i_slave < n_slaves
sync_handshake[i_slave]!
i_slave += 1

i_slave < n_slaves

msg_type == −1 or msg_type == 1
play_music[i_slave]!
msg_type = 1, i_slave += 1

sync_timer >= sync_delay
sync_timer := 0

msg_type == −1 or msg_type == 2
stop_music[i_slave]!
msg_type = 2, i_slave += 1

sync_timer < sync_delay

i_slave == n_slaves
i_slave = 0,
x := 0

msg_type == −1 or msg_type == 3
pause_music[i_slave]!
msg_type = 3, i_slave += 1

n_slaves > 0

msg_type == −1 or msg_type == 4
next_song[i_slave]!
msg_type = 4, i_slave += 1

main_idle

i_slave == n_slaves
msg_type = −1, i_slave = 0, x := 0

x := 0

master_clock < 1   2

x := 0
join_network?

x := 0
x == ack_wait_time

lock == 1
success!
slave_joined(),
x := 0

x <= ack_wait_time