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

SuspendedState

- static SuspendedState
  * 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 SuspendedState
  * getInstance(EmbeddedSystem
  X *ctx)
- SuspendedState(Embedded
  SystemX *ctx)