Azioni = {isTurnP,isTurnQ,setP,setQ}

P1 = isTurnP.P2
P2 = setQ.P1

Q1 = isTurnQ.Q2
Q2 = setP.Q1

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

Sync = {isTurnP,isTurnQ,setP,setQ}
System = {(P1 || Q1) || TurnP}/Sync