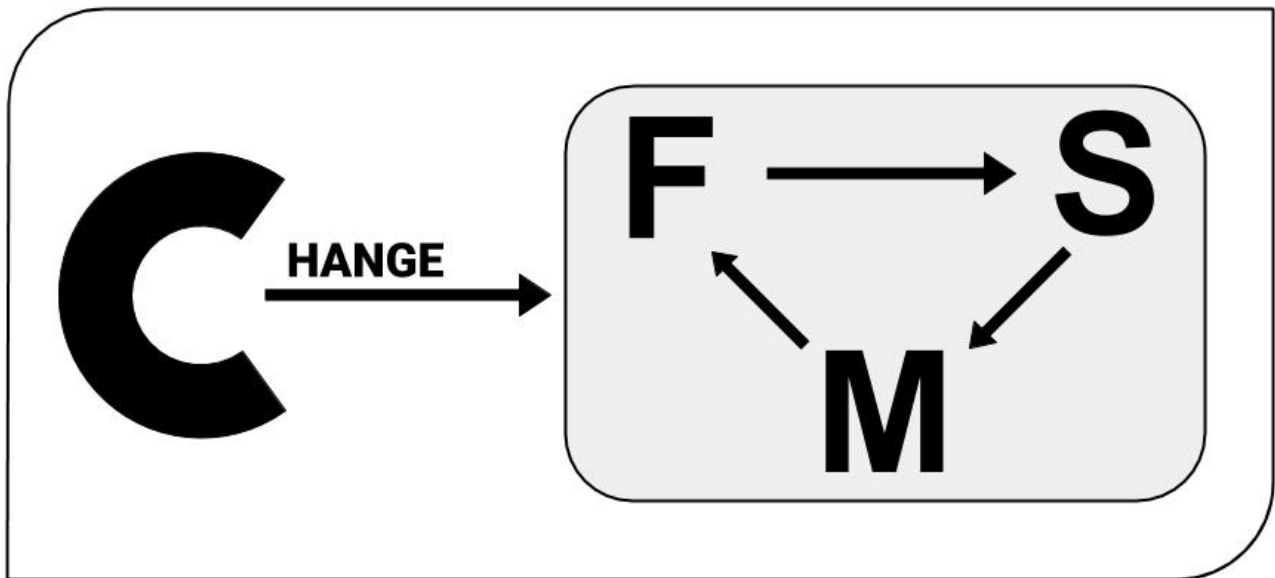


# State Machines Updating Report

Report generated by: mathe, Tue Oct 02 00:54:28 BRT 2018

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:

### ***CARBUTTONCONTROL STATE DIAGRAM***

Type Update State Machine:	REMOVE_DOACTION_STATE
State Machine's name:	carbuttoncontrol_state_diagram.xml
Class Java:	CarButtonControl.java
Code Change:	
<b>Method:</b> timerExpired(Object) <b>Parent Element:</b> SWITCH_STATEMENT: state <b>Changed Element:</b> <i><b>mCarLight.set(false);</b></i> METHOD_INVOCATION: mCarLight.set(false); Change Type: STATEMENT_DELETE	

Type Update State Machine:	REMOVE_DOACTION_STATE
State Machine's name:	carbuttoncontrol_state_diagram.xml
Class Java:	CarButtonControl.java
Code Change:	
<b>Method:</b> timerExpired(Object) <b>Parent Element:</b> SWITCH_STATEMENT: state <b>Changed Element:</b> <i><b>mCarLight.set(true);</b></i> METHOD_INVOCATION: mCarLight.set(true); Change Type: STATEMENT_DELETE	