

```
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  
+ virtual void stop()=0
```



```
ReadyState  
- static ReadyState *  
  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  
+ void stop() override  
+ static ReadyState *  
  getInstance(EmbeddedSystem  
  X *ctx)  
- ReadyState(EmbeddedSystem  
  X *ctx)
```