

EmbeddedSystemXState
EmbeddedSystemX * context
+ EmbeddedSystemXState (EmbeddedSystemX *ctx) + virtual ~EmbeddedSystemXState ()=default + virtual void selfTestOk()=0 + virtual void initialized()=0 + virtual void restart()=0 + virtual void selfTestFailed (int errorNo)=0 + virtual void configure()=0 + virtual void configuration Ended()=0 + virtual void start()=0 + virtual void suspend()=0 + virtual void resume()=0 + virtual void exit()=0



InitializingState
- static InitializingState * instance
+ void selfTestOk() override + void initialized() override + void restart() override + void selfTestFailed (int errorNo) override + void configure() override + void configurationEnded () override + void start() override + void suspend() override + void resume() override + void exit() override + static InitializingState * getInstance(EmbeddedSystemX *ctx) - InitializingState (EmbeddedSystemX *ctx)