

```

(* Declaration *)
TrainIO.Train_Direction.Value := TrainData.Direction;

TrainData.Number:= Number;

TrainData.Name:= Train + real_to_string( TrainData.Number);

TrainData.Position := Position;

TrainData.Direction := Direction;

TrainData.Speed:= Speed;

TrainData.Train_Stopped:=StopTrain;

TrainData.Priority:=Train_priority;

(*The code for stopTrain and LimitSpeed*)

if HasObstacle then
    TrainIo.Train_Speed.Value := 0;
    return;
end_if;

if StopTrain then

    TrainIO.Train_Speed.Value := 0;

ELSIF LimitSpeed AND NOT StopTrain and Speed > 20 THEN

    TrainIO.Train_Speed.Value := 25;

ELSE

    TrainIO.Train_Speed.Value :=TrainData.Speed;

END_IF;

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