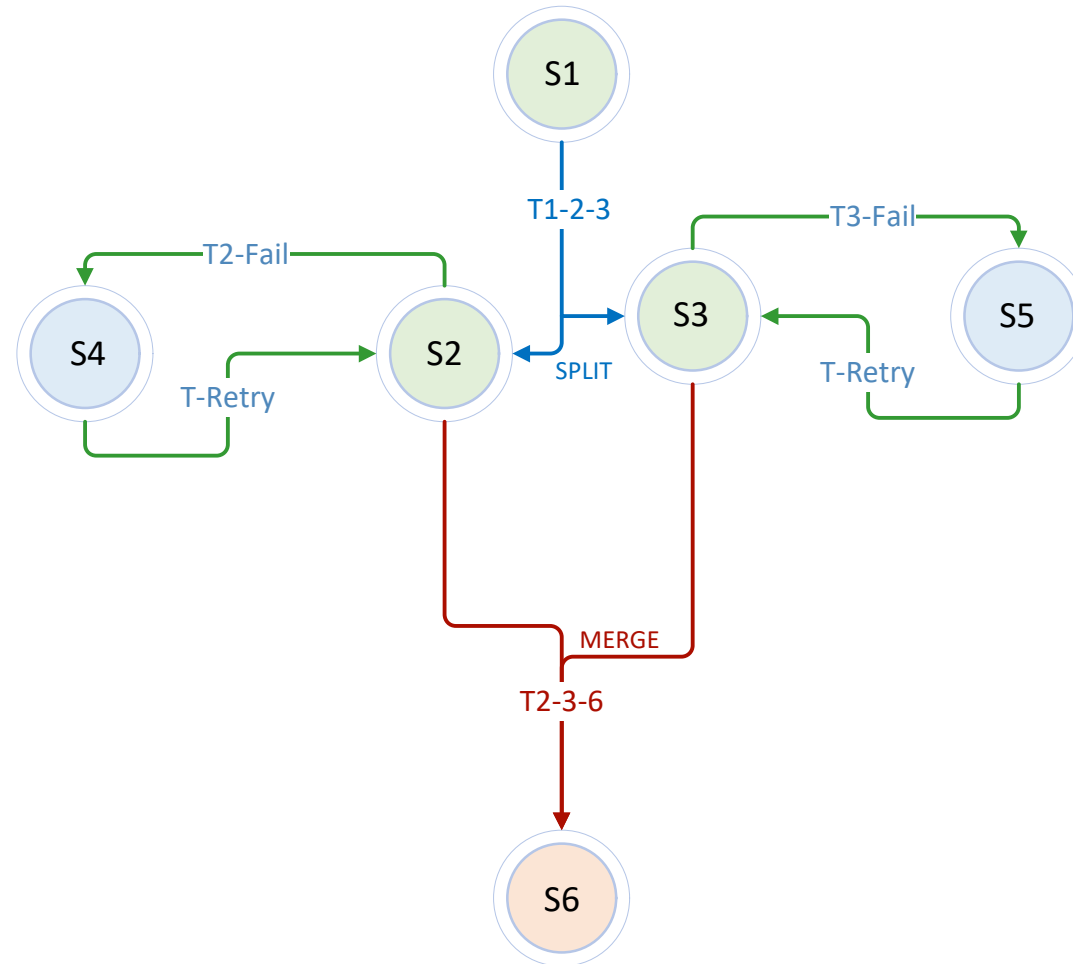


DualIdle Model

Dual Idle states with Retry loops.

Simulates 3rd party provider API fail/retry scenario.

S2 & S3 each call different provider API which may fail simultaneously each requiring a retry loop.
Same transition is used for both retry loops.



Default State:

Should transition out when transitioned to. No transition ends path.

Idle State:

Transition out maybe deferred.

Workflow maybe resumed from an Idle state. Engine stops when all active states are Idle states.

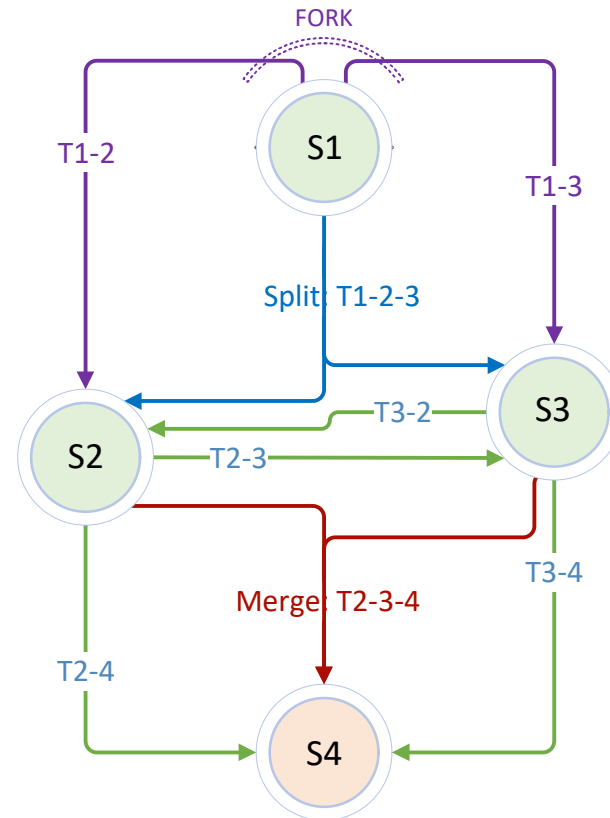
Terminal State:

Transition out not permitted. Workflow is finished when only Terminal state is active state. Always runs as only state in final dispatch cycle.

IfElse Model

Conditional state transitions.

Demonstrates conditional branching.
Crossover $S2 \leftrightarrow S3$ can create paths of differing length to Terminal state.



State

Default State:

Should transition out when transitioned to. No transition ends path.

Idle State

Idle State:

Transition out maybe deferred.
Workflow maybe resumed from an Idle state. Engine stops when all active states are Idle states.

Terminal State

Terminal State:

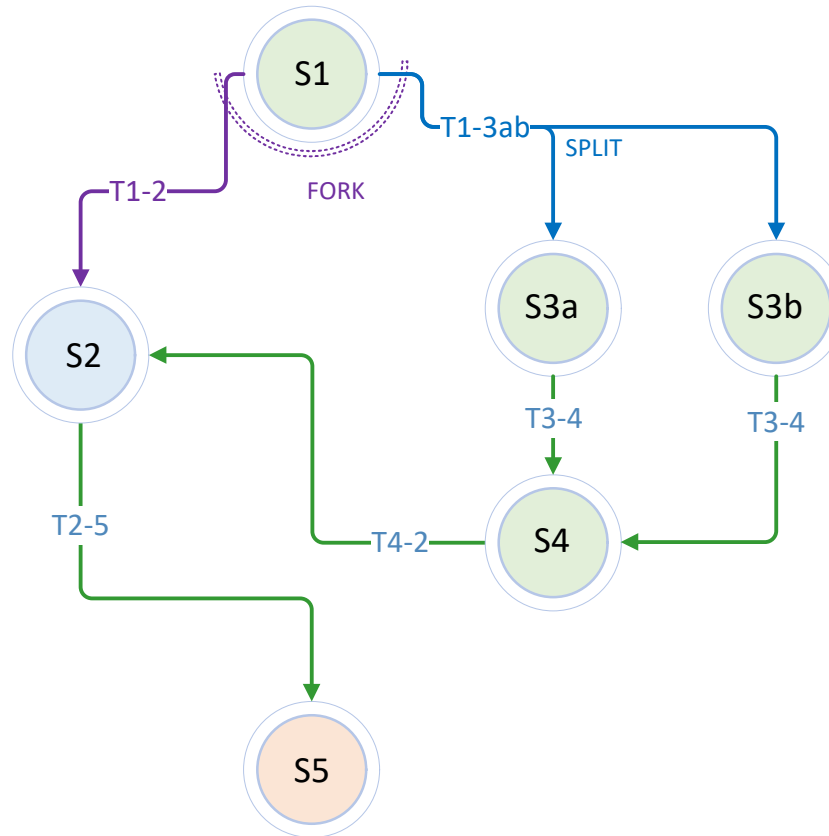
Transition out not permitted. Workflow is finished when only Terminal state is active state. Always runs as only state in final dispatch cycle.

IdleWait Model

Fork transition with Idle state.

Fork leaves Idle state waiting for another transition to continue.
Demonstrates Idle states execute each cycle and do not have to emit a transition until ready.

Sync or Merge are not required to coalesce multiple paths to Terminal state.



Default State:

Should transition out when transitioned to. No transition ends path.

Idle State:

Transition out maybe deferred.

Workflow maybe resumed from an Idle state. Engine stops when all active states are Idle states.

Terminal State:

Transition out not permitted. Workflow is finished when only Terminal state is active state. Always runs as only state in final dispatch cycle.