```
void exec_arc(Engine engine) {

    load process described by current_arc and

    the call the run() method of the arc.


5   If the run() method succeeds {

        create a new node process by calling

        graph.newNode(label) where label is the node label pointed to by

        nodes[current_arc ].

        Initialise the new node with setInput(data) and

10      add the node to the engine with engine.add(newNode)

    }

    if the  arc process cannot be created or the run method

    fails call the nextArc() method of this node

    }

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    void setInput(Object data) {

    this.data = data

    }


20  void nextArc(Engine engine) {

        if ( !graph.allow_exec() )

        fail(engine,true,"Next arc disallowed by graph");

        else {

        if ( state == DONE && arcs == null )

25        fail(engine,true,"All arcs traversed");

        else {

        state = RUNNING;

        current_arc++;

        engine.add(this);
```