

## StatemachineTests

- + FSM\_InvalidStatemachineName\_Throws()
- + FSM\_InvalidStateName\_Throws()
- + FSM\_LogicalOrCondition\_ExpectedOutcome()
- + FSM\_NonExistingGotoState\_Throws()
- + FSM\_StartEndStates\_RunsToEndAndRaisesStateChangeEvent()
- + FSM\_StartNotCalledBeforeEvaluate\_Throws()
- + FSM\_StateChange\_InvokesStateChangeEvent()