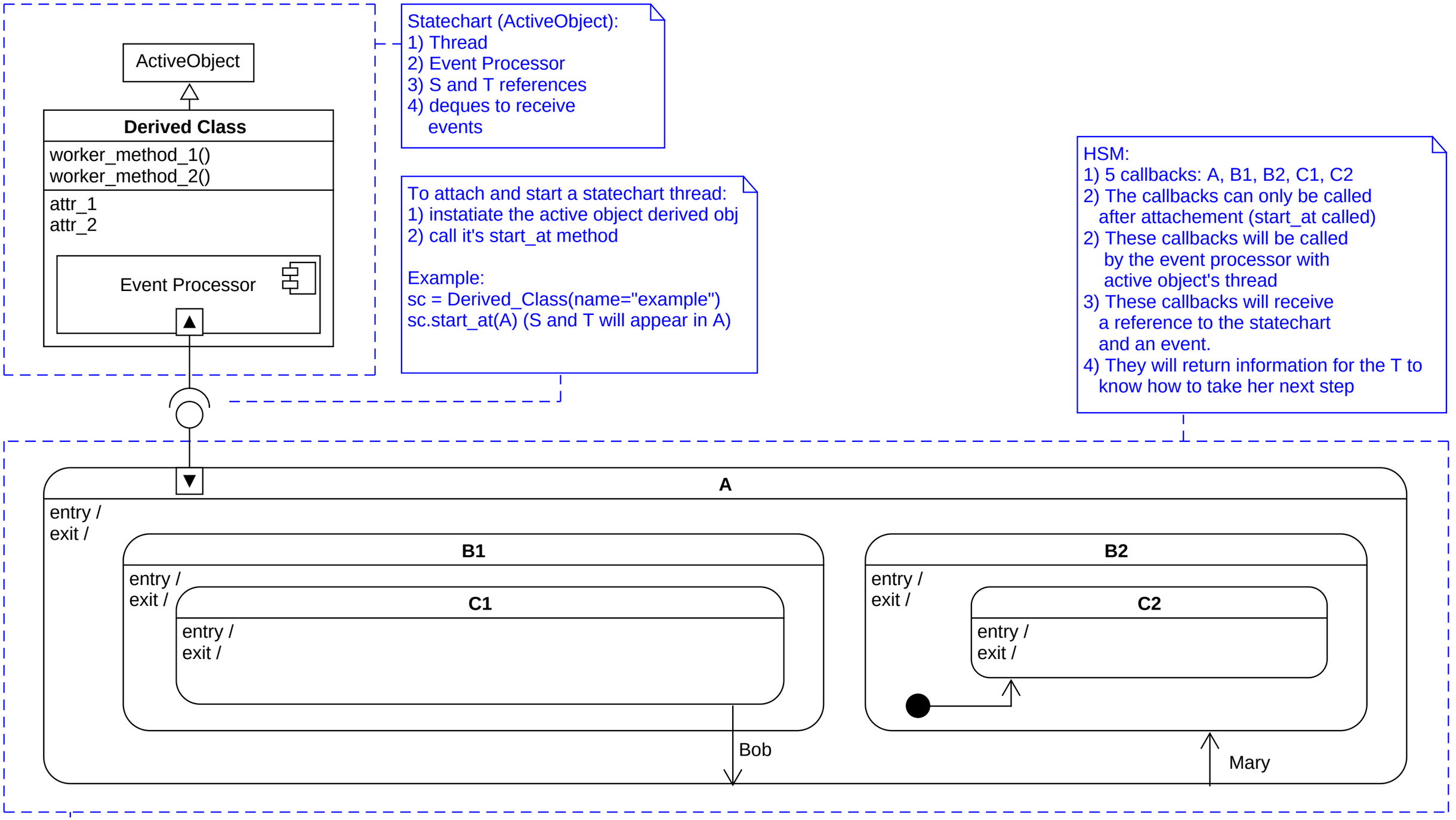
Listing all of the hidden information in
typical UML statechart drawing



Statechart (ActiveObject):
1) Thread
2) Event Processor
3) S and T references
4) deques to receive
events

To attach and start a statechart thread:
1) instatiate the active object derived obj
2) call it's start_at method

Example:
sc = Derived_Class(name="example")
sc.start_at(A) (S and T will appear in A)

HSM:
1) 5 callbacks: A, B1, B2, C1, C2
2) The callbacks can only be called
after attachement (start_at called)
2) These callbacks will be called
by the event processor with
active object's thread
3) These callbacks will receive
a reference to the statechart
and an event.
4) They will return information for the T to
know how to take her next step

T, S and event information typically missing
so that the diagram can be used for all scenarios

To post and event to an active object use its
post_fifo or post_lifo method:

Example (continued after start_at called):
sc.post_fifo(Event(signal=signals.Mary))