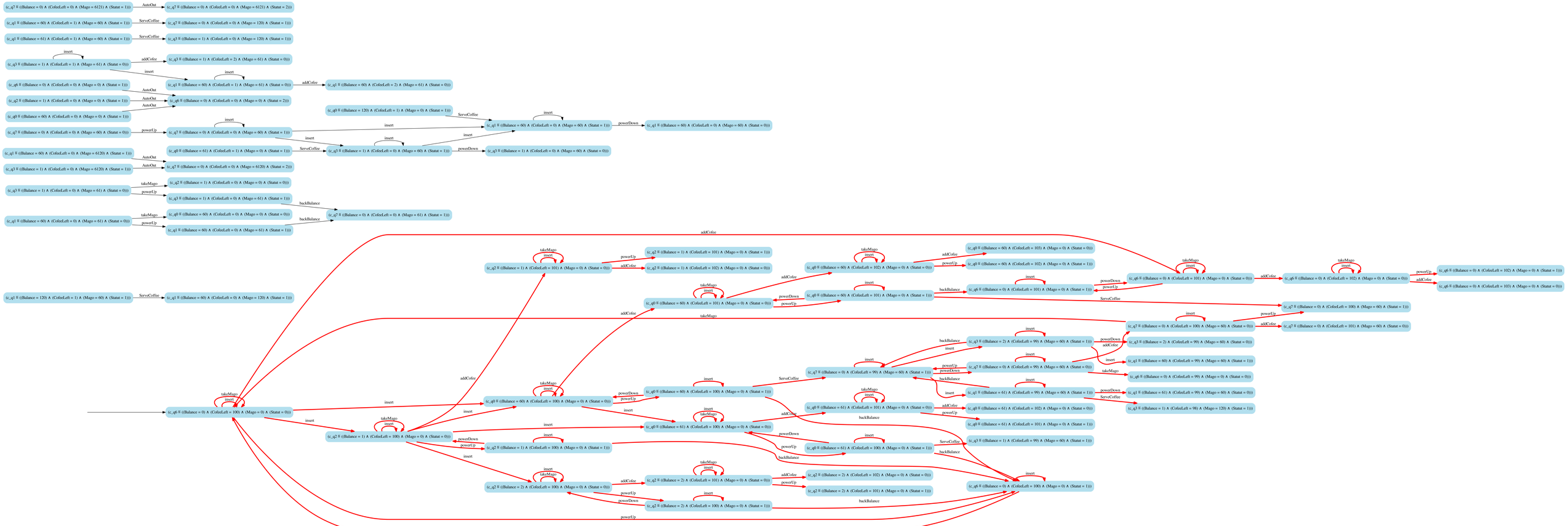
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 6121) ∧ (Statut = 1)))
AutoOut
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 6121) ∧ (Statut = 2)))
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 1) ∧ (Mago = 60) ∧ (Statut = 1)))
ServeCoffee
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 120) ∧ (Statut = 1)))
(c_q1 ≡ ((Balance = 61) ∧ (CofeeLeft = 1) ∧ (Mago = 60) ∧ (Statut = 1)))
ServeCoffee
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 120) ∧ (Statut = 1)))
insert
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 1) ∧ (Mago = 61) ∧ (Statut = 0)))
addCofee
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 2) ∧ (Mago = 61) ∧ (Statut = 0)))
insert
insert
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 1) ∧ (Mago = 61) ∧ (Statut = 0)))
addCofee
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 2) ∧ (Mago = 61) ∧ (Statut = 0)))
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 1)))
AutoOut
(c_q2 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 1)))
AutoOut
(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 1)))
AutoOut
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 2)))
(c_q0 ≡ ((Balance = 120) ∧ (CofeeLeft = 1) ∧ (Mago = 0) ∧ (Statut = 1)))
ServeCoffee
insert
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 0) ∧ (Mago = 60) ∧ (Statut = 1)))
powerDown
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 0) ∧ (Mago = 60) ∧ (Statut = 0)))
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 60) ∧ (Statut = 0)))
powerUp
insert
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 60) ∧ (Statut = 1)))
insert
insert
(c_q0 ≡ ((Balance = 61) ∧ (CofeeLeft = 1) ∧ (Mago = 0) ∧ (Statut = 1)))
ServeCoffee
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 60) ∧ (Statut = 1)))
insert
powerDown
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 60) ∧ (Statut = 0)))
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 0) ∧ (Mago = 6120) ∧ (Statut = 1)))
AutoOut
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 6120) ∧ (Statut = 2)))
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 6120) ∧ (Statut = 1)))
AutoOut
(c_q2 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 0)))
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 61) ∧ (Statut = 0)))
takeMago
powerUp
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 0) ∧ (Mago = 61) ∧ (Statut = 1)))
backBalance
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 0) ∧ (Mago = 61) ∧ (Statut = 1)))
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 0) ∧ (Mago = 61) ∧ (Statut = 0)))
takeMago
(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 0) ∧ (Mago = 0) ∧ (Statut = 0)))
powerUp
backBalance
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 0) ∧ (Mago = 61) ∧ (Statut = 1)))
addCofee
(c_q1 ≡ ((Balance = 120) ∧ (CofeeLeft = 1) ∧ (Mago = 60) ∧ (Statut = 1)))
ServeCoffee
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 0) ∧ (Mago = 120) ∧ (Statut = 1)))
takeMago
insert
(c_q2 ≡ ((Balance = 1) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 0)))
powerUp
(c_q2 ≡ ((Balance = 1) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 1)))
addCofee
(c_q2 ≡ ((Balance = 1) ∧ (CofeeLeft = 102) ∧ (Mago = 0) ∧ (Statut = 0)))
takeMago
insert
(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 0)))
addCofee
(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 102) ∧ (Mago = 0) ∧ (Statut = 0)))
addCofee
(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 103) ∧ (Mago = 0) ∧ (Statut = 0)))
powerUp
(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 102) ∧ (Mago = 0) ∧ (Statut = 1)))
powerDown
powerUp
(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 1)))
insert
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 1)))
backBalance
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 0)))
powerDown
powerUp
insert
takeMago
insert
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 102) ∧ (Mago = 0) ∧ (Statut = 0)))
addCofee
takeMago
insert
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 102) ∧ (Mago = 0) ∧ (Statut = 0)))
powerUp
addCofee
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 102) ∧ (Mago = 0) ∧ (Statut = 1)))
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 103) ∧ (Mago = 0) ∧ (Statut = 0)))
ServeCoffee
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 100) ∧ (Mago = 60) ∧ (Statut = 1)))
addCofee
takeMago
insert
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 100) ∧ (Mago = 60) ∧ (Statut = 0)))
powerUp
addCofee
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 101) ∧ (Mago = 60) ∧ (Statut = 0)))
insert
(c_q3 ≡ ((Balance = 2) ∧ (CofeeLeft = 99) ∧ (Mago = 60) ∧ (Statut = 1)))
backBalance
insert
powerDown
addCofee
(c_q3 ≡ ((Balance = 2) ∧ (CofeeLeft = 99) ∧ (Mago = 60) ∧ (Statut = 0)))
insert
(c_q1 ≡ ((Balance = 60) ∧ (CofeeLeft = 99) ∧ (Mago = 60) ∧ (Statut = 1)))
insert
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 99) ∧ (Mago = 60) ∧ (Statut = 0)))
powerUp
powerDown
takeMago
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 99) ∧ (Mago = 0) ∧ (Statut = 0)))
insert
(c_q7 ≡ ((Balance = 0) ∧ (CofeeLeft = 99) ∧ (Mago = 60) ∧ (Statut = 1)))
backBalance
insert
(c_q1 ≡ ((Balance = 61) ∧ (CofeeLeft = 99) ∧ (Mago = 60) ∧ (Statut = 1)))
powerDown
(c_q1 ≡ ((Balance = 61) ∧ (CofeeLeft = 99) ∧ (Mago = 60) ∧ (Statut = 0)))
ServeCoffee
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 98) ∧ (Mago = 120) ∧ (Statut = 1)))
(c_q1 ≡ ((Balance = 61) ∧ (CofeeLeft = 102) ∧ (Mago = 0) ∧ (Statut = 0)))
addCofee
powerUp
(c_q0 ≡ ((Balance = 61) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 1)))
(c_q3 ≡ ((Balance = 1) ∧ (CofeeLeft = 99) ∧ (Mago = 60) ∧ (Statut = 1)))
addCofee
takeMago
insert
(c_q0 ≡ ((Balance = 61) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 0)))
backBalance
insert
(c_q0 ≡ ((Balance = 61) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 1)))
ServeCoffee
backBalance
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 1)))
(c_q6 ≡ ((Balance = 0) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 0)))
insert
takeMago
insert
(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 0)))
powerDown
powerUp
insert
(c_q0 ≡ ((Balance = 60) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 1)))
ServeCoffee
addCofee
insert
takeMago
insert
(c_q0 ≡ ((Balance = 61) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 0)))
insert
(c_q2 ≡ ((Balance = 1) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 0)))
insert
powerDown
powerUp
insert
(c_q2 ≡ ((Balance = 1) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 1)))
insert
(c_q2 ≡ ((Balance = 2) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 0)))
addCofee
takeMago
insert
(c_q2 ≡ ((Balance = 2) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 0)))
addCofee
(c_q2 ≡ ((Balance = 2) ∧ (CofeeLeft = 102) ∧ (Mago = 0) ∧ (Statut = 0)))
powerUp
(c_q2 ≡ ((Balance = 2) ∧ (CofeeLeft = 101) ∧ (Mago = 0) ∧ (Statut = 1)))
powerUp
powerDown
insert
(c_q2 ≡ ((Balance = 2) ∧ (CofeeLeft = 100) ∧ (Mago = 0) ∧ (Statut = 1)))
backBalance
powerUp
powerDown