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

RealTimeLoopOuterState

- static RealTimeLoopOuter
  State * 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 RealTimeLoopOuter
  State * getInstance(Embedded
  SystemX *ctx)

- RealTimeLoopOuterState
  (EmbeddedSystemX *ctx)