

- ActorBasicWrapper

- tBody : suspend (IApplMessage) -> Unit {val}

ActorBasicWrapper(TransientActorBasic)

+ actorBody(IApplMessage) {suspend}

ActorBasic**- ActorBasicFsmWrapper**

- tBody : TransientActorBasicFsmBody {val}

ActorBasicFsmWrapper(TransientActorBasicFsm)

+ getBody() ActorBasicFsm.() -> Unit

+ getInitialState() : String

ActorBasicFsm**<<object>>****ActorBasicWrapper**

+ wrap(TransientActorBasic) : ActorBasic

+ TransientActorBasic.wrap() : ActorBasic

+ wrapped(TransientActorBasic) : ActorBasic

+ wrapAndThen(TransientActorBasic,
ActorBasic() -> Unit)