Update State Machines Report

Report generated by: mathe, Sat Sep 22 00:09:21 BRT 2018

This document describes the possibles updates to realize in your State Machines.

The next items are the possibles state machines update.

1. State Machine Update

Type Update State Machine	ADD_STATE
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class): simulator.elevatorcontrol.Dispatcher.State
Parent: CLASS: simulator.elevatorcontrol.Dispatcher.State

FIELD:

simulator.elevatorcontrol.Dispatcher.State.STATE_REACHED_FLOOR_DOWN : State

2. State Machine Update

Type Update State Machine	ADD_STATE
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class): simulator.elevatorcontrol.Dispatcher.State
Parent: CLASS: simulator.elevatorcontrol.Dispatcher.State

FIELD:

simulator.elevatorcontrol.Dispatcher.State.STATE_REACHED_FLO OR_UP : State

3. State Machine Update

Type Update State Machine	ADD_STATE
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class): simulator.elevatorcontrol.Dispatcher.State
Parent: CLASS: simulator.elevatorcontrol.Dispatcher.State

FIELD: simulator.elevatorcontrol.Dispatcher.State.STATE_UP : State

4. State Machine Update

Type Update State Machine	ADD_STATE
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class): simulator.elevatorcontrol.Dispatcher.State

Parent: CLASS: simulator.elevatorcontrol.Dispatcher.State

FIELD: simulator.elevatorcontrol.Dispatcher.State.STATE_STOP : State

5. State Machine Update

Type Update State Machine	ADD_STATE
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class): simulator.elevatorcontrol.Dispatcher.State
Parent: CLASS: simulator.elevatorcontrol.Dispatcher.State

FIELD: simulator.elevatorcontrol.Dispatcher.State.STATE_DOWN : State

6. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: SWITCH_STATEMENT: state

IF_STATEMENT: desiredHallwayOpen

7. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: desiredHallwayOpen

ASSIGNMENT: newState = State.STATE_STOP;

8. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: FOREACH_STATEMENT: Hallway h:Hallway.replicationValues

IF_STATEMENT: mHallCall.get(indexCurrentCall).getValue()

9. State Machine Update

Type Update State Machine	**ADD_GUARD**
State Machine's name	**dispatcherl_state_diagram.xml**
Class Java	**Dispatcher.java**
Code Change	
Root (Method/Class): simulator.elevatorcontrol.Dispatcher.timerExpired(Object) Parent: THEN_STATEMENT: (flag3 == 2) *IF_STATEMENT: mHallCall.get(indexCurrentCall).getValue()*	

10. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):
simulator.elevatorcontrol.Dispatcher.timerExpired(Object)
Parent: FOREACH_STATEMENT: Direction d:Direction.replicationValues

IF_STATEMENT: (mHallCall.get(indexHallCall).getValue() || mCarCall.get(indexCarCall).getValue())

11. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: mHallCall.get(indexCurrentCall).getValue()

ASSIGNMENT: newState = State.STATE_DOWN;

12. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):
simulator.elevatorcontrol.Dispatcher.timerExpired(Object)
Parent: FOREACH_STATEMENT: Direction d:Direction.replicationValues

IF_STATEMENT: (mHallCall.get(indexHallCall).getValue() ||
mCarCall.get(indexCarCall).getValue())

13. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: mHallCall.get(indexCurrentCall).getValue()

ASSIGNMENT: newState = State.STATE_UP;

14. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):
simulator.elevatorcontrol.Dispatcher.timerExpired(Object)
Parent: THEN_STATEMENT: (flag1 == 0)
IF_STATEMENT: (mHallCall.get(indexHallCall).getValue() || mCarCall.get(indexCarCall).getValue())

15. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: FOREACH_STATEMENT: Hallway h:Hallway.replicationValues

IF_STATEMENT: mHallCall.get(indexHallCall).getValue()

16. State Machine Update

Type Update State Machine	**ADD_GUARD**
State Machine's name	**dispatcherl_state_diagram.xml**
Class Java	**Dispatcher.java**
Code Change	
Root (Method/Class): simulator.elevatorcontrol.Dispatcher.timerExpired(Object) Parent: THEN_STATEMENT: (flag1 != 1) *IF_STATEMENT: (mHallCall.get(indexHallCall).getValue() || mCarCall.get(indexCarCall).getValue())*	

17. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: FOREACH_STATEMENT: Hallway h:Hallway.replicationValues

IF_STATEMENT: mHallCall.get(indexHallCall).getValue()

18. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):
simulator.elevatorcontrol.Dispatcher.timerExpired(Object)
Parent: THEN_STATEMENT: (mHallCall.get(indexHallCall).getValue() ||
mCarCall.get(indexCarCall).getValue())
ASSIGNMENT: newState = State.STATE_REACHED_FLOOR_UP;

19. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):
simulator.elevatorcontrol.Dispatcher.timerExpired(Object)
Parent: THEN_STATEMENT: (mHallCall.get(indexHallCall).getValue() ||
mCarCall.get(indexCarCall).getValue())

ASSIGNMENT: newState =
State.STATE_REACHED_FLOOR_DOWN;

20. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):
simulator.elevatorcontrol.Dispatcher.timerExpired(Object)
Parent: THEN_STATEMENT: (mHallCall.get(indexHallCall).getValue() ||
mCarCall.get(indexCarCall).getValue())

ASSIGNMENT: newState = State.STATE_UP;

21. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: mHallCall.get(indexHallCall).getValue()

ASSIGNMENT: newState = State.STATE_UP;

22. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):
simulator.elevatorcontrol.Dispatcher.timerExpired(Object)
Parent: THEN_STATEMENT: (mHallCall.get(indexHallCall).getValue() ||
mCarCall.get(indexCarCall).getValue())
ASSIGNMENT: newState = State.STATE_DOWN;

23. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: mHallCall.get(indexHallCall).getValue()

ASSIGNMENT: newState = State.STATE_DOWN;

24. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: mHallCall.get(indexHallCall).getValue()

IF_STATEMENT: (targetFloor > currentAtFloor)

25. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: ELSE_STATEMENT: mHallCall.get(indexHallCall).getValue()

IF_STATEMENT: (targetFloor > currentAtFloor)

26. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: (targetFloor > currentAtFloor)

ASSIGNMENT: newState = State.STATE_UP;

27. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: ELSE_STATEMENT: (targetFloor > currentAtFloor)

IF_STATEMENT: (targetFloor < currentAtFloor)

28. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: (targetFloor > currentAtFloor)

ASSIGNMENT: newState = State.STATE_UP;

29. State Machine Update

Type Update State Machine	ADD_GUARD
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: ELSE_STATEMENT: (targetFloor > currentAtFloor)

IF_STATEMENT: (targetFloor < currentAtFloor)

30. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: (targetFloor < currentAtFloor)

ASSIGNMENT: newState = State.STATE_DOWN;

31. State Machine Update

Type Update State Machine	ADD_TRANSITION
State Machine's name	dispatcherl_state_diagram.xml
Class Java	Dispatcher.java
Code Change	

Root (Method/Class):

simulator.elevatorcontrol.Dispatcher.timerExpired(Object)

Parent: THEN_STATEMENT: (targetFloor < currentAtFloor)

ASSIGNMENT: newState = State.STATE_DOWN;