not_reacting

reacting[1]?
c:=0

tL[B] == INFINITY

tL[B] == INFINITY

start

tU[B] != INFINITY
&& c>tU[B]
c:=tU[B]

updating

tL[B] != INFINITY
c:=0

reacting[1]?

waiting

tU[B] == INFINITY
|| c<=tU[B]

(tU[B] == INFINITY
&& tL[B] != INFINITY)
|| (tU[B] != INFINITY
&& c<=tU[B])

c>=tL[B] && A == 15
reacting[0]!
c:=0

c>=tL[B] && A < 15
reacting[0]!
A:=A+1, c:=0