\,controllingMission\,.\,FlightSensorsMonitorSID \longrightarrow$
$\quad\; \mathbf{Skip};$
$\quad\; binder\_setAltitudeCall\,.\,controllingMission\,.\,FlightSensorsMonitorSID\,!\,0 \longrightarrow$
$\quad\; binder\_setAltitudeRet\,.\,controllingMission\,.\,FlightSensorsMonitorSID \longrightarrow$
$\quad\; \mathbf{Skip};$
$\quad\; binder\_setHeadingCall\,.\,controllingMission\,.\,FlightSensorsMonitorSID\,!\,0 \longrightarrow$
$\quad\; binder\_setHeadingRet\,.\,controllingMission\,.\,FlightSensorsMonitorSID \longrightarrow$
$\quad\; \mathbf{Skip}$
$\quad \Big)$
$\quad handleAsyncEventRet\,.\,FlightSensorsMonitorSID \longrightarrow$
$\quad \mathbf{Skip}$
$\Big)$;

$Methods \mathrel{\widehat=}$
$\big(handleAsyncEvent \big)$; $Methods$

$\bullet\ (Methods) \triangle (end\_periodic\_app\,.\,FlightSensorsMonitorSID \longrightarrow \mathbf{Skip})$

end

section *FlightSensorsMonitorClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBinding*

class *FlightSensorsMonitorClass* $\widehat{=}$ **begin**

state *State*

$controllingMission : MainMission$

state *State*

initial *Init*

$State'$

- **Skip**

end

section *AperiodicSimulatorApp* **parents** *PeriodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*

process $AperiodicSimulatorApp \mathrel{\widehat=}$
$\quad aperiodicEvent : SchedulableID \bullet$ **begin**

$$handleAsyncEvent \mathrel{\widehat=} \left(\begin{array}{l} handleAsyncEventCall \,.\, AperiodicSimulatorSID \longrightarrow \\ \left(\begin{array}{l} releaseCall \,.\, event \longrightarrow \\ releaseRet \,.\, event \,?\, release \longrightarrow \end{array} \right) ; \\ handleAsyncEventRet \,.\, AperiodicSimulatorSID \longrightarrow \\ \mathbf{Skip} \end{array} \right)$$

$$Methods \mathrel{\widehat=} \left(handleAsyncEvent\right) ;\ Methods$$

$$\bullet\ (Methods) \triangle (end\_periodic\_app \,.\, AperiodicSimulatorSID \longrightarrow \mathbf{Skip})$$

end

section *AperiodicSimulatorClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindingCl*

class *AperiodicSimulatorClass* $\widehat{=}$ **begin**

state *State*

$event : AperiodicEventHandler$

state *State*

initial *Init*

$State'$

- **Skip**

end

5.3 TakeOffMission

section *TakeOffMissionApp* **parents** *scj_prelude*, *MissionId*, *MissionIds*, *SchedulableId*, *SchedulableIds*, *MissionChan*, *SchedulableMethChan*, *MethodCallBindingChannels*, *TakeOffMissionClas* , *TakeOffMissionMethChan*

process $TakeOffMissionApp \mathrel{\widehat=}$
$controllingMission : MissionID \bullet$ **begin**

State

$this : \mathbf{ref}\ TakeOffMissionClass$

state *State*

Init

$State'$

$this' = \mathbf{new}\ TakeOffMissionClass()$

$InitializePhase \mathrel{\widehat=}$
$\left(\begin{array}{l} initializeCall\,.\,TakeOffMissionMID \longrightarrow \\ register\,!\,LandingGearHandlerTakeOffSID\,!\,TakeOffMissionMID \longrightarrow \\ register\,!\,TakeOffMonitorSID\,!\,TakeOffMissionMID \longrightarrow \\ register\,!\,TakeOffFailureHandlerSID\,!\,TakeOffMissionMID \longrightarrow \\ initializeRet\,.\,TakeOffMissionMID \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$CleanupPhase \mathrel{\widehat=}$
$\left(\begin{array}{l} cleanupMissionCall\,.\,TakeOffMissionMID \longrightarrow \\ cleanupMissionRet\,.\,TakeOffMissionMID\,!\,\mathbf{True} \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$abortMeth \mathrel{\widehat=}$
$\left(\begin{array}{l} abortCall\,.\,TakeOffMissionMID\,?\,caller \longrightarrow \\ this\,.\,abort(); \\ abortRet\,.\,TakeOffMissionMID\,.\,caller \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$getControllingMissionMeth \mathrel{\widehat=} \mathbf{var}\ ret : MissionID \bullet$
$\left(\begin{array}{l} getControllingMissionCall\,.\,TakeOffMissionMID \longrightarrow \\ ret := this\,.\,getControllingMission(); \\ getControllingMissionRet\,.\,TakeOffMissionMID\,!\,ret \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$setControllingMissionMeth \mathrel{\widehat=}$
$\left(\begin{array}{l} setControllingMissionCall\,.\,TakeOffMissionMID\,?\,controllingMission \longrightarrow \\ this\,.\,setControllingMission(controllingMission); \\ setControllingMissionRet\,.\,TakeOffMissionMID \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

$$cleanUpMeth \mathrel{\widehat=} \textbf{var}\ ret : \mathbb{B} \bullet \left(\begin{array}{l} cleanUpCall\ .\ TakeOffMissionMID \longrightarrow \\ ret := this\ .\ cleanUp(); \\ cleanUpRet\ .\ TakeOffMissionMID\ !\ ret \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$stowLandingGearMeth \mathrel{\widehat=} \left(\begin{array}{l} stowLandingGearCall\ .\ TakeOffMissionMID\ ?\ caller \longrightarrow \\ this\ .\ stowLandingGear(); \\ stowLandingGearRet\ .\ TakeOffMissionMID\ .\ caller \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$isLandingGearDeployedMeth \mathrel{\widehat=} \textbf{var}\ ret : \mathbb{B} \bullet \left(\begin{array}{l} isLandingGearDeployedCall\ .\ TakeOffMissionMID\ ?\ caller \longrightarrow \\ ret := this\ .\ isLandingGearDeployed(); \\ isLandingGearDeployedRet\ .\ TakeOffMissionMID\ .\ caller\ !\ ret \longrightarrow \\ \textbf{Skip} \end{array}\right)$$

$$deployLandingGearSyncMeth \mathrel{\widehat=} \left(\begin{array}{l} deployLandingGearCall\ .\ TakeOffMissionMID\ ?\ caller\ ?\ thread \longrightarrow \\ \left(\begin{array}{l} startSyncMeth\ .\ TakeOffMissionOID\ .\ thread \longrightarrow \\ lockAcquired\ .\ TakeOffMissionOID\ .\ thread \longrightarrow \\ \left(this\ .\ landingGearDeployed := \textbf{True}\right); \\ endSyncMeth\ .\ TakeOffMissionOID\ .\ thread \longrightarrow \\ deployLandingGearRet\ .\ TakeOffMissionMID\ .\ caller\ .\ thread \longrightarrow \\ \textbf{Skip} \end{array}\right) \end{array}\right)$$

$$Methods \mathrel{\widehat=} \left(\begin{array}{l} InitializePhase \\ \Box \\ CleanupPhase \\ \Box \\ abortMeth \\ \Box \\ getControllingMissionMeth \\ \Box \\ setControllingMissionMeth \\ \Box \\ cleanUpMeth \\ \Box \\ stowLandingGearMeth \\ \Box \\ isLandingGearDeployedMeth \\ \Box \\ deployLandingGearSyncMeth \end{array}\right) ;\ Methods$$

$$\bullet\ (Init\ ;\ Methods) \triangle (end\_mission\_app\ .\ TakeOffMissionMID \longrightarrow \textbf{Skip})$$

end

section *TakeOffMissionClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindingChan*

class *TakeOffMissionClass* $\widehat{=}$ **begin**

state *State*

$SAFE\_AIRSPEED\_THRESHOLD : \mathbb{P}\,\mathbb{A}$
$TAKEOFF\_ALTITUDE : \mathbb{P}\,\mathbb{A}$
$controllingMission : MainMission$
$abort : \mathbb{B}$
$landingGearDeployed : \mathbb{B}$

state *State*

initial *Init*

$State'$

$SAFE\_AIRSPEED\_THRESHOLD' = 10.0$
$TAKEOFF\_ALTITUDE' = 10.0$
$abort' = false$

public *abort* $\widehat{=}$
$(this\,.\,abort := \mathbf{True})$

public *getControllingMission* $\widehat{=}$ **var** $ret : MissionID \bullet$
$(ret := controllingMission)$

public *setControllingMission* $\widehat{=}$
$(this\,.\,this.controllingMission := controllingMission)$

public *cleanUp* $\widehat{=}$ **var** $ret : \mathbb{B} \bullet$
$(ret := (\neg\ abort = \mathbf{True}))$

public *stowLandingGear* $\widehat{=}$
$(this\,.\,landingGearDeployed := \mathbf{False})$

public *isLandingGearDeployed* $\widehat{=}$ **var** $ret : \mathbb{B} \bullet$
$(ret := landingGearDeployed = \mathbf{True})$

• **Skip**

end

section *TakeOffMissionMethChan* **parents** *scj_prelude*, *GlobalTypes*, *MissionId*, *SchedulableId*

channel $abortCall : MissionID \times SchedulableID$
channel $abortRet : MissionID \times SchedulableID$

channel $getControllingMissionCall : MissionID$
channel $getControllingMissionRet : MissionID \times MissionID$

channel $setControllingMissionCall : MissionID \times MissionID$
channel $setControllingMissionRet : MissionID$

channel $cleanUpCall : MissionID$
channel $cleanUpRet : MissionID \times \mathbb{B}$

channel $stowLandingGearCall : MissionID \times SchedulableID$
channel $stowLandingGearRet : MissionID \times SchedulableID$

channel $isLandingGearDeployedCall : MissionID \times SchedulableID$
channel $isLandingGearDeployedRet : MissionID \times SchedulableID \times \mathbb{B}$

channel $deployLandingGearCall : MissionID \times SchedulableID \times ThreadID$
channel $deployLandingGearRet : MissionID \times SchedulableID \times ThreadID$

5.4 Schedulables of TakeOffMission

section *LandingGearHandlerTakeOffApp* **parents** *AperiodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*, *TakeOffMissionMethChan*, *ObjectIds*, *ThreadIds*

process $LandingGearHandlerTakeOffApp \mathrel{\widehat=}$
$mission : MissionID \bullet$ **begin**

$handleAsyncEvent \mathrel{\widehat=}$
$\Big($ *handleAsyncEventCall . LandingGearHandlerTakeOffSID* $\longrightarrow$
$\Big($ *binder_isLandingGearDeployedCall . mission . LandingGearHandlerTakeOffSID* $\longrightarrow$
binder_isLandingGearDeployedRet . mission . LandingGearHandlerTakeOffSID ? isLandingGearDeployed $\longrightarrow$
var *landingGearIsDeployed* $: \mathbb{B} \bullet$ *landingGearIsDeployed* $:=$ *isLandingGearDeployed* ;
if *landingGearIsDeployed* $=$ **True** $\longrightarrow$
$\Big($ *binder_stowLandingGearCall . mission . LandingGearHandlerTakeOffSID* $\longrightarrow$
binder_stowLandingGearRet . mission . LandingGearHandlerTakeOffSID $\longrightarrow$
Skip $\Big)$
$[]\ \neg$ *landingGearIsDeployed* $=$ **True** $\longrightarrow$
$\Big($ *binder_deployLandingGearCall . mission . LandingGearHandlerTakeOffSID . LandingGearHandlerTakeOffTID*
binder_deployLandingGearRet . mission . LandingGearHandlerTakeOffSID . LandingGearHandlerTakeOffTID
Skip
fi
handleAsyncEventRet . LandingGearHandlerTakeOffSID $\longrightarrow$
Skip

$Methods \mathrel{\widehat=}$
$\big($*handleAsyncEvent*$\big)$; $Methods$

$\bullet$ $(Methods) \triangle (end\_aperiodic\_app\ .\ LandingGearHandlerTakeOffSID \longrightarrow$ **Skip**$)$

end

class *LandingGearHandlerTakeOffClass* $\widehat{=}$ **begin**

state *State*

$mission : TakeOffMission$

state *State*

initial *Init*

$State'$

- **Skip**

end

section *TakeOffFailureHandlerApp* **parents** *AperiodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*, *MainMissionMethChan*, *TakeOffMissionMethChan*

process $TakeOffFailureHandlerApp \mathrel{\widehat=}$
$mainMission : MissionID,$
$takeoffMission : MissionID,$
$threshold : Double \bullet$ **begin**

$handleAsyncEvent \mathrel{\widehat=}$
$\Big($ $handleAsyncEventCall\,.\,TakeOffFailureHandlerSID \longrightarrow$
$\Big($ $binder\_getAirSpeedCall\,.\,mainMission\,.\,TakeOffFailureHandlerSID \longrightarrow$
$binder\_getAirSpeedRet\,.\,mainMission\,.\,TakeOffFailureHandlerSID\,?\,getAirSpeed \longrightarrow$
$\quad$ **var** $currentSpeed : \mathbb{P}\,\mathbb{A} \bullet currentSpeed := getAirSpeed$;
if $(currentSpeed < threshold) \longrightarrow$
$\quad \Big($ $binder\_abortCall\,.\,takeoffMission\,.\,TakeOffFailureHandlerSID \longrightarrow$
$\quad\ binder\_abortRet\,.\,takeoffMission\,.\,TakeOffFailureHandlerSID \longrightarrow$
$\quad\ $ **Skip**;
$\quad\ requestTerminationCall\,.\,takeoffMission \longrightarrow$
$\quad\ requestTerminationRet\,.\,takeoffMission\,?\,requestTermination \longrightarrow \Big)$
$[]\ \neg\,(currentSpeed < threshold) \longrightarrow$
$\quad)($
fi $\Big)$
$handleAsyncEventRet\,.\,TakeOffFailureHandlerSID \longrightarrow$
Skip $\Big)$;

$Methods \mathrel{\widehat=}$
$\big(handleAsyncEvent\big)$; $Methods$

$\bullet\ (Methods) \triangle (end\_aperiodic\_app\,.\,TakeOffFailureHandlerSID \longrightarrow$ **Skip**$)$

end

section *TakeOffFailureHandlerClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindin*

class *TakeOffFailureHandlerClass* $\widehat{=}$ **begin**

state *State*

$threshold : \mathbb{P}\,\mathbb{A}$

state *State*

initial *Init*

$State'$

- **Skip**

end

section *TakeOffMonitorApp* **parents** *PeriodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*, *MainMissionMethChan*

process $TakeOffMonitorApp \mathrel{\widehat=}$
$mainMission : MissionID,$
$takeOffMission : MissionID,$
$takeOffAltitude : \mathbb{P}\,\mathbb{A},$
$landingGearHandler : SchedulableID \bullet$ **begin**

$$
\begin{array}{l}
handleAsyncEvent \mathrel{\widehat=} \\
\left(\begin{array}{l}
handleAsyncEventCall\,.\,TakeOffMonitorSID \longrightarrow \\
\left(\begin{array}{l}
binder\_getAltitudeCall\,.\,mainMission\,.\,TakeOffMonitorSID \longrightarrow \\
binder\_getAltitudeRet\,.\,mainMission\,.\,TakeOffMonitorSID\,?\,getAltitude \longrightarrow \\
\quad \textbf{var}\ altitude : \mathbb{P}\,\mathbb{A} \bullet altitude := getAltitude\ \ ; \\
\textbf{if}\ (altitude > takeOffAltitude) \longrightarrow \\
\qquad \left(\begin{array}{l}
releaseCall\,.\,landingGearHandler \longrightarrow \\
releaseRet\,.\,landingGearHandler\,?\,release \longrightarrow \\
; \\
requestTerminationCall\,.\,takeoffMission \longrightarrow \\
requestTerminationRet\,.\,takeoffMission\,?\,requestTermination \longrightarrow
\end{array}\right) \\
[\!]\ \neg\,(altitude > takeOffAltitude) \longrightarrow \textbf{Skip} \\
\textbf{fi}\,;
\end{array}\right) \\
handleAsyncEventRet\,.\,TakeOffMonitorSID \longrightarrow \\
\textbf{Skip}
\end{array}\right)
\end{array}
$$

$$
\begin{array}{l}
Methods \mathrel{\widehat=} \\
\big(handleAsyncEvent\big)\ ;\ Methods
\end{array}
$$

$$\bullet\ (Methods) \triangle (end\_periodic\_app\,.\,TakeOffMonitorSID \longrightarrow \textbf{Skip})$$

end

section *TakeOffMonitorClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindingChan*

class *TakeOffMonitorClass* $\widehat{=}$ **begin**

state *State*

$takeoffMission : TakeOffMission$

$takeOffAltitude : \mathbb{P}\,\mathbb{A}$

state *State*

initial *Init*

$State'$

- **Skip**

end

5.5 CruiseMission

section *CruiseMissionApp* **parents** *scj_prelude*, *MissionId*, *MissionIds*, *SchedulableId*, *SchedulableIds*, *MissionChan*, *SchedulableMethChan*, *MethodCallBindingChannels*, *CruiseMissionClass*, *CruiseMissionMethChan*

process $CruiseMissionApp \mathrel{\widehat=}$
$controllingMission : MissionID \bullet$ **begin**

State

$this : \mathbf{ref}\ CruiseMissionClass$

state *State*

Init

$State'$

$this' = \mathbf{new}\ CruiseMissionClass()$

$$InitializePhase \mathrel{\widehat=} \left(\begin{array}{l} initializeCall\,.\,CruiseMissionMID \longrightarrow \\ register\,!\,BeginLandingHandlerSID\,!\,CruiseMissionMID \longrightarrow \\ register\,!\,NavigationMonitorSID\,!\,CruiseMissionMID \longrightarrow \\ initializeRet\,.\,CruiseMissionMID \longrightarrow \\ \mathbf{Skip} \end{array}\right)$$

$$CleanupPhase \mathrel{\widehat=} \left(\begin{array}{l} cleanupMissionCall\,.\,CruiseMissionMID \longrightarrow \\ cleanupMissionRet\,.\,CruiseMissionMID\,!\,\mathbf{True} \longrightarrow \\ \mathbf{Skip} \end{array}\right)$$

$$getControllingMissionMeth \mathrel{\widehat=} \mathbf{var}\ ret : MissionID \bullet \left(\begin{array}{l} getControllingMissionCall\,.\,CruiseMissionMID \longrightarrow \\ ret := this\,.\,getControllingMission(); \\ getControllingMissionRet\,.\,CruiseMissionMID\,!\,ret \longrightarrow \\ \mathbf{Skip} \end{array}\right)$$

$$Methods \mathrel{\widehat=} \left(\begin{array}{l} InitializePhase \\ \Box \\ CleanupPhase \\ \Box \\ getControllingMissionMeth \end{array}\right) ;\ Methods$$

$$\bullet\ (Init\ ;\ Methods) \triangle (end\_mission\_app\,.\,CruiseMissionMID \longrightarrow \mathbf{Skip})$$

end

section *CruiseMissionClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindingChanne*

class *CruiseMissionClass* $\widehat{=}$ **begin**

state *State*

$controllingMission : MainMission$

state *State*

initial *Init*

$State'$

public *getControllingMission* $\widehat{=}$ **var** $ret : MissionID \bullet$
$\big(ret := controllingMission\big)$

$\bullet$ **Skip**

end

5.6 Schedulables of CruiseMission

section *BeginLandingHandlerApp* **parents** *AperiodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*

process $BeginLandingHandlerApp \mathrel{\widehat=}$
$controllingMission : MissionID \bullet$ **begin**

$$handleAsyncEvent \mathrel{\widehat=} \left(\begin{array}{l} handleAsyncEventCall\,.\,BeginLandingHandlerSID \longrightarrow \\ \left(\begin{array}{l} requestTerminationCall\,.\,controllingMission \longrightarrow \\ requestTerminationRet\,.\,controllingMission\,?\,requestTermination \longrightarrow \end{array} \right) ; \\ handleAsyncEventRet\,.\,BeginLandingHandlerSID \longrightarrow \\ \textbf{Skip} \end{array} \right)$$

$$Methods \mathrel{\widehat=} \big(handleAsyncEvent\big)\ ;\ Methods$$

$$\bullet\ (Methods) \triangle (end\_aperiodic\_app\,.\,BeginLandingHandlerSID \longrightarrow \textbf{Skip})$$

end

class *BeginLandingHandlerClass* $\widehat{=}$ **begin**

state *State*

controllingMission : *Mission*

state *State*

initial *Init*

State'

- **Skip**

end

section *NavigationMonitorApp* **parents** *PeriodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*, *MainMissionMethChan*

process $NavigationMonitorApp \mathrel{\widehat=}$
$mainMission : MissionID \bullet$ **begin**

$handleAsyncEvent \mathrel{\widehat=}$
$\Big(handleAsyncEventCall\,.\,NavigationMonitorSID \longrightarrow$
$\quad \Big(binder\_getHeadingCall\,.\,mainMission\,.\,NavigationMonitorSID \longrightarrow$
$\quad\; binder\_getHeadingRet\,.\,mainMission\,.\,NavigationMonitorSID\,?\,getHeading \longrightarrow$
$\quad\quad$ **var** $heading : \mathbb{P}\,\mathbb{A} \bullet heading := getHeading$;
$\quad\; binder\_getAirSpeedCall\,.\,mainMission\,.\,NavigationMonitorSID \longrightarrow$
$\quad\; binder\_getAirSpeedRet\,.\,mainMission\,.\,NavigationMonitorSID\,?\,getAirSpeed \longrightarrow$
$\quad\quad$ **var** $airSpeed : \mathbb{P}\,\mathbb{A} \bullet airSpeed := getAirSpeed$;
$\quad\; binder\_getAltitudeCall\,.\,mainMission\,.\,NavigationMonitorSID \longrightarrow$
$\quad\; binder\_getAltitudeRet\,.\,mainMission\,.\,NavigationMonitorSID\,?\,getAltitude \longrightarrow$
$\quad\quad$ **var** $altitude : \mathbb{P}\,\mathbb{A} \bullet altitude := getAltitude$
$\quad \Big)$;
$handleAsyncEventRet\,.\,NavigationMonitorSID \longrightarrow$
Skip
$\Big)$

$Methods \mathrel{\widehat=}$
$\big(handleAsyncEvent \big)$; $Methods$

$\bullet\ (Methods) \triangle (end\_periodic\_app\,.\,NavigationMonitorSID \longrightarrow$ **Skip**$)$

end

class *NavigationMonitorClass* $\widehat{=}$ **begin**

state *State*

$mainMission : MainMission$

state *State*

initial *Init*

$State'$

- **Skip**

end

5.7 LandMission

section *LandMissionApp* **parents** *scj_prelude*, *MissionId*, *MissionIds*, *SchedulableId*, *SchedulableIds*, *MissionChan*, *SchedulableMethChan*, *MethodCallBindingChannels*, *LandMissionClass*, *LandMissionMethChan*

process $LandMissionApp \mathrel{\widehat=}$
$controllingMission : MissionID \bullet$ **begin**

State

$this$: **ref** *LandMissionClass*

state *State*

Init

$State'$

$this' =$ **new** $LandMissionClass()$

$InitializePhase \mathrel{\widehat=}$
$\left(\begin{array}{l} initializeCall\,.\,LandMissionMID \longrightarrow \\ register\,!\,GroundDistanceMonitorSID\,!\,LandMissionMID \longrightarrow \\ register\,!\,LandingGearHandlerLandSID\,!\,LandMissionMID \longrightarrow \\ register\,!\,InstrumentLandingSystemMonitorSID\,!\,LandMissionMID \longrightarrow \\ register\,!\,SafeLandingHandlerSID\,!\,LandMissionMID \longrightarrow \\ initializeRet\,.\,LandMissionMID \longrightarrow \\ \textbf{Skip} \end{array}\right)$

$CleanupPhase \mathrel{\widehat=}$
$\left(\begin{array}{l} cleanupMissionCall\,.\,LandMissionMID \longrightarrow \\ cleanupMissionRet\,.\,LandMissionMID\,!\,\textbf{True} \longrightarrow \\ \textbf{Skip} \end{array}\right)$

$stowLandingGearMeth \mathrel{\widehat=}$
$\left(\begin{array}{l} stowLandingGearCall\,.\,LandMissionMID\,?\,caller \longrightarrow \\ this\,.\,stowLandingGear(); \\ stowLandingGearRet\,.\,LandMissionMID\,.\,caller \longrightarrow \\ \textbf{Skip} \end{array}\right)$

$isLandingGearDeployedMeth \mathrel{\widehat=}$ **var** $ret : \mathbb{B} \bullet$
$\left(\begin{array}{l} isLandingGearDeployedCall\,.\,LandMissionMID\,?\,caller \longrightarrow \\ ret := this\,.\,isLandingGearDeployed(); \\ isLandingGearDeployedRet\,.\,LandMissionMID\,.\,caller\,!\,ret \longrightarrow \\ \textbf{Skip} \end{array}\right)$

$getControllingMissionMeth \mathrel{\widehat=}$ **var** $ret : MissionID \bullet$
$\left(\begin{array}{l} getControllingMissionCall\,.\,LandMissionMID \longrightarrow \\ ret := this\,.\,getControllingMission(); \\ getControllingMissionRet\,.\,LandMissionMID\,!\,ret \longrightarrow \\ \textbf{Skip} \end{array}\right)$

$$
\begin{array}{l}
abortMeth \mathrel{\widehat=} \\
\left(\begin{array}{l}
abortCall\,.\,LandMissionMID \longrightarrow \\
this\,.\,abort();\\
abortRet\,.\,LandMissionMID \longrightarrow \\
\mathbf{Skip}
\end{array}\right)
\end{array}
$$

$$
\begin{array}{l}
cleanUpMeth \mathrel{\widehat=} \mathbf{var}\ ret : \mathbb{B} \bullet \\
\left(\begin{array}{l}
cleanUpCall\,.\,LandMissionMID \longrightarrow \\
ret := this\,.\,cleanUp();\\
cleanUpRet\,.\,LandMissionMID\,!\,ret \longrightarrow \\
\mathbf{Skip}
\end{array}\right)
\end{array}
$$

$$
\begin{array}{l}
deployLandingGearSyncMeth \mathrel{\widehat=} \\
\left(\begin{array}{l}
deployLandingGearCall\,.\,LandMissionMID\,?\,caller\,?\,thread \longrightarrow \\
\left(\begin{array}{l}
startSyncMeth\,.\,LandMissionOID\,.\,thread \longrightarrow \\
lockAcquired\,.\,LandMissionOID\,.\,thread \longrightarrow \\
\left(this\,.\,landingGearDeployed := \mathbf{True}\right);\\
endSyncMeth\,.\,LandMissionOID\,.\,thread \longrightarrow \\
deployLandingGearRet\,.\,LandMissionMID\,.\,caller\,.\,thread \longrightarrow \\
\mathbf{Skip}
\end{array}\right)
\end{array}\right)
\end{array}
$$

$$
Methods \mathrel{\widehat=} \left(\begin{array}{l}
InitializePhase \\
\Box \\
CleanupPhase \\
\Box \\
stowLandingGearMeth \\
\Box \\
isLandingGearDeployedMeth \\
\Box \\
getControllingMissionMeth \\
\Box \\
abortMeth \\
\Box \\
cleanUpMeth \\
\Box \\
deployLandingGearSyncMeth
\end{array}\right);\ Methods
$$

$$
\bullet\ (Init\ ;\ Methods) \triangle (end\_mission\_app\,.\,LandMissionMID \longrightarrow \mathbf{Skip})
$$

end

section *LandMissionClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindingChannels*

class *LandMissionClass* $\widehat{=}$ **begin**

state *State*

$$
\begin{array}{l}
controllingMission : MainMission \\
SAFE\_LANDING\_ALTITUDE : \mathbb{P}\,\mathbb{A} \\
abort : \mathbb{B} \\
landingGearDeployed : \mathbb{B}
\end{array}
$$

state *State*

initial *Init*

$$
\begin{array}{l}
State' \\
\hline
SAFE\_LANDING\_ALTITUDE' = 10.0 \\
abort' = false
\end{array}
$$

public *stowLandingGear* $\widehat{=}$
$\big(this\,.\,landingGearDeployed := \mathbf{False}\big)$

public *isLandingGearDeployed* $\widehat{=}$ **var** $ret : \mathbb{B} \bullet$
$\big(ret := landingGearDeployed = \mathbf{True}\big)$

public *getControllingMission* $\widehat{=}$ **var** $ret : MissionID \bullet$
$\big(ret := controllingMission\big)$

public *abort* $\widehat{=}$
$\big(this\,.\,abort := \mathbf{True}\big)$

public *cleanUp* $\widehat{=}$ **var** $ret : \mathbb{B} \bullet$
$\big(ret := (\neg\ abort = \mathbf{True})\big)$

• **Skip**

end

section *LandMissionMethChan* **parents** *scj_prelude*, *GlobalTypes*, *MissionId*, *SchedulableId*

channel *stowLandingGearCall* : *MissionID* × *SchedulableID*
channel *stowLandingGearRet* : *MissionID* × *SchedulableID*

channel *isLandingGearDeployedCall* : *MissionID* × *SchedulableID*
channel *isLandingGearDeployedRet* : *MissionID* × *SchedulableID* × $\mathbb{B}$

channel *getControllingMissionCall* : *MissionID*
channel *getControllingMissionRet* : *MissionID* × *MissionID*

channel *abortCall* : *MissionID*
channel *abortRet* : *MissionID*

channel *cleanUpCall* : *MissionID*
channel *cleanUpRet* : *MissionID* × $\mathbb{B}$

channel *deployLandingGearCall* : *MissionID* × *SchedulableID* × *ThreadID*
channel *deployLandingGearRet* : *MissionID* × *SchedulableID* × *ThreadID*

5.8 Schedulables of LandMission

section *LandingGearHandlerLandApp* **parents** *AperiodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*, *LandMissionMethChan*, *ObjectIds*, *ThreadIds*

process $LandingGearHandlerLandApp \mathrel{\widehat=}$
$mission : MissionID \bullet$ **begin**

$handleAsyncEvent \mathrel{\widehat=}$
$\Big($ *handleAsyncEventCall . LandingGearHandlerLandSID* $\longrightarrow$
$\Big($ *binder_isLandingGearDeployedCall . mission . LandingGearHandlerLandSID* $\longrightarrow$
binder_isLandingGearDeployedRet . mission . LandingGearHandlerLandSID ? isLandingGearDeployed $\longrightarrow$
var $landingGearIsDeployed : \mathbb{B} \bullet landingGearIsDeployed := isLandingGearDeployed$;
if $landingGearIsDeployed =$ **True** $\longrightarrow$
$\Big($ *binder_stowLandingGearCall . mission . LandingGearHandlerLandSID* $\longrightarrow$
binder_stowLandingGearRet . mission . LandingGearHandlerLandSID $\longrightarrow$
Skip $\Big)$
$[]\ \neg\ landingGearIsDeployed =$ **True** $\longrightarrow$
$\Big($ *binder_deployLandingGearCall . mission . LandingGearHandlerLandSID . LandingGearHandlerLandTID* $\longrightarrow$
binder_deployLandingGearRet . mission . LandingGearHandlerLandSID . LandingGearHandlerLandTID $\longrightarrow$
Skip $\Big)$
fi
handleAsyncEventRet . LandingGearHandlerLandSID $\longrightarrow$
Skip $\Big)$

$Methods \mathrel{\widehat=}$
$\big($*handleAsyncEvent*$\big)$; $Methods$

$\bullet\ (Methods) \triangle (end\_aperiodic\_app\ .\ LandingGearHandlerLandSID \longrightarrow \mathbf{Skip})$

end

class *LandingGearHandlerLandClass* $\widehat{=}$ **begin**

state *State*

$mission : LandMission$

state *State*

initial *Init*

$State'$

- **Skip**

end

section *SafeLandingHandlerApp* **parents** *AperiodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*, *MainMissionMethChan*

process $SafeLandingHandlerApp \mathrel{\widehat=}$
$mainMission : MissionID,$
$threshold : Double \bullet$ **begin**

$handleAsyncEvent \mathrel{\widehat=}$
$\Big(handleAsyncEventCall\,.\,SafeLandingHandlerSID \longrightarrow$
$\Big(binder\_getAltitudeCall\,.\,mainMission\,.\,SafeLandingHandlerSID \longrightarrow$
$binder\_getAltitudeRet\,.\,mainMission\,.\,SafeLandingHandlerSID\,?\,getAltitude \longrightarrow$
$\quad \mathbf{var}\ altitude : \mathbb{P}\,\mathbb{A} \bullet altitude := getAltitude\ ;$
$\mathbf{if}\ (altitude < threshold) \longrightarrow$
$\quad)($
$[]\ \neg\,(altitude < threshold) \longrightarrow$
$\quad)($
$\mathbf{fi}$
$\Big) ;$
$handleAsyncEventRet\,.\,SafeLandingHandlerSID \longrightarrow$
$\mathbf{Skip}$
$\Big)$

$Methods \mathrel{\widehat=}$
$\big(handleAsyncEvent\big)\ ;\ Methods$

$\bullet\ (Methods) \triangle (end\_aperiodic\_app\,.\,SafeLandingHandlerSID \longrightarrow \mathbf{Skip})$

end

section *SafeLandingHandlerClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBindingC*

class *SafeLandingHandlerClass* $\widehat{=}$ **begin**

state *State*

$threshold : \mathbb{P}\,\mathbb{A}$

state *State*

initial *Init*

$State'$

- **Skip**

end

section *GroundDistanceMonitorApp* **parents** *PeriodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*, *MainMissionMethChan*

process $GroundDistanceMonitorApp \mathrel{\widehat=}$
$mainMission : MissionID \bullet$ **begin**

$handleAsyncEvent \mathrel{\widehat=}$
$\Big(handleAsyncEventCall\,.\,GroundDistanceMonitorSID \longrightarrow$
$\quad \Big(binder\_getAltitudeCall\,.\,mainMission\,.\,GroundDistanceMonitorSID \longrightarrow$
$\quad\; binder\_getAltitudeRet\,.\,mainMission\,.\,GroundDistanceMonitorSID\,?\,getAltitude \longrightarrow$
$\quad\quad$ **var** $distance : \mathbb{P}\,\mathbb{A} \bullet distance := getAltitude$;
$\quad\; \textbf{if}\ (distance = readingOnGround) \longrightarrow$
$\quad\quad \Big(requestTerminationCall\,.\,mainMission \longrightarrow$
$\quad\quad\; requestTerminationRet\,.\,mainMission\,?\,requestTermination \longrightarrow \Big)$
$\quad\; [\!] \neg\,(distance = readingOnGround) \longrightarrow$ **Skip**
$\quad\; \textbf{fi}\,; \Big)$;
$\quad handleAsyncEventRet\,.\,GroundDistanceMonitorSID \longrightarrow$
$\quad$ **Skip** $\Big)$

$Methods \mathrel{\widehat=}$
$\big(handleAsyncEvent\big)\,;\ Methods$

$\bullet\ (Methods) \triangle (end\_periodic\_app\,.\,GroundDistanceMonitorSID \longrightarrow$ **Skip**$)$

end

section *GroundDistanceMonitorClass* **parents** *scj_prelude*, *SchedulableId*, *SchedulableIds*, *SafeletChan*, *MethodCallBind*

class *GroundDistanceMonitorClass* $\widehat{=}$ **begin**

state *State*

$readingOnGround : \mathbb{P}\,\mathbb{A}$

state *State*

initial *Init*

$State'$

- **Skip**

end

section *InstrumentLandingSystemMonitorApp* **parents** *PeriodicEventHandlerChan*, *SchedulableId*, *SchedulableIds*

process *InstrumentLandingSystemMonitorApp* $\widehat{=}$
$\quad$ *mission* : *MissionID* • **begin**

handleAsyncEvent $\widehat{=}$
$\left(\begin{array}{l} \mathit{handleAsyncEventCall} \,.\, \mathit{InstrumentLandingSystemMonitorSID} \longrightarrow \\ ) \, \natural \\ \mathit{handleAsyncEventRet} \,.\, \mathit{InstrumentLandingSystemMonitorSID} \longrightarrow \\ \mathbf{Skip} \end{array}\right)$

Methods $\widehat{=}$
$\big(\mathit{handleAsyncEvent}\big)\ ;\ \mathit{Methods}$

• $(\mathit{Methods}) \triangle (\mathit{end\_periodic\_app} \,.\, \mathit{InstrumentLandingSystemMonitorSID} \longrightarrow \mathbf{Skip})$

end

class *InstrumentLandingSystemMonitorClass* $\widehat{=}$ **begin**

state *State*

$mission : LandMission$

state *State*

initial *Init*

$State'$

- **Skip**

end