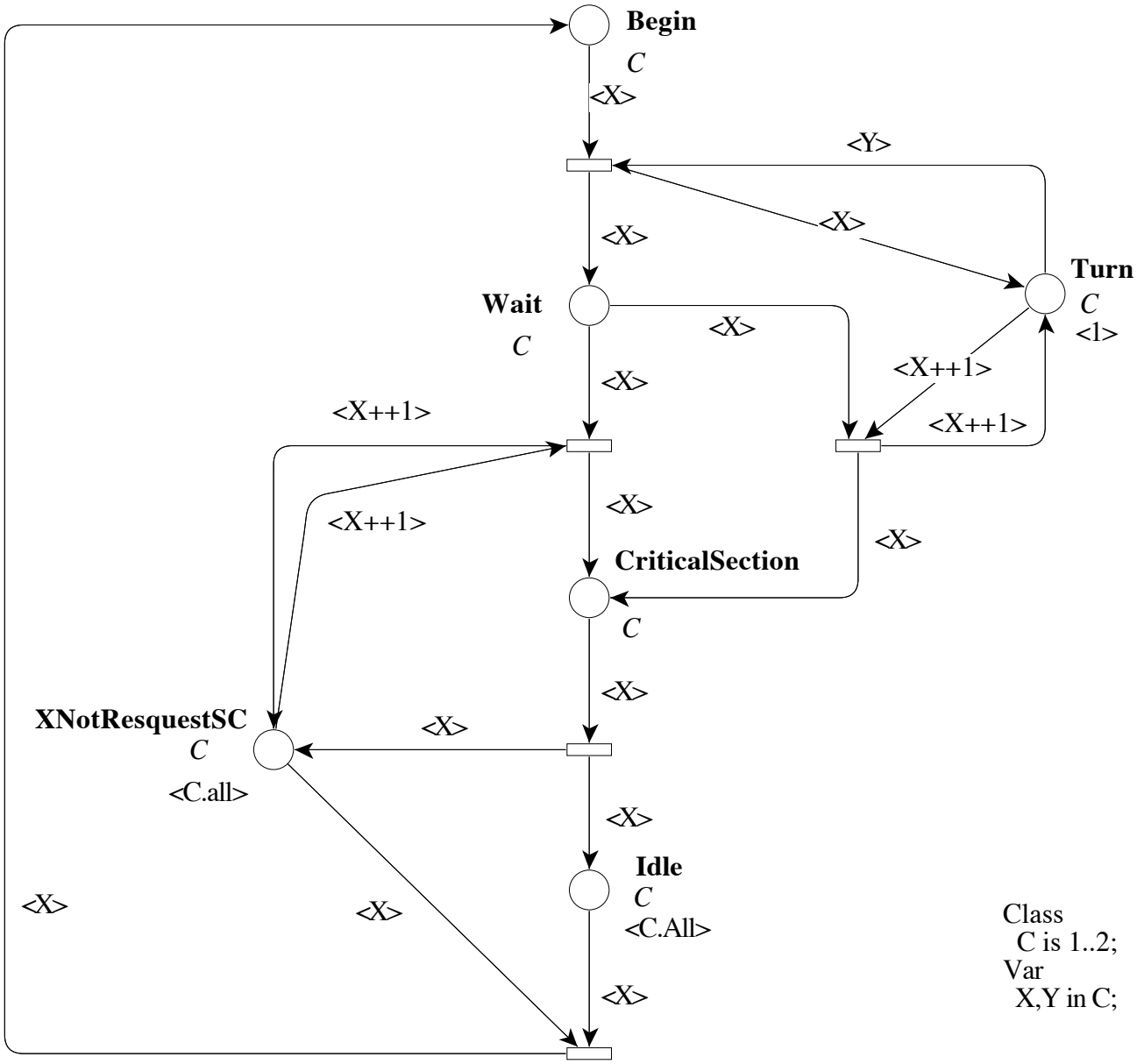
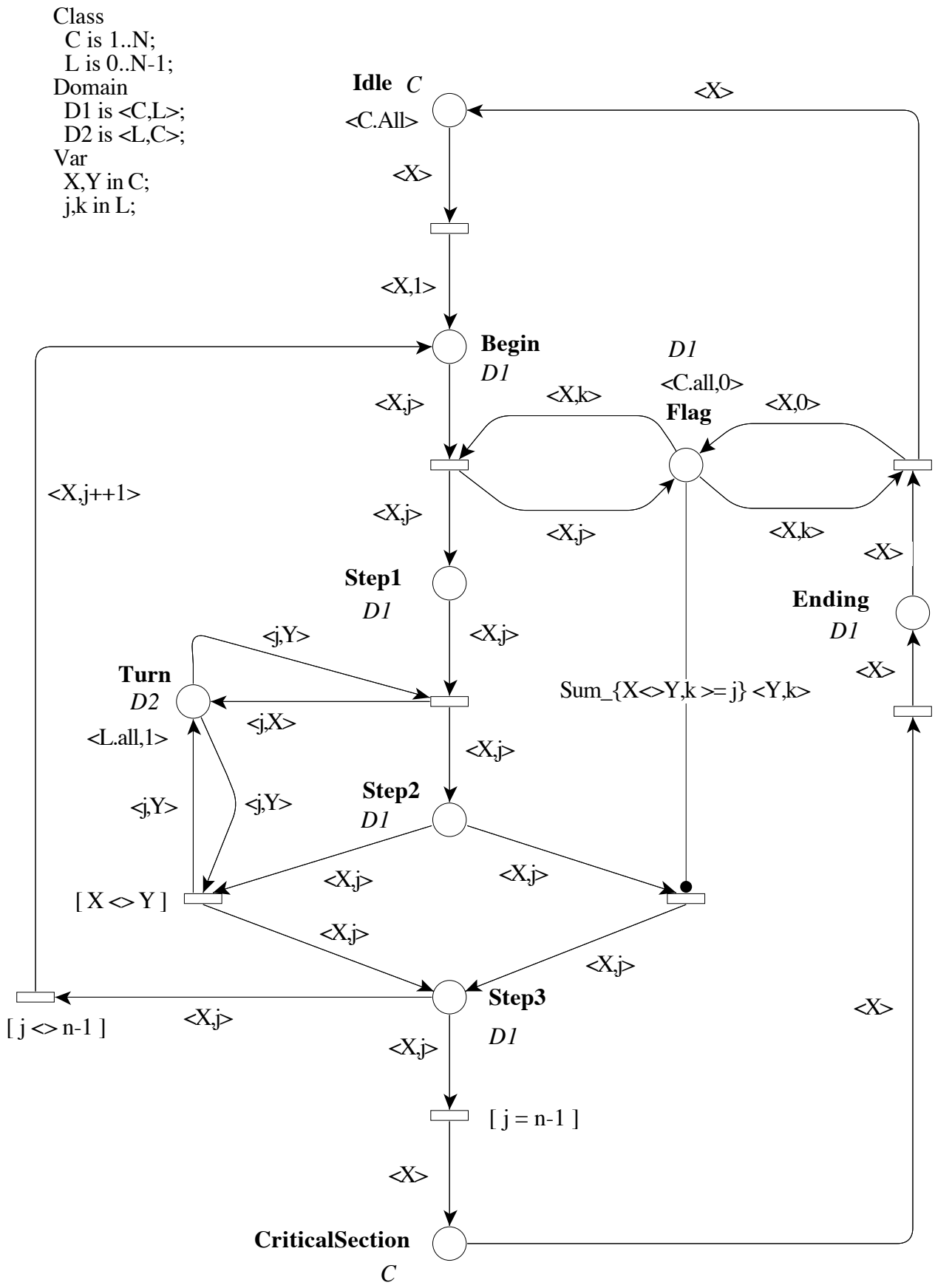

Begin
C
<X>
<Y>
<X>
<X>
Turn
C
<1>
Wait
C
<X>
<X>
<X++1>
<X++1>
<X++1>
<X>
<X++1>
<X>
CriticalSection
C
<X>
XNotResquestSC
C
<C.all>
<X>
<X>
Idle
C
<C.All>
<X>
<X>
<X>
Class
C is 1..2;
Var
X,Y in C;


Class
C is 1..N;
L is 0..N-1;
Domain
D1 is <C,L>;
D2 is <L,C>;
Var
X,Y in C;
j,k in L;
Idle C
<C.All>
<X>
<X>
<X,1>
Begin
D1
D1
<C.all,0>
Flag
<X,k>
<X,0>
<X,j>
<X,j>
<X,j>
<X,k>
<X,j++1>
<X>
Step1
D1
Ending
D1
<j,Y>
<X,j>
<X>
Turn
D2
Sum_{X<>Y,k >= j} <Y,k>
<j,X>
<L.all,1>
<X,j>
<j,Y>
<j,Y>
Step2
D1
<X,j>
<X,j>
[X <> Y]
<X,j>
<X,j>
Step3
D1
[j <> n-1]
<X,j>
<X>
<X,j>
[j = n-1]
<X>
CriticalSection
C