	1	TransitionBuilder
StateBuilder		- stateBuilder : StateBuilder {val}
- transitionBuilder : TransitionBuilder {val} =		- edgeName : String? = null
TransitionBuilder(this)		- targetState : String? = null
- actorBuilder : ActorBuilder {val}		To an attitude Desitation (Otto to Desitation)
- qActorBasicFsm : QActorBasicFsm {val}		~ TransitionBuilder(StateBuilder)
- stateName : String? = null		+ clear() : TransitionBuilder
- stateBody : TransientStateBody? = null		+ addEdgeName(String) : TransitionBuilder
- transitions : MutableList <transienttransition> {val}</transienttransition>		+ addTargetState(String) : TransitionBuilder
= mutableListOf()		+ buildEpsilonMove() : StateBuilder
~ StateBuilder(ActorBuilder, QActorBasicFsm)		+ buildEpsilonMoveGuarded(String?, () -> Boolean) StateBuilder
+ clear() : StateBuilder		+ buildWhenEvent(String) : StateBuilder
+ addStateName(String) : StateBuilder		ν ο,
+ addStateBody(suspend State.() -> Unit) : StateBuilder		+ buildWhenEventGuarded(String, String?, () -> Boolean) : StateBuilder
+ addStateBody(suspend QActorBasicFsm.() -> Unit) : StateBuilder		+ buildWhenDispatch(String) : StateBuilder
+ addStateBody(TransientStateBody) : StateBuilder		+ buildWhenDispatchGuarded(String, String?,() -> Boolean) : StateBuilder
+ addStateBodyByQActorMethod(Method) : StateBuilder		+ buildWhenRequest(String) : StateBuilder
+ newTransition() : TransitionBuilder		+ buildWhenRequestGuarded(String, String?,
+ buildState() : ActorBasicFsmBuilder		() -> Boolean) : StateBuilder
~ addTransition(TransientTransition) : StateBuilder		+ buildWhenReply(String) : StateBuilder
~ addTransitions(Collection <transienttransition>) : StateBuilder</transienttransition>		+ buildWhenReplyGuarded(String, String?, () -> Boolean) : StateBuilder
L]	+ buildWhenTimeout(Long) : StateBuilder