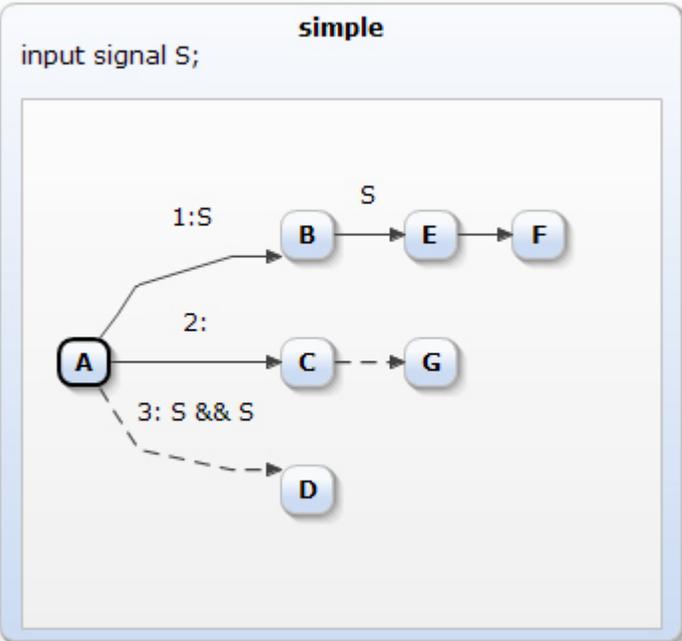
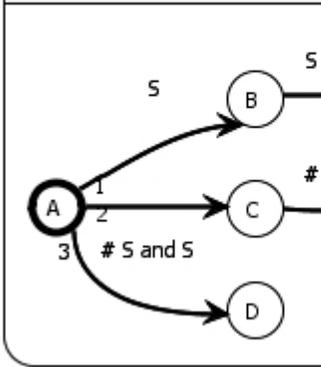
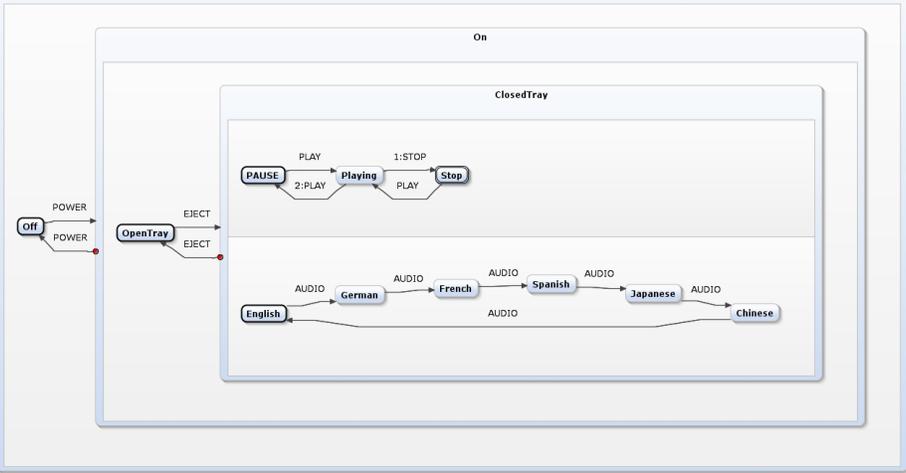
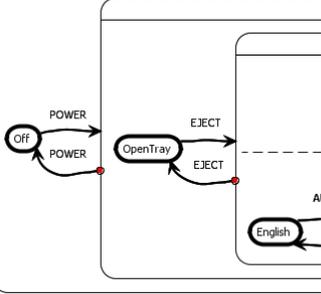
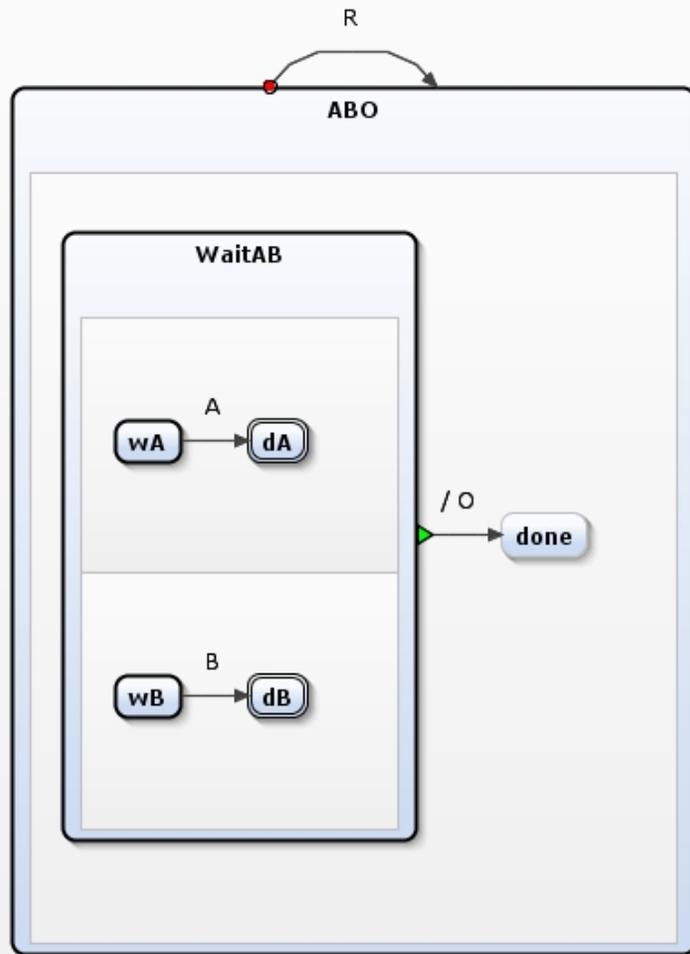


# Yakindu SCCharts / Synccharts Examples

This page compares selective examples of Yakindu SyncCharts/SCCharts and original KIELER SyncCharts.

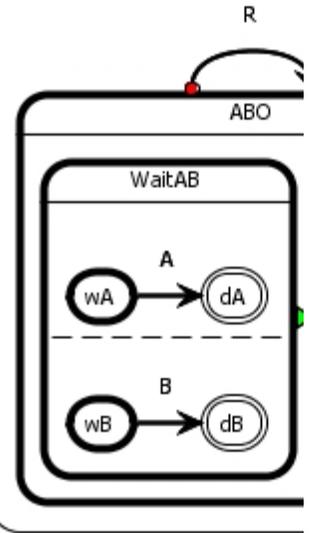
KIELER Yakindu SCChart	Original KIELER SyncChart
<p><b>simple</b></p> <p>input signal S;</p>  <pre> stateDiagram-v2     state A     state B     state C     state D     state E     state F     state G      A --&gt; B : 1:S     A --&gt; C : 2:     A -.-&gt; D : 3: S &amp;&amp; S     B --&gt; E : S     E --&gt; F     C -.-&gt; G     </pre>	<p><b>simple</b></p> <p>Interface: S,</p>  <pre> stateDiagram-v2     state A     state B     state C     state D      A --&gt; B : 1     A --&gt; C : 2     A --&gt; D : 3 # S and S     B --&gt; S : S     C --&gt; H : #     </pre>
<p><b>DVDPlayer</b></p> <p>input signal POWER; input signal EJECT; input signal PLAY; input signal STOP; input signal AUDIO;</p>  <pre> stateDiagram-v2     state Off     state OpenTray     state ClosedTray     state Playing     state PAUSE     state Stop     state English     state German     state French     state Spanish     state Japanese     state Chinese      Off --&gt; OpenTray : POWER     OpenTray --&gt; Off : POWER     OpenTray --&gt; OpenTray : EJECT     OpenTray --&gt; ClosedTray : EJECT     ClosedTray --&gt; OpenTray : EJECT     ClosedTray --&gt; ClosedTray : PLAY     ClosedTray --&gt; Playing : PLAY     Playing --&gt; ClosedTray : PLAY     Playing --&gt; Stop : 1:STOP     Stop --&gt; Playing : 2:PLAY     Stop --&gt; PAUSE : PAUSE     PAUSE --&gt; Stop : PLAY     English --&gt; German : AUDIO     German --&gt; French : AUDIO     French --&gt; Spanish : AUDIO     Spanish --&gt; Japanese : AUDIO     Japanese --&gt; Chinese : AUDIO     </pre>	<p>Interface: POWER, EJECT, PLAY, STOP, AUDIO,</p>  <pre> stateDiagram-v2     state Off     state OpenTray     state English      Off --&gt; OpenTray : POWER     OpenTray --&gt; Off : POWER     OpenTray --&gt; OpenTray : EJECT     OpenTray --&gt; English : EJECT     English --&gt; English : AUDIO     </pre>

input signal A;  
input signal B;  
input signal R;  
output signal O;



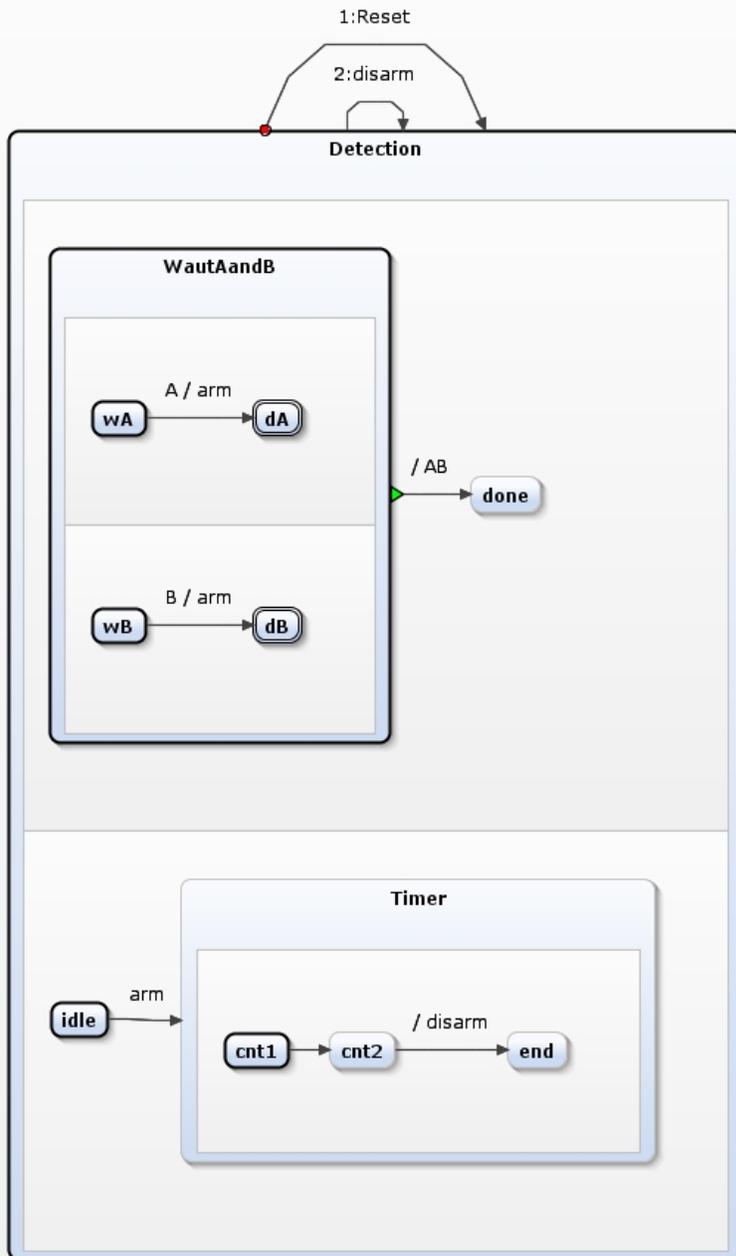
ABRO

Interface: A, B, R, O,

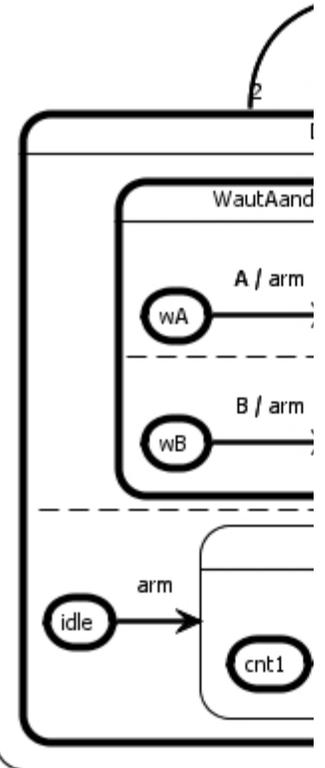


### ABSync

input signal A;  
input signal B;  
input signal Reset;  
signal arm;  
signal disarm;  
output signal AB;

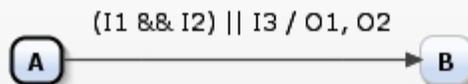


Interface: A, B, Reset, arm, di



### compoundEvents

input signal I1;  
input signal I2;  
input signal I3;  
output signal O1;  
output signal O2;



### compoundEvents

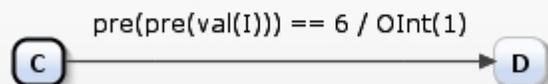
Interface: I1, I2, I3, O1, O2,

(I1 and I2) or I3 / O1,



### valuedSignals

input signal I:integer = 0 with '+';  
output signal OInt:integer = 0 with '+';  
output signal OBool:boolean = true with 'and';



### valuedSignals

Interface: I, OInt, OBool,

pre(pre(?I)) = 6 / OI



?I > 5 / OInt(2), OBool



