```
IStatemachineEvents
+ OnEnterState()
+ OnExitState()
+ OnStart()
+ OnStop()
     ICondition
 + IsSatisfied()
 + ToDebugString()
    LogicalAnd
 + InnerConditions
 + IsSatisfied()
 + OnEnterState()
 + OnExitState()
 + OnStart()
 + OnStop()
```

+ ToDebugString()~ LogicalAnd()