

## Slave StateMachine

Initial

**stWaitForConnection**

evConnectionLost

evConnectionEstablished

## Communication

Initial

**stIdle**

evReceivedBadPackage /  
sendErr

evReceivedMsg /  
processMsg  
sendAck

evNewAns /  
sendAns

evReceivedAnswer /  
sendAck

evReceivedErr /  
resendLastMsg  
(resend Guard)

evNewMsg /  
sendMsg

evNewReq /  
sendReq

evReceivedReq /  
answer

