

The aim of this work is to create a graphic tool for development and simulation of Petri nets. For practical and easier use of a Petri net the user defines a template for elements of the Petri net. These templates can be used in development of future Petri nets. The process of simulation can be watched and debugged via conditioned breakpoints. The flow of the simulation is controlled by scripts. The application implements script interface to give the user a way to control components of the Petri net. The user can write scripts procedures and can call them in the script.