```
i slave < n slaves
            sync handshake[i slave]!
                                                                        i slave < n slaves
                  i slave +=1
                                                               msg\_type == -1 \text{ or } msg\_type == 1
                                                               play music[i slave]!

    sync_timer >= sync_delay

                                                               msg type = 1, i slave +=1
                          sync timer := 0
                                                               msg type == -1 or msg type == 2
i slave == n slaves
                                                               stop music[i slave]!
                           sync_timer < sync_delay</pre>
i slave = 0,
                                                               msg\_type = 2, i\_slave += 1
x := 0
                                                               msg type == -1 or msg type == 3
                          n slaves > 0
                                                               pause_music[i_slave]!
                                                               msg_{type} = 3, i_{slave} += 1
                          main idle
                                                               msg\_type == -1 \text{ or } msg\_type == 4
                                                               next song[i slave]!
 master clock < 1
                                                               msg type = 4, i slave += 1
                                x := 0
                            join_network?
                     x == ack_wait_time
                                                                   i slave == n slaves
                                                            msg_type = -1, i_slave = 0, x := 0
                           x := 0
                       slave_joined(),
                                              x <= ack_wait_time
                          lock == 1
```