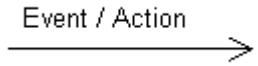
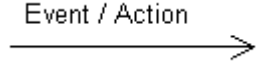
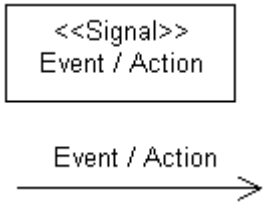
Element and its Description	Symbol
Initial State: This shows the starting point or first activity of the flow. Denoted by a solid circle. This is also called as a "**pseudo state**," where the state has no variables describing it further and no activities.	
State: Represents the state of object at an instant of time. In a state diagram, there will be multiple of such symbols, one for each state of the Object we are discussing. Denoted by a rectangle with rounded corners and compartments (such as a class with rounded corners to denote an Object). We will describe this symbol in detail a little later.	
Transition: An arrow indicating the Object to transition from one state to the other. The actual trigger event and action causing the transition are written beside the arrow, separated by a slash. Transitions that occur because the state completed an activity are called "**triggerless**" transitions. If an event has to occur after the completion of some event or action, the event or action is called the guard condition. The transition takes place after the guard condition occurs. This guard condition/event/action is depicted by square brackets around the description of the event/action (in other words, in the form of a Boolean expression).	
History States: A flow may require that the object go into a trance, or wait state, and on the occurrence of a certain event, go back to the state it was in when it went into a wait state—its last active state. This is shown in a State diagram with the help of a letter H enclosed within a circle.	
Event and Action: A trigger that causes a transition to occur is called as an event or action. Every transition need not occur due to the occurrence of an event or action directly related to the state that transitioned from one state to another. As described above, an event/action is written above a transition that it causes.	
Signal: When an event causes a message/trigger to be sent to a state, that causes the transition; then, that message sent by the event is called a signal. Represented as a class with the <<Signal>> icon above the action/event.	
Final State: The end of the state diagram is shown by a bull's eye symbol, also called a final state. A final state is another example of a pseudo state because it does not have any variable or action described.	