## **IStatemachineEvents** + OnEnterState() + OnExitState() OnStart() + OnStop() **ICondition** + IsSatisfied() + ToDebugString() IsGreaterOrEqual + IsGreaterOrEqual() + IsGreaterOrEqual()

+ IsGreaterOrEqual()+ IsGreaterOrEqual()+ IsGreaterOrEqual()

+ IsSatisfied()+ ToDebugString()