```
!.medium = \{[id \mapsto i, type \mapsto "hard", 
                        res \mapsto resSet, \ procFlag \mapsto flag\}
\land TaskState' = [TaskState \ EXCEPT]
      ![i].res = [j \in Task \mapsto if j \in resSet \text{ Then } i \text{ else } @[j]],
       ![i].cons = 1]
\land ProcState' = [ProcState \ EXCEPT]
       ![i].token = IF flag = 0 THEN - 1 ELSE @]
\land History' = [History \ EXCEPT \ !.elem = @ + 1]
```

 $flag \triangleq \text{IF } ProcState[i].list \neq \langle \rangle \text{ THEN 1 ELSE 0}$

 $\land Shared' = [Shared \ EXCEPT \ !.macTimer = delta,$

 $SendElem(t) \triangleq$

IN

 \land Shared.medium = {} \land Shared.chipTimer = 0 \land LET $i \triangleq taskId(t)$

 \wedge Shared.chipCount = i

 \land LET $resSet \triangleq reservation(i)$