**State Machine Diagram**

**Topic : Railway Reservation System**

* A  **state machine diagram** is a type of behavioural diagram.
* This diagram describes all events (and states and transitions for a single object).
* Basically, this diagram capture the state dependent behaviour.
* We have following basic components in state machine diagram:
  + State name
  + Entry activity
  + Do activity
  + Exit activity
  + Deferrable trigger

**Our Deployment Diagram contains :**

* Our state machine diagram below describes the behaviour of various states a Online Railway Reservation System.
* We have :
* Each and every required state with transition
* Entry-Exit actions etc.

