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stateDiagram-v2
    [*] --> LTWO
    LTWO --> LTWO : E_ResetTwo
    LTWO --> LTWO : E_Clock {LTWOCond= 0;}
    LTWO --> Sink21 : [hardwareSenData.isReservoirDoorOpen > 0 && infusionInProgress > 0]
    Sink21 --> LTWO : en: LTWOCond= 7; send(E_LevelTwoAlarm , Controller);
    Sink21 --> LTWO : E_ResetTwo
    Sink21 --> LTWO : [hardwareSenData.isReservoirDoorOpen == 0 || infusionInProgress == 0]
    Sink21 --> Sink22 : [infuSenData.isReservoirEmpty > 0 && infusionInProgress > 0]
    Sink22 --> LTWO : en: LTWOCond= 8; send(E_LevelTwoAlarm , Controller);
    Sink22 --> LTWO : E_ResetTwo
    Sink22 --> LTWO : [infuSenData.isReservoirEmpty == 0 || infusionInProgress == 0]
    Sink22 --> Sink23 : [infuSenData.isOcclusionDetected > 0 && infusionInProgress > 0]
    Sink23 --> LTWO : en: LTWOCond= 9; send(E_LevelTwoAlarm , Controller);
    Sink23 --> LTWO : E_ResetTwo
    Sink23 --> LTWO : [infuSenData.isOcclusionDetected == 0 || infusionInProgress == 0]
    Sink23 --> Sink24 : [infuSenData.isInfusionRateTooHigh > 0 && infusionInProgress > 0 && infusionPaused == 0]
    Sink24 --> LTWO : en: LTWOCond= 10; send(E_LevelTwoAlarm , Controller);
    Sink24 --> LTWO : E_ResetTwo
    Sink24 --> LTWO : [infuSenData.isInfusionRateTooHigh == 0 || infusionInProgress == 0 || infusionPaused > 0]
    Sink24 --> Sink25 : [infuSenData.isInfusionRateTooLow > 0 && infusionInProgress > 0 && infusionPaused == 0]
    Sink25 --> LTWO : en: LTWOCond= 11; send(E_LevelTwoAlarm , Controller);
    Sink25 --> LTWO : E_ResetTwo
    Sink25 --> LTWO : [infuSenData.isInfusionRateTooLow == 0 || infusionInProgress == 0 || infusionPaused > 0]
    Sink25 --> Sink26 : [infuSenData.isInfusionRateLessThanKVO > 0 && infusionInProgress > 0]
    Sink26 --> LTWO : en: LTWOCond= 12; send(E_LevelTwoAlarm , Controller);
    Sink26 --> LTWO : E_ResetTwo
    Sink26 --> LTWO : [infuSenData.isInfusionRateLessThanKVO == 0 || infusionInProgress == 0]
    Sink26 --> Sink27 : [infuSenData.isFlowRateOverPumpCapacity > 0 && infusionInProgress > 0]
    Sink27 --> LTWO : en: LTWOCond= 13; send(E_LevelTwoAlarm , Controller);
    Sink27 --> LTWO : E_ResetTwo
    Sink27 --> LTWO : [infuSenData.isFlowRateOverPumpCapacity == 0 || infusionInProgress == 0]
    Sink27 --> Sink28 : [infuSenData.isInfusionPausedTooLong > 0 && infusionInProgress > 0 && infusionPaused == 1]
    Sink28 --> LTWO : en: LTWOCond= 14; send(E_LevelTwoAlarm , Controller);
    Sink28 --> LTWO : E_ResetTwo
    Sink28 --> LTWO : [infuSenData.isInfusionPausedTooLong == 0 || infusionInProgress == 0 || infusionPaused == 0]
    Sink28 --> Sink29 : [infuSenData.isAirInLineDetected > 0 && infusionInProgress > 0]
    Sink29 --> LTWO : en: LTWOCond= 15; send(E_LevelTwoAlarm , Controller);
    Sink29 --> LTWO : E_ResetTwo
    Sink29 --> LTWO : [infuSenData.isAirInLineDetected == 0 || infusionInProgress == 0]
    Sink29 --> [*] : [send(E_DoneTwo , Controller);]

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