```
process GCD {
  int id, x, y;
  do true ->
    Client[*]?args(id, x, y);  # input a "call"
    # repeat the following until x == y
    do x > y -> x = x - y;
    [] x < y -> y = y - x;
    od
    Client[id]!result(x);  # return the result
  od
}
```

```
 ... GCD!args(i,v1,v2); GCD?result(r); ...
```

Greatest common divisor process and interface in CSP.