State Machines Updating Report

This report contains the updates to perform in your State Machines, after analysis and classify based on source code changes that happened on project.
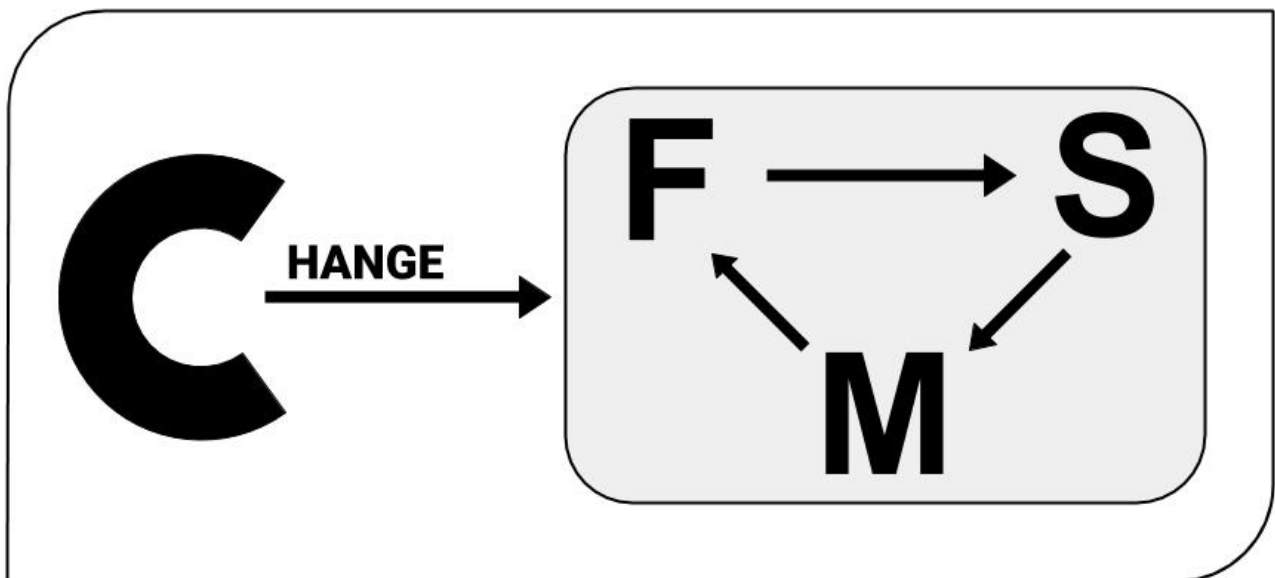
1. State Machine Update

1.1. State Machine's NAME:

STATUS SMARTHOME

Type Update State Machine:	ADD_STATE
State Machine's name:	status-smarthome.xml
Class Java:	ThingStatus.java
Code Change:	

Class:
ThingStatus
Parent Element:
CLASS: org.eclipse.smarthome.core.thing.ThingStatus
Changed Element:

org.eclipse.smarthome.core.thing.ThingStatus.UNKNOWN : ThingStatus

Type Update State Machine:	ADD_STATE
State Machine's name:	status-smarthome.xml
Class Java:	ThingStatusDetail.java
Code Change:	

Class:

  ThingStatusDetail

Parent Element:

  CLASS: org.eclipse.smarthome.core.thing.ThingStatusDetail

Changed Element:

org.eclipse.smarthome.core.thing.ThingStatusDetail.BRIDGE_UNINITIALIZED : ThingStatusDetail

Type Update State Machine:	**ADD_TRANSITION**
State Machine's name:	**status-smarthome.xml**
Class Java:	**FSInternetRadioHandler.java**
Code Change:	

Method:
    radioLogin()

Parent Element:
    METHOD:
org.eclipse.smarthome.binding.fsinternetradio.handler.FSInternetRadioHandler.radioLogin()

Changed Element:

```
    scheduler.execute(new Runnable() {
  public @Override void run() {
    logger.debug(((("creating new connection to " + ip) + ":") +
port));
    try
     {
      final FrontierSiliconRadio tmpRadio = new
FrontierSiliconRadio(ip, port.intValue(), pin);
      tmpRadio.login();
      radio = tmpRadio;
      updateStatus(ThingStatus.ONLINE);
      updateRunnable.run();
     }
    catch (Exception e)
     {
      updateStatus(ThingStatus.OFFLINE,
ThingStatusDetail.COMMUNICATION_ERROR,
e.getMessage());
     }
  }
});
```

Type Update State Machine:	ADD_GUARD
State Machine's name:	status-smarthome.xml
Class Java:	FSInternetRadioHandler.java
Code Change:	

Method:

    initialize()

Parent Element:

    METHOD:

org.eclipse.smarthome.binding.fsinternetradio.handler.FSInternetRadioHandler.initialize()

Changed Element:

   (((ip == null) || StringUtils.isEmpty(pin)) || (port.intValue() == 0))

Type Update State Machine:	**ADD_GUARD**
State Machine's name:	**status-smarthome.xml**
Class Java:	**FSInternetRadioHandler.java**
Code Change:	

Method:

    initialize()

Parent Element:

    IF_STATEMENT: (((ip == null) || StringUtils.isEmpty(pin)) || (port.intValue() == 0))

Changed Element:

   ELSE_STATEMENT: (((ip == null) || StringUtils.isEmpty(pin)) || (port.intValue() == 0))

Type Update State Machine:	**ADD_TRANSITION**
State Machine's name:	**status-smarthome.xml**
Class Java:	**FSInternetRadioHandler.java**
Code Change:	

Method:
    initialize()
Parent Element:
    THEN_STATEMENT: (((ip == null) || StringUtils.isEmpty(pin)) ||
(port.intValue() == 0))
Changed Element:
    updateStatus(ThingStatus.OFFLINE,
ThingStatusDetail.CONFIGURATION_ERROR, "Configuration
incomplete");

Type Update State Machine:	ADD_TRANSITION
State Machine's name:	status-smarthome.xml
Class Java:	FSInternetRadioHandler.java
Code Change:	

Method:
    initialize()
Parent Element:
    ELSE_STATEMENT: (((ip == null) || StringUtils.isEmpty(pin)) ||
(port.intValue() == 0))
Changed Element:
    logger.debug("Initializing connection to {}:{}", ip, port);

Type Update State Machine:	ADD_TRANSITION
State Machine's name:	status-smarthome.xml
Class Java:	FSInternetRadioHandler.java
Code Change:	

Method:
    handleCommand(ChannelUID,Command)
Parent Element:
    THEN_STATEMENT: (radio == null)
Changed Element:
    logger.debug((((("Ignoring command " + channelUID.getId()) + " = ") + command) + " because device is offline."));

Type Update State Machine:	**ADD_TRANSITION**
State Machine's name:	**status-smarthome.xml**
Class Java:	**FSInternetRadioHandler.java**
Code Change:	

Method:
    handleCommand(ChannelUID,Command)
Parent Element:
    SWITCH_STATEMENT: channelUID.getId()
Changed Element:
    logger.warn(("Ignoring unknown command: " + command));

Type Update State Machine:	**ADD_TRANSITION**
State Machine's name:	**status-smarthome.xml**
Class Java:	**DefaultMasterProfile.java**
Code Change:	

Class:

DefaultMasterProfile

Parent Element:

CLASS: DefaultMasterProfile

Changed Element:

org.eclipse.smarthome.core.thing.internal.profiles.DefaultMasterProfile.onCommand(ItemChannelLink,Thing,Command)

Type Update State Machine:	**ADD_TRANSITION**
State Machine's name:	**status-smarthome.xml**
Class Java:	**DefaultMasterProfile.java**
Code Change:	

Class:

DefaultMasterProfile

Parent Element:

CLASS: DefaultMasterProfile

Changed Element:

org.eclipse.smarthome.core.thing.internal.profiles.DefaultMasterProfile.onCommand(ItemChannelLink,Thing,Command)

Type Update State Machine:	**ADD_EVENT**
State Machine's name:	**status-smarthome.xml**
Class Java:	**DefaultMasterProfile.java**
Code Change:	

Class:
   DefaultMasterProfile
Parent Element:
   CLASS: DefaultMasterProfile
Changed Element:

org.eclipse.smarthome.core.thing.internal.profiles.DefaultMasterProfile.onCommand(ItemChannelLink,Thing,Command)

Type Update State Machine:	ADD_TRANSITION
State Machine's name:	status-smarthome.xml
Class Java:	DefaultSlaveProfile.java
Code Change:	

Class:
   DefaultSlaveProfile
Parent Element:
   CLASS: DefaultSlaveProfile
Changed Element:

org.eclipse.smarthome.core.thing.internal.profiles.DefaultSlaveProfile.onUpdate(ItemChannelLink,Thing,State)

Type Update State Machine:	ADD_TRANSITION
State Machine's name:	status-smarthome.xml
Class Java:	DefaultSlaveProfile.java
Code Change:	

Class:
   DefaultSlaveProfile

Parent Element:
   CLASS: DefaultSlaveProfile

Changed Element:

org.eclipse.smarthome.core.thing.internal.profiles.DefaultSlaveProfile.onUpdate(ItemChannelLink,Thing,State)

Type Update State Machine:	**ADD_EVENT**
State Machine's name:	**status-smarthome.xml**
Class Java:	**DefaultSlaveProfile.java**
Code Change:	

Class:
   DefaultSlaveProfile

Parent Element:
   CLASS: DefaultSlaveProfile

Changed Element:

org.eclipse.smarthome.core.thing.internal.profiles.DefaultSlaveProfile.onUpdate(ItemChannelLink,Thing,State)