* Design controller that enables/disables events as the system evolves so that

(i) Buffers $B_1$ and $B_2$ never overflow/underflow

(ii) Upon completion machines and test unit should be idle and buffers empty

(iii) Downline station has priority of repair over upline station(s)

* Events $\text{start}_i$ and $\text{repair}_i$ are the only events that can be enabled/disabled. Such events called controllable; others called uncontrollable.