```
MEK reacting? c := 0
  not_reacting
                                    timeL[MEK] == INFINITE
    timeL[MEK] == INFINITE
            start
                                    timeL[MEK] != INFINITE && timeU[MEK] != INFINITE &&
                                                                         resettina
    timeL[MEK] ! # INFINITE
                                     c > timeU[MEK]
                                     c := timeU[MEK]
    c := 0
                                     MEK reacting?
                                    timeL[MEK] != INFINITE && (timeU[MEK] == INFINITE || (timeU[MEK] != INFINITE
        reacting
                                     \&\& c \le timeU[MEK])
timeU[MEK] == INFINITE
                                     c >= timeL[MEK]
\parallel c \leq = timeU[MEK]
                                     ERK reacting!
                                     updateERK(), c := 0
```