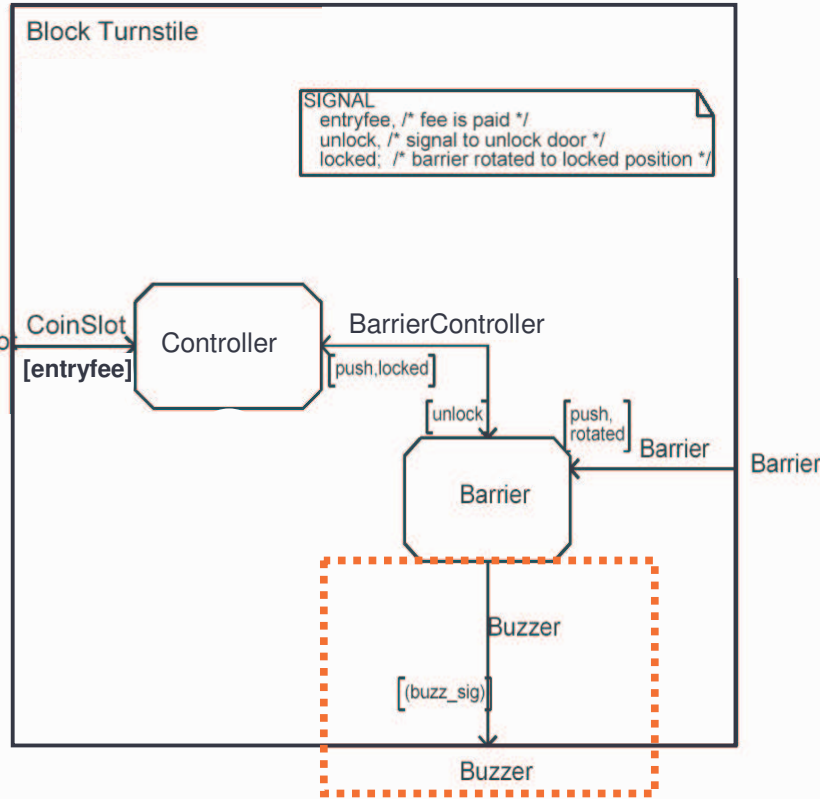
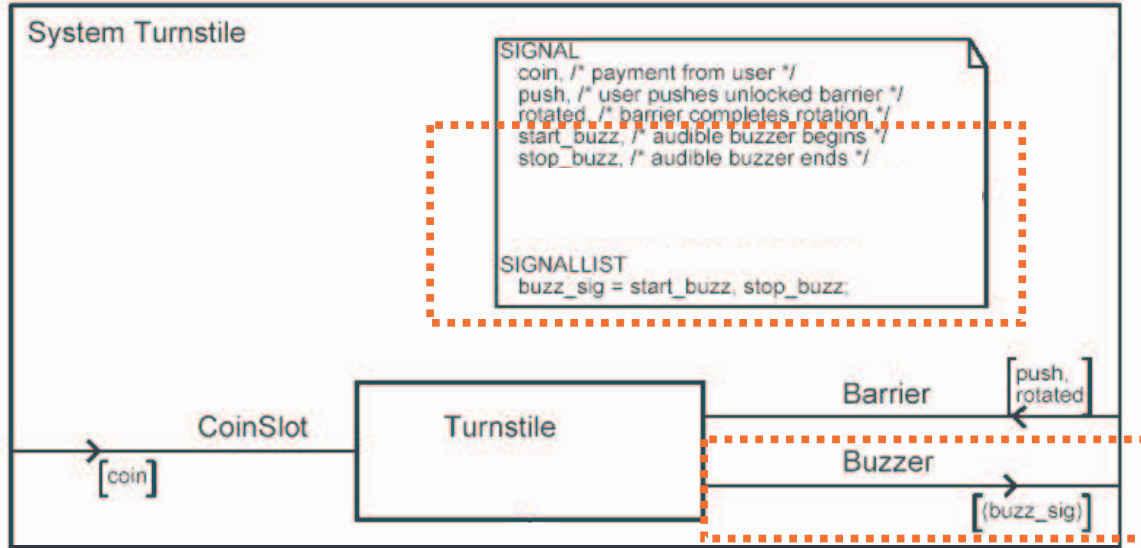
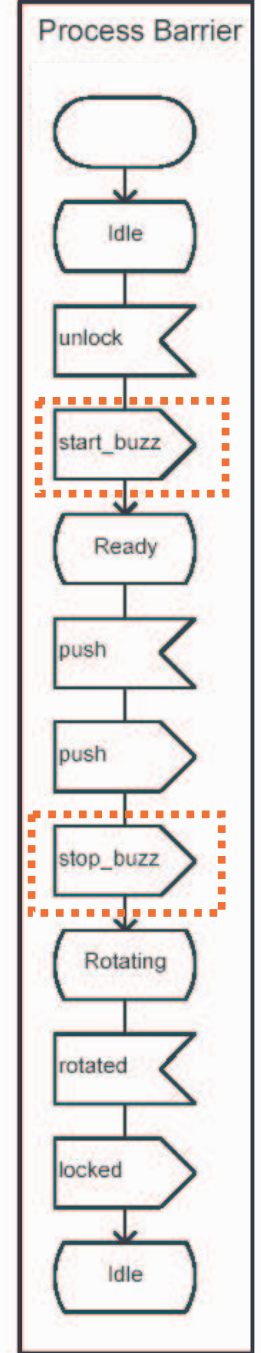
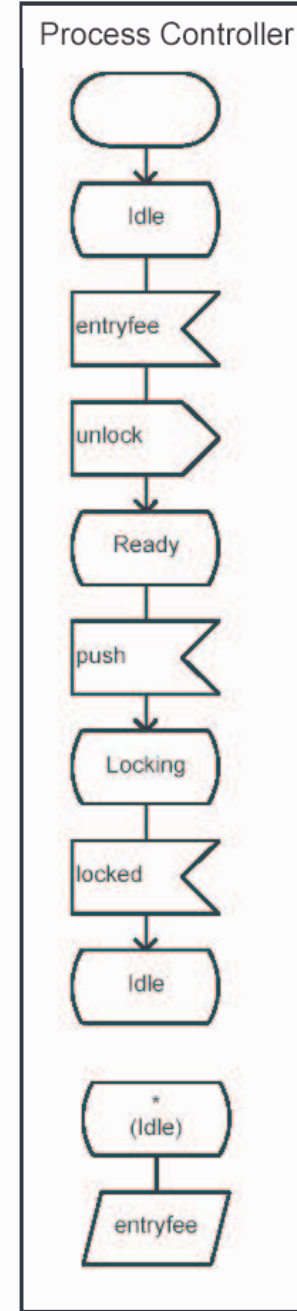


# Solutions FMSE Exercise 8:SDL

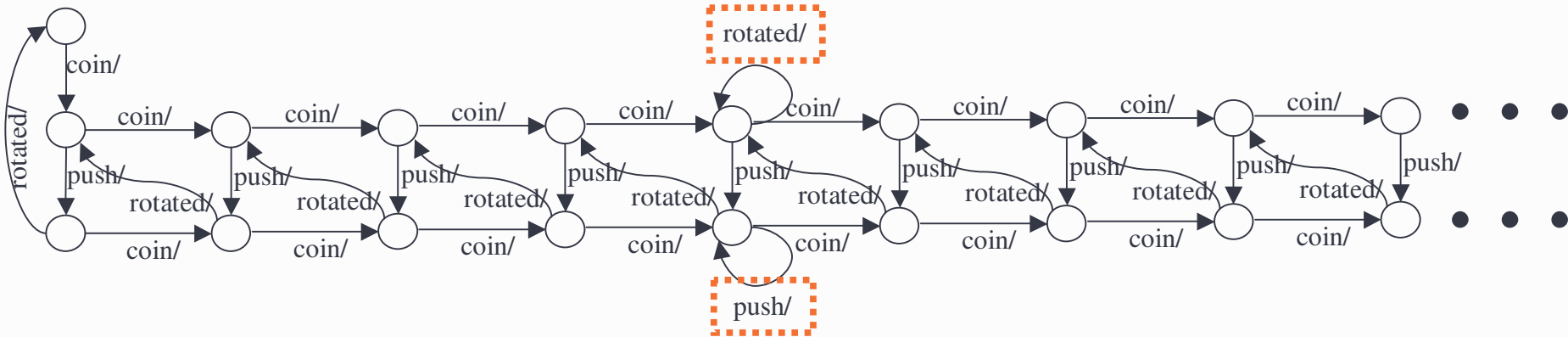


Without these parts : Solution to Exercise 8.1.

Adding these parts solves Exercise 8.2.



## State space for Exercise 8.1.

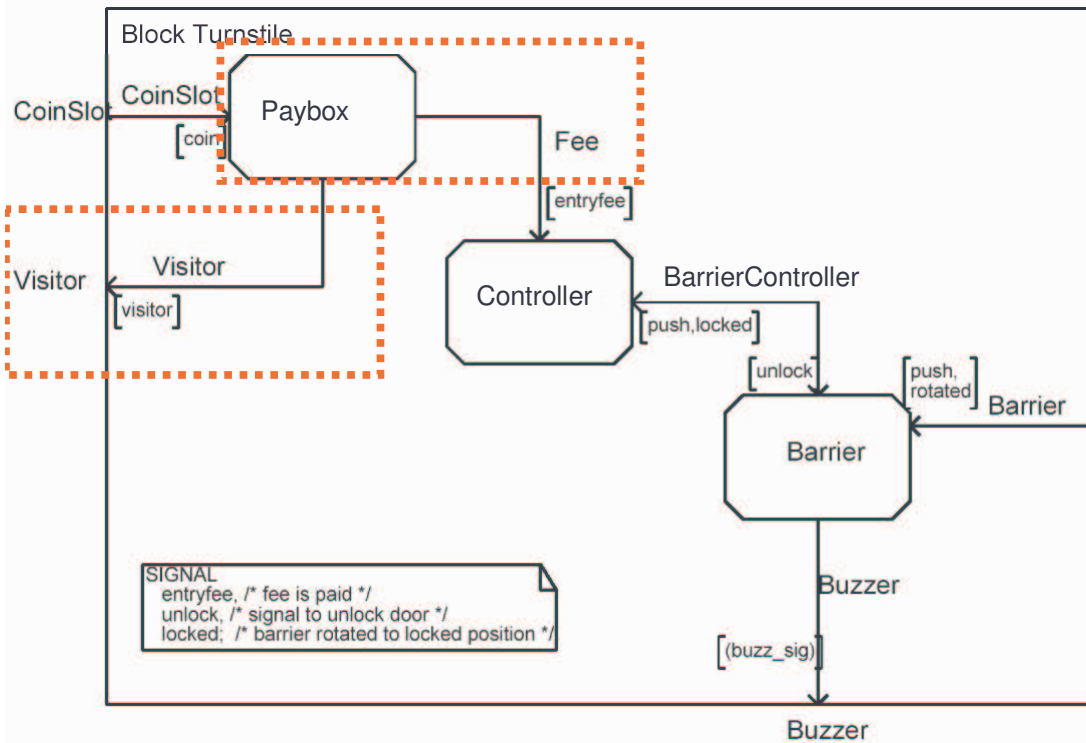
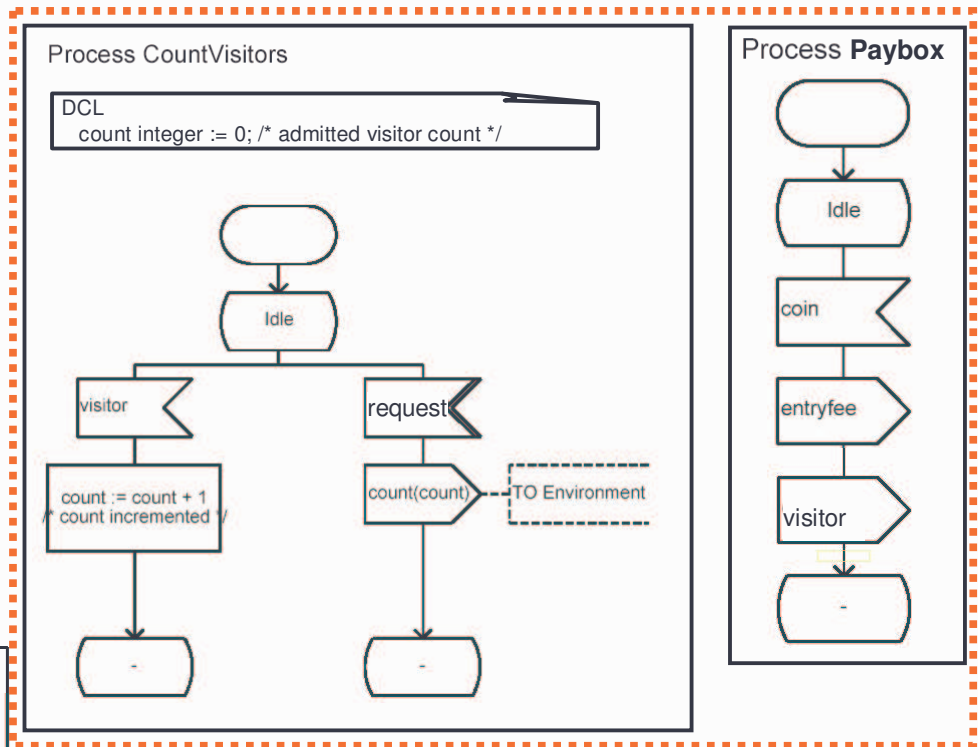
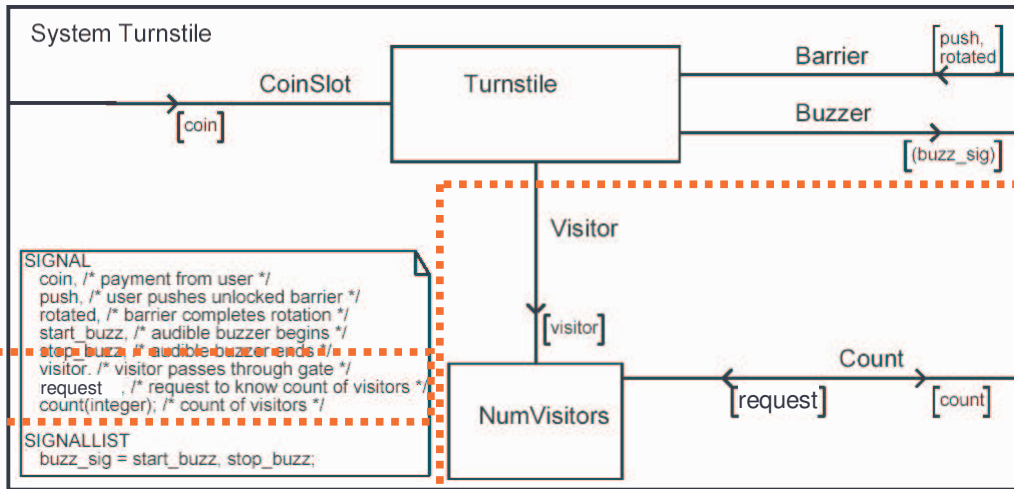


Graph is incomplete: each state possesses looping transitions

for those environmental inputs that are not expected (due to non-persistent inputs).

Representative examples are depicted [here](#).

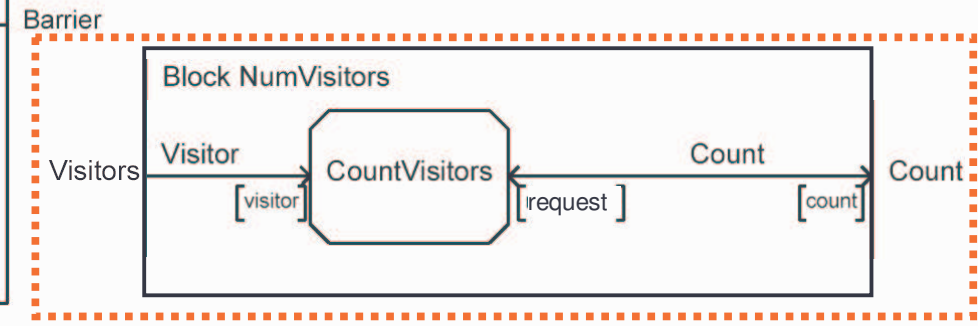
Signal coin is always expected (due to the save construct `entryfee` ).



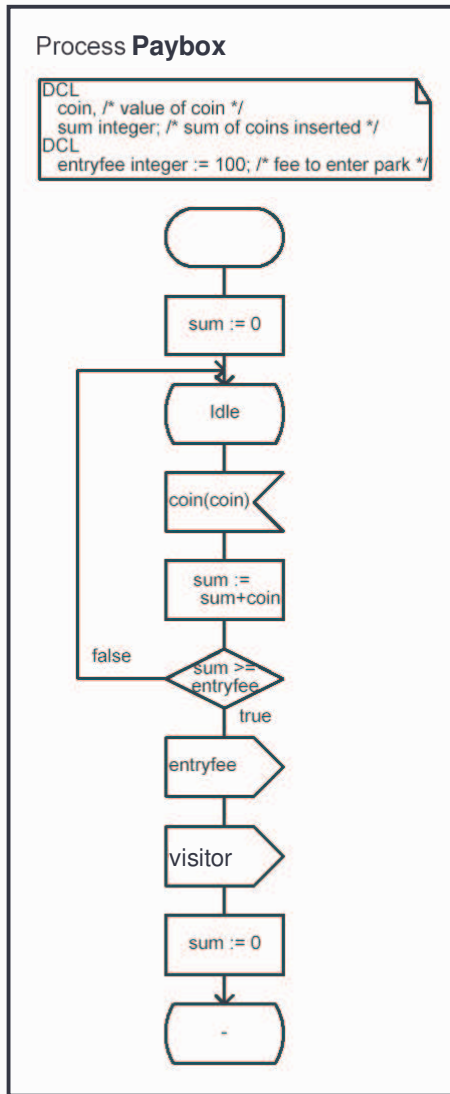
Solution to Exercise 8.3.

These parts are new relative to Exercise 8.2.

Processes **Controller** and **Barrier** are unchanged.

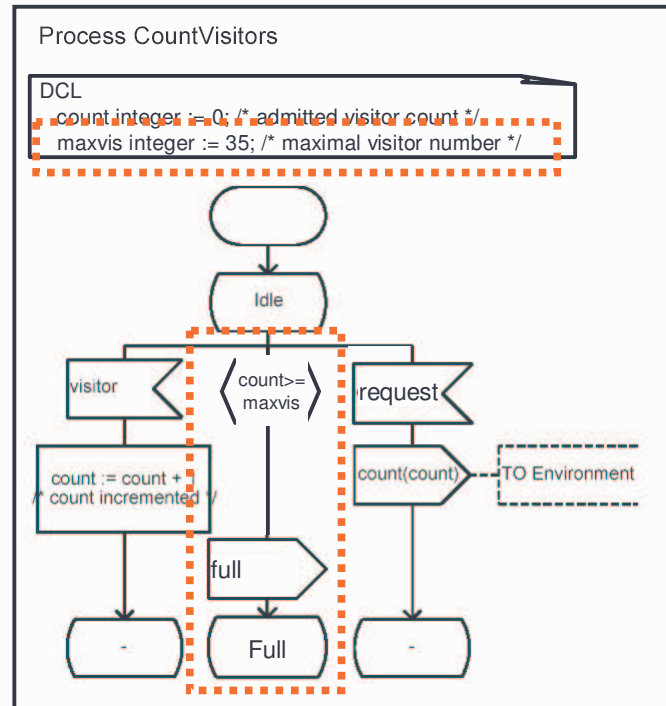


Solution to Exercise 8.4.



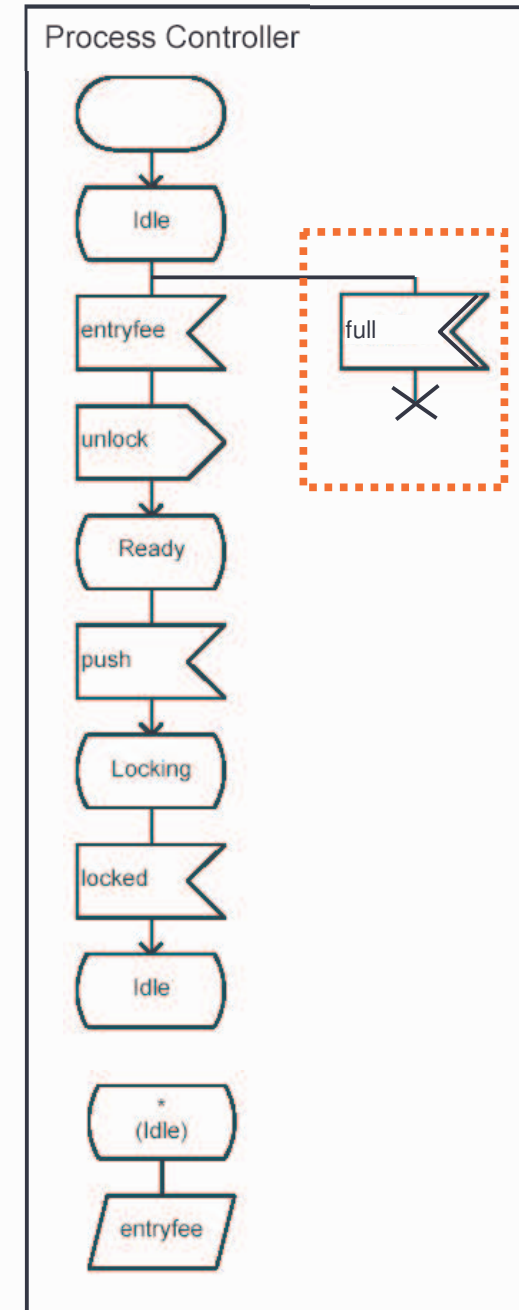
The remaining specifications are unchanged.

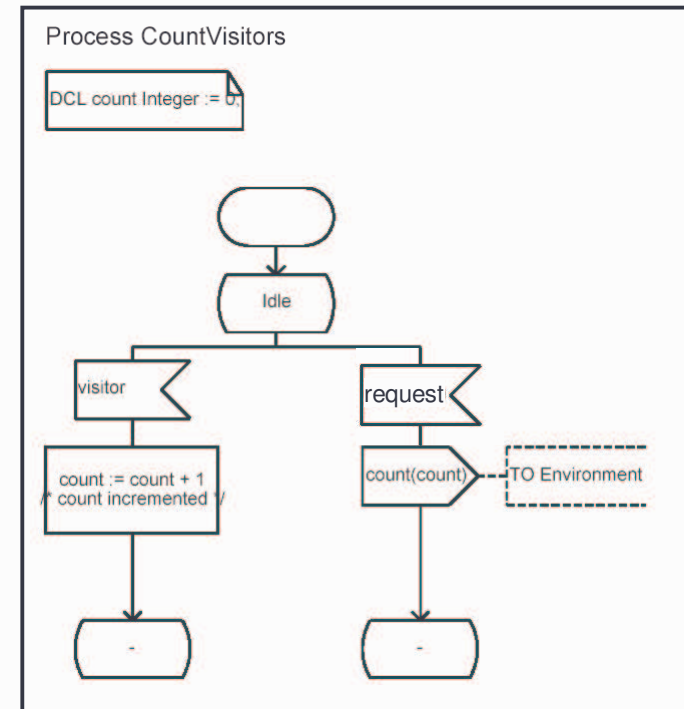
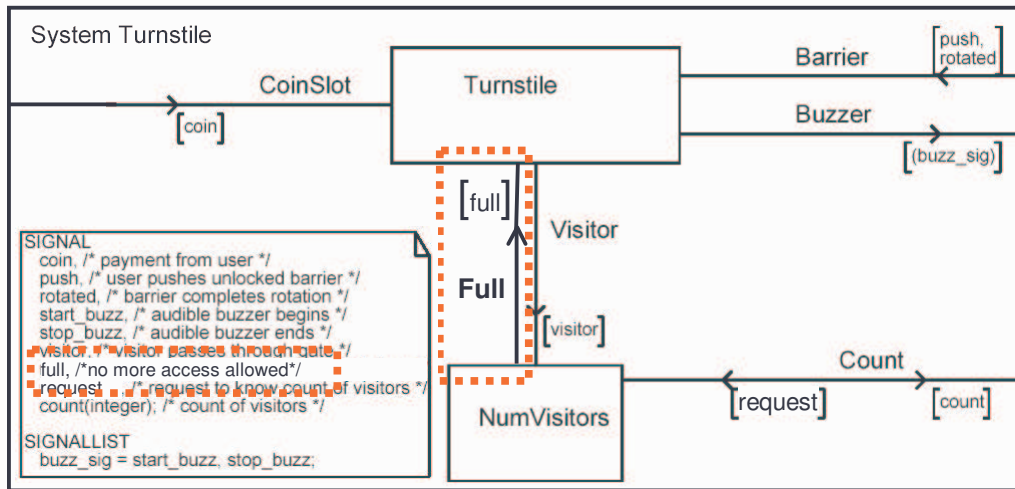
Solution to Exercise 8.5.



These parts are new relative to Exercise 8.4.

(continued on next page)





Solution to Exercise 8.5 continued.

These parts are new relative to Exercise 8.4.

Processes Paybox and Barrier are unchanged.

