

State_of_machine

+ virtual void ON_upon
_request(Machine *given
_machine)

+ virtual void OFF_upon
_request(Machine *given
_machine)



Specific_state_OFF

+ Specific_state_OFF()

+ ~Specific_state_OFF()

+ void ON_upon_request
(Machine *given_machine)

Specific_state_ON

+ Specific_state_ON()

+ ~Specific_state_ON()

+ void OFF_upon_request
(Machine *given_machine)