[execute valid and invalid state transitions] – [system & customer PointOfView]

ADD

clock SET – auto ON - ACTIVE ontime 1.snooze/2.stop

DEACTIVATE Turn OFF

DELETE

stop

add set autoON activeOntime

snooze

turnOFF

deactivate delete

### *System POV*

(exists until something (Occurs limited time, (response of the system transition

external happens) something that happens) during the transition)

|  |  |  |  |
| --- | --- | --- | --- |
| **State** | **Event** | **Action** | **Next State** |
| **1.Add** | Added to alarms  time) | Create alarm | 2.Set |
| **2.Set** | Cancel alarm | Delete alarm | - |
| **2.Set** | Auto ON | Require date/time | 3.Active |
| **2.Set** | Turn OFF | Turn OFF | 4.InActive |
| **3.Active** | Alarm time | Ringing | 3.Active(both snooze&stop) |
| **4.InActive** | Turn ON | Turn ON | 3.Set |

### *Customer POV*

(exists until something (Occurs limited time, (response during the transition

external happens) something that happens) transition)

|  |  |  |  |
| --- | --- | --- | --- |
| **State** | **Event** | **Action** | **Next State** |
| **1.Add** | Click/Tap ‘Add’ Button  time) | Add new alarm | 2.Set |
| **2.Set** | Require date/time  Auto ON | Input date/time  Click/Tap ‘Set’ Button | 3.Active |
| **2.Set** | Input date/time and/or  Click/Tap ‘Cancel’ Button | Delete | - |
| **3.Active** | Alarm time/ Ringing | Click/Tap ‘Snooze’ Button | 3.Active (alarm time + 5 min) |
| **3.Active** | Alarm time/ Ringing | Click/Tap ‘Stop’ Button | 3.Active |
| **4.Deactivate** | Turn OFF via slider | Turn OFF alarm | 5.InActive |
| **4.Deactivate** | Click/Tap ‘Delete’ Button | Remove alarm | - |
| **5.InActive** | Turn ON via slider | Turn ON alarm | 3.Active |