

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



InitializingState
- static InitializingState * 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 InitializingState * getInstance(EmbeddedSystemX *ctx)
- InitializingState (EmbeddedSystemX *ctx)