

Azioni = {isTurnP, isTurnQ, setP, setQ, ncsP, ncsQ, csP, csQ}

P1 = ncsP.P1 + ncsP.P2

P2 = isTurnP.P3

P3 = csP.P4

P4 = setQ.P1

Q1 = ncsQ.Q1 + ncsQ.Q2

P2 = isTurnQ.Q3

P3 = csQ.Q4

P4 = setP.Q1

TurnP = setP.TunP + setQ.TurnQ + isTurnP.TurnP

TurnQ = setQ.TunQ + setP.TurnP + isTurnQ.TurnQ

Sync = {isTurnP, isTurnQ, setQ, setP}

System = {(P1 || Q1) || TurnP}/Sync