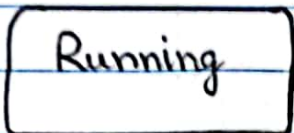




State Diagrams.



StateName (adverb / end with -ing)

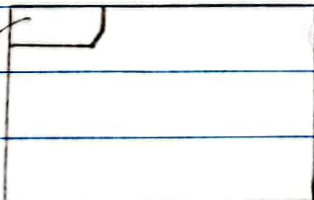


Connections between States (italic)

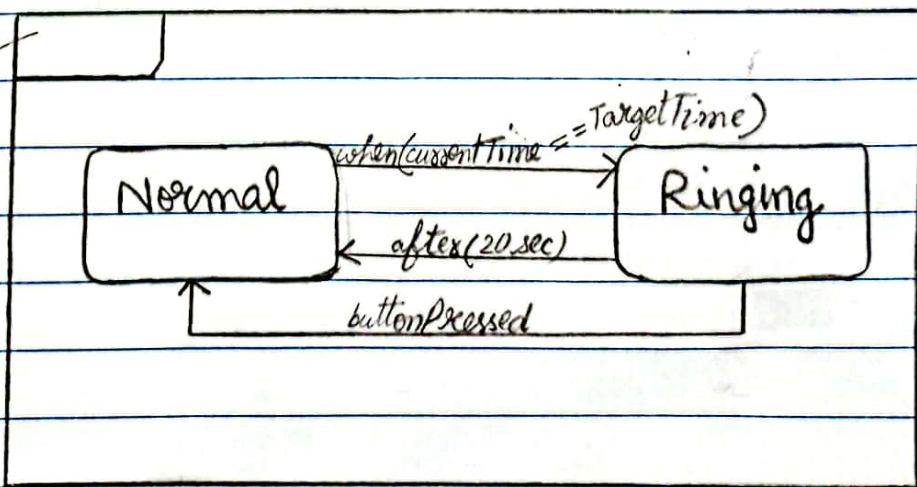
Types

- Signal Events. (change state) ◦ Guarded Signal Events .
- Change Events (when(....)) / (italic)
- Time Events
 - Absolute time (when(....)) / (italic)
 - Relative time (after(....)) / (italic)

Class Name

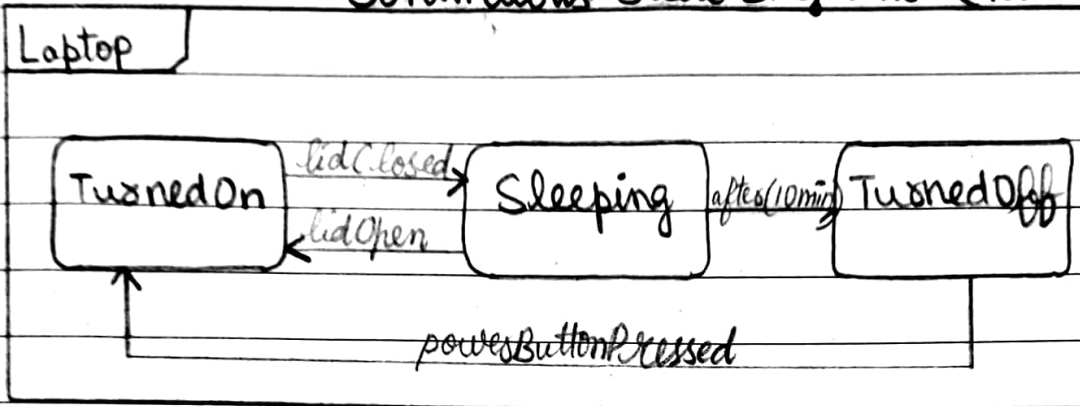


AlarmClock

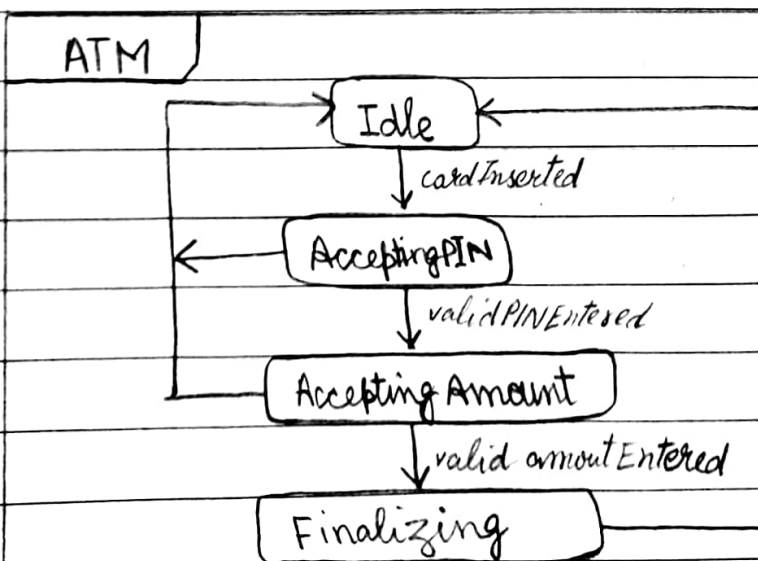
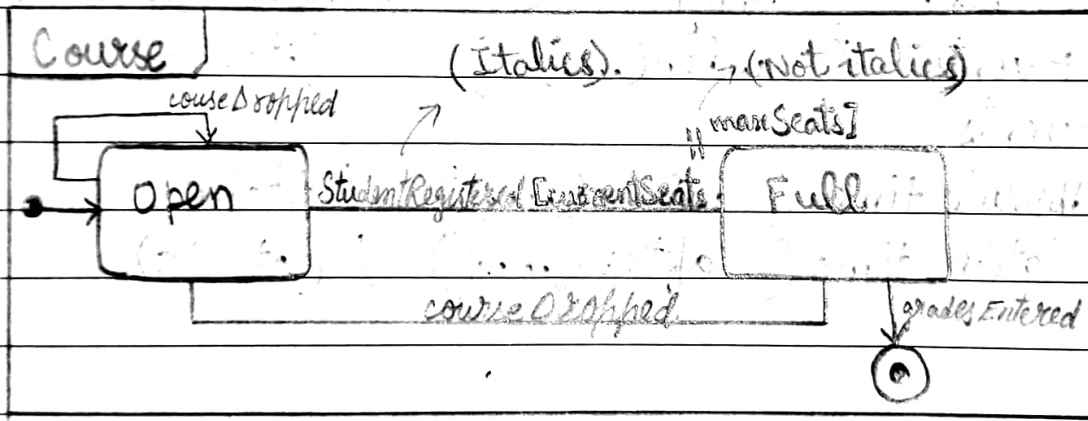


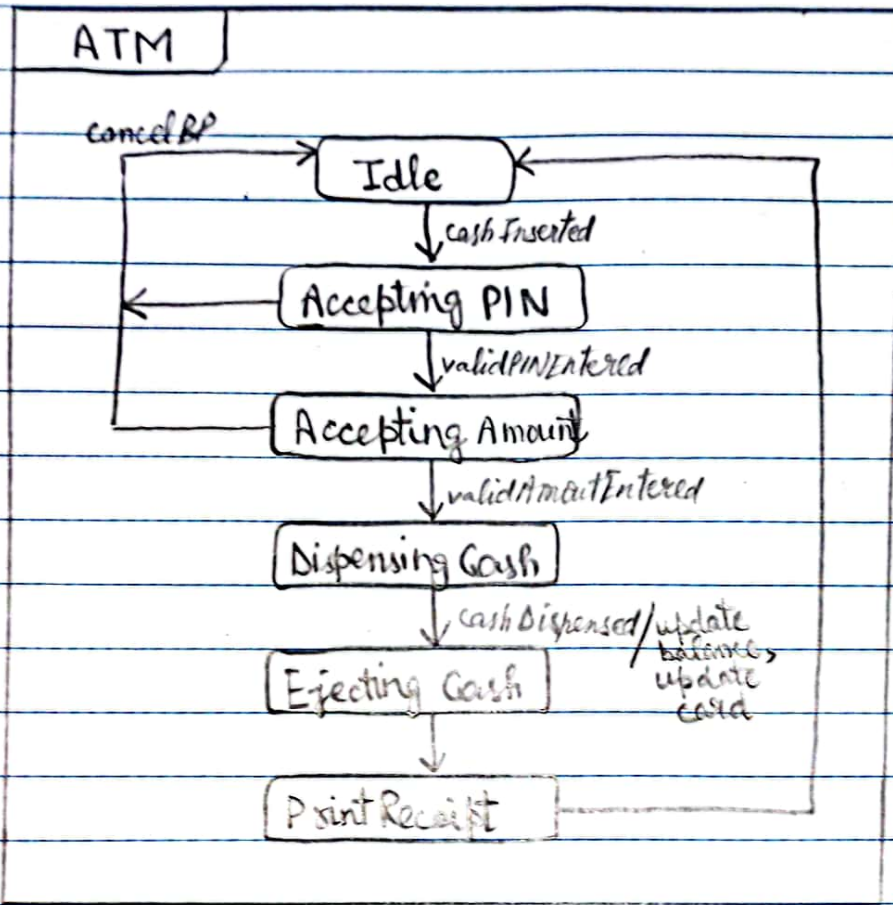


Continuous State Diagrams (no end/start)



One Shot State Diagrams (end/start)





Idle
entry / check cassettes
do / display ad.
exit / keep