(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 1) ∧ (Mago = 1) ∧ (Statut = 1)))
ServeCoffee
(c_q0 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 61) ∧ (Statut = 1)))
(c_q0 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 6120) ∧ (Statut = 1)))
AutoOut
(c_q2 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 6120) ∧ (Statut = 2)))
(c_q4 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 1)))
AutoOut
insert
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 2)))
insert
(c_q4 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 2)))
powerDown
(c_q0 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 1) ∧ (Statut = 2)))
(c_q5 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 0)))
insert
insert
takeMago
(c_q2 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 1) ∧ (Statut = 2)))
powerDown
insert
(c_q1 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 1) ∧ (Statut = 0)))
addCofee
(c_q1 ≡ ((Balance = 0) ∧ (CofeeLeft = 1) ∧ (Mago = 1) ∧ (Statut = 0)))
powerUp
(c_q0 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 1) ∧ (Statut = 1)))
insert
backBalance
(c_q0 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 1) ∧ (Statut = 1)))
powerDown
(c_q1 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 1) ∧ (Statut = 0)))
(c_q4 ≡ ((Balance = 60) ∧ (CofeeLeft = 1) ∧ (Mago = 0) ∧ (Statut = 1)))
ServeCoffee
(c_q0 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 60) ∧ (Statut = 1)))
(c_q5 ≡ ((Balance = 0) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 0)))
addCofee
(c_q5 ≡ ((Balance = 0) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 0)))
insert
takeMago
(c_q5 ≡ ((Balance = 1) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 0)))
powerUp
powerDown
(c_q4 ≡ ((Balance = 1) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 1)))
backBalance
(c_q4 ≡ ((Balance = 0) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 1)))
insert
(c_q4 ≡ ((Balance = 2) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 1)))