```
not reacting
reacting[3]?
                                            tL[D] == INFINITY
c := 0
              tL[D] = INFINITY
                                  tU[D] != INFINITY
                start
                                                            updating
                                  && c>tU[D]
                                  c:=tU[D]
            tL[D] != |NFINITY
                                      reacting[3]?
            c := 0
                                  (tU[D] == INFINITY
              waiting,
                                   && tL[D] != INFINITY)
 tU[D] == INFINITY
                                  || (tU[D] != INFINITY
 \parallel c <= tU[D]
                                   && c <= tU[D]
                                  c = tL[D] \&\& A > 0
       c = tL[D] \&\& A == 0
                                  reacting[0]!
       reacting[0]!
                                  A:=A-1, c:=0
       c := 0
```