

```

1  /* a?aa:Bit is equivalent to a!0 [] a!1
2  */
3
4  block BAndGate
5      Boolean A false
6      Boolean B false
7      Boolean C false
8  end
9
10 scenario behav as BAndGate
11     choice ABIT_Value
12         branch Zero
13         branch One
14     end
15     choice BBIT_Value
16         branch Zero
17         branch One
18     end
19     task AZero set A false end
20     task AOne set A true end
21     task BZero set B false end
22     task BOne set B true end
23
24     next ABIT_Value.Zero AZero
25     next ABIT_Value.One AOne
26     next BBIT_Value.Zero BZero
27     next BBIT_Value.One BOne
28
29     state initial
30     next initial ABIT_Value
31     next AZero BBIT_Value
32     next AOne BBIT_Value
33
34     task AndGate
35         set C (and A B)
36     end
37     next BBIT_Value.Zero AndGate
38     next BBIT_Value.One AndGate
39     state stop
40     next AndGate stop
41
42 end
43

```