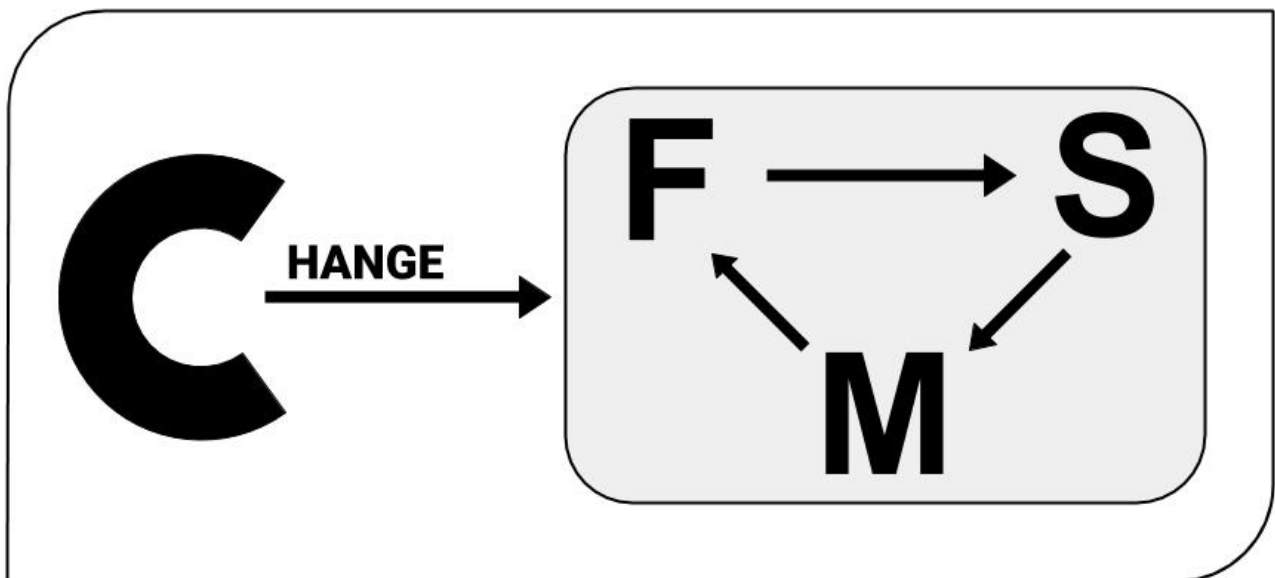# State Machines Updating Report

Report generated by: mathe, Mon Jan 07 10:47:17 BRT 2019

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:

GUMBALLMACHINE

Type Update State Machine:	**ADD_TRANSITION**
State Machine's name:	**gumballmachine.xml**
Class Java:	**WinnerState.java**
Code Change:	

Class:
WinnerState
Parent Element:
CLASS: WinnerState
Changed Element:
StateDesignPattern.WinnerState.dispense()

Type Update State Machine:	**ADD_EVENT**
State Machine's name:	**gumballmachine.xml**
Class Java:	**WinnerState.java**
Code Change:	

Class:
WinnerState
Parent Element:
CLASS: WinnerState
Changed Element:
StateDesignPattern.WinnerState.dispense()