leaving

entering

ownedStates 0..*

State

OnEnterAction : EString

owningFSM 1

TFSM

initialState 1

target 1   source 1

tfsms 0..*

incomingTransitions 0..*   0..* outgoingTransitions

System

Transition

action : EString

fire

ownedTransitions

0..*

sollicitingTransitions 0..*

ownedGuard 1

localEvents 0..*

globalEvents 0..*

FSMEvent

generatedEvents 0..*

Guard

occurs 1

EventGuard

globalClocks

triggeringEvent 1

0..*

FSMClock

onClock

TemporalGuard

afterDuration : EInt

localClock 1

ticks

↑

| <<Conforms to>>

ping_occurs   *pong_occurs*   *init_occurs*

sec_ticks

🕐 sec   ⚡ping   ⚡pong   ⚡init

init_entering   *init_leaving*

init ●   when init / initialize()

S1_entering   *S1_leaving*

S1

t2_firing

after 3 on sec / !pong;

when ping /

t1_firing

S2_entering   *S2_leaving*

S2

◆ name   Domain Specific Event part of the language behavioral interface

■ *name*   Model Specific Event part of the model behavioral interface