**UML – State Diagram**

**Summary:** The State Diagram dives a little deeper into the meat of the application (but still not really divulging anything code-related). It covers more or less the logic involved in the processing during an application. Some common functionality you’ll see in a State Diagram are conditional statements and loops. Again, the precondition for one State Diagram is the postcondition for the one that follows.

**Example from Internet**: Bro. Barney included some example State Diagrams on his blog, found [here](https://barneyooii.files.wordpress.com/2015/03/evaluate-generators-and-create-fields-2-0.png).

**My Sample Code**: [Start Up (Client)](https://github.com/Lundberg-Jonathan/CIT-360-Portfolio/blob/master/Start%20Up%20-%20Client.jpg), [Play Game (Client)](https://github.com/Lundberg-Jonathan/CIT-360-Portfolio/blob/master/Play%20Game%20-%20Client1.jpg), [Start Up (Server)](https://github.com/Lundberg-Jonathan/CIT-360-Portfolio/blob/master/Start%20Up%20-%20Server.jpg), [Record High Score (Server)](https://github.com/Lundberg-Jonathan/CIT-360-Portfolio/blob/master/Record%20High%20Score%20-%20Server1.jpg), [View High Scores (Server)](https://github.com/Lundberg-Jonathan/CIT-360-Portfolio/blob/master/View%20High%20Scores%20-%20Server1.jpg)

**Sharing Video**: <https://youtu.be/11ljTighZiY?t=7m37s> (ends at 12:30)