



Channel_attacked_ID is set by the Adversary (shared place) to either 1 or 2 to reflect which channels is being attacked.

The activities will be enabled by the Attack_in_progress shared place and only if enabled the activity activation function will get executed.

The activities with 2 cases (fan-out of 2) model the possibility for an attack to be unsuccessful. The global variables (double) attack_CH1_success_pr and attack_CH2_success_pr govern the cases. One of the cases retains the marking, e.g. the attack may fail.