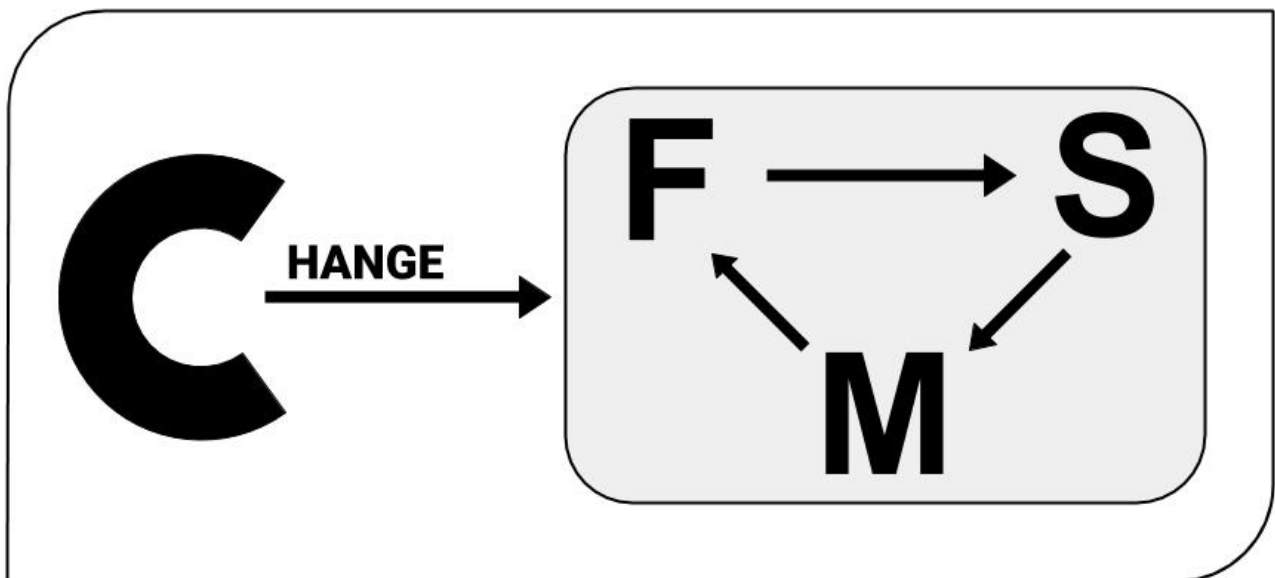


State Machines Updating Report

Report generated by: mathe, Fri Jan 04 10:44:19 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: <i>StateDesignPattern.WinnerState.dispense()</i> | |

| | |
|---|--------------------|
| 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: <i>StateDesignPattern.WinnerState.dispense()</i> | |