

```
RealTimeLoopState
# RealTimeLoop * context
+ RealTimeLoopState
  (RealTimeLoop *ctx)
+ virtual ~RealTimeLoopState
  ()=default
+ virtual void eventX()=0
```



```
Mode3State
- static Mode3State *
  instance
+ void eventX() override
+ static Mode3State *
  getInstance(RealTimeLoop *ctx)
- Mode3State(RealTimeLoop
  *ctx)
```