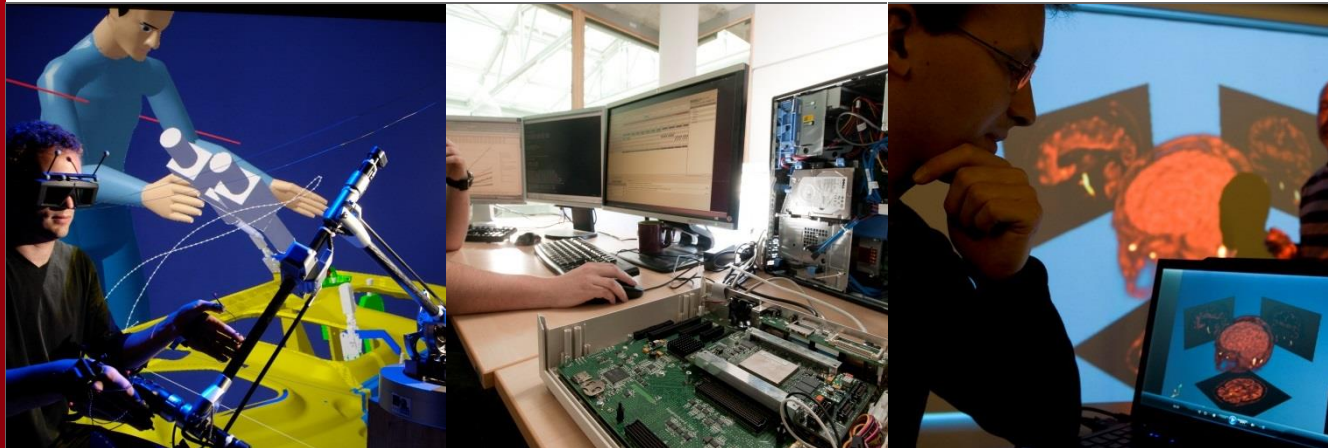


# [PSSM] – WEBEX JANUARY 22<sup>SD</sup>

Jérémie TATIBOUET (CEA LIST)

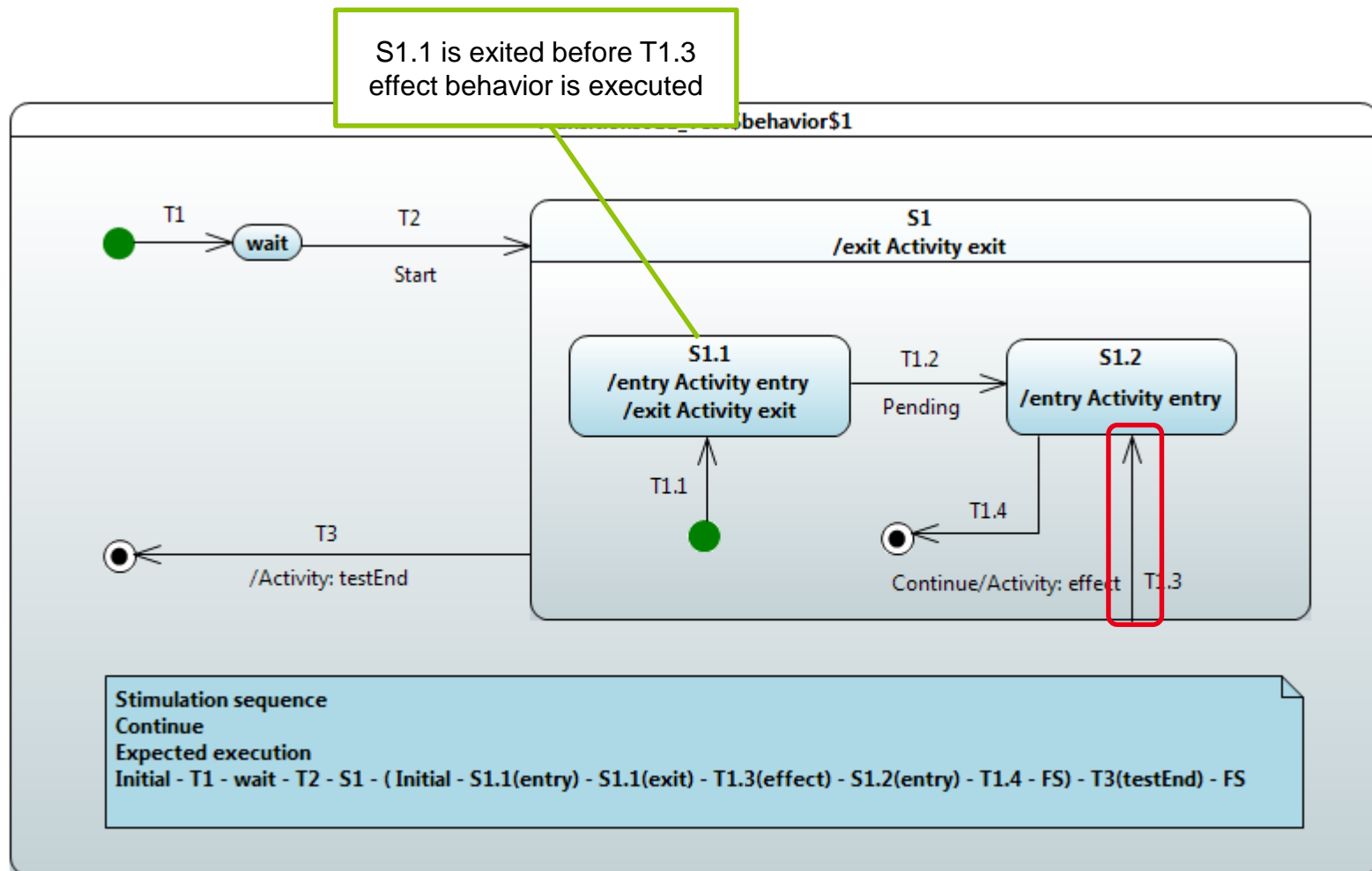
Arnaud CUCCURU (CEA LIST)

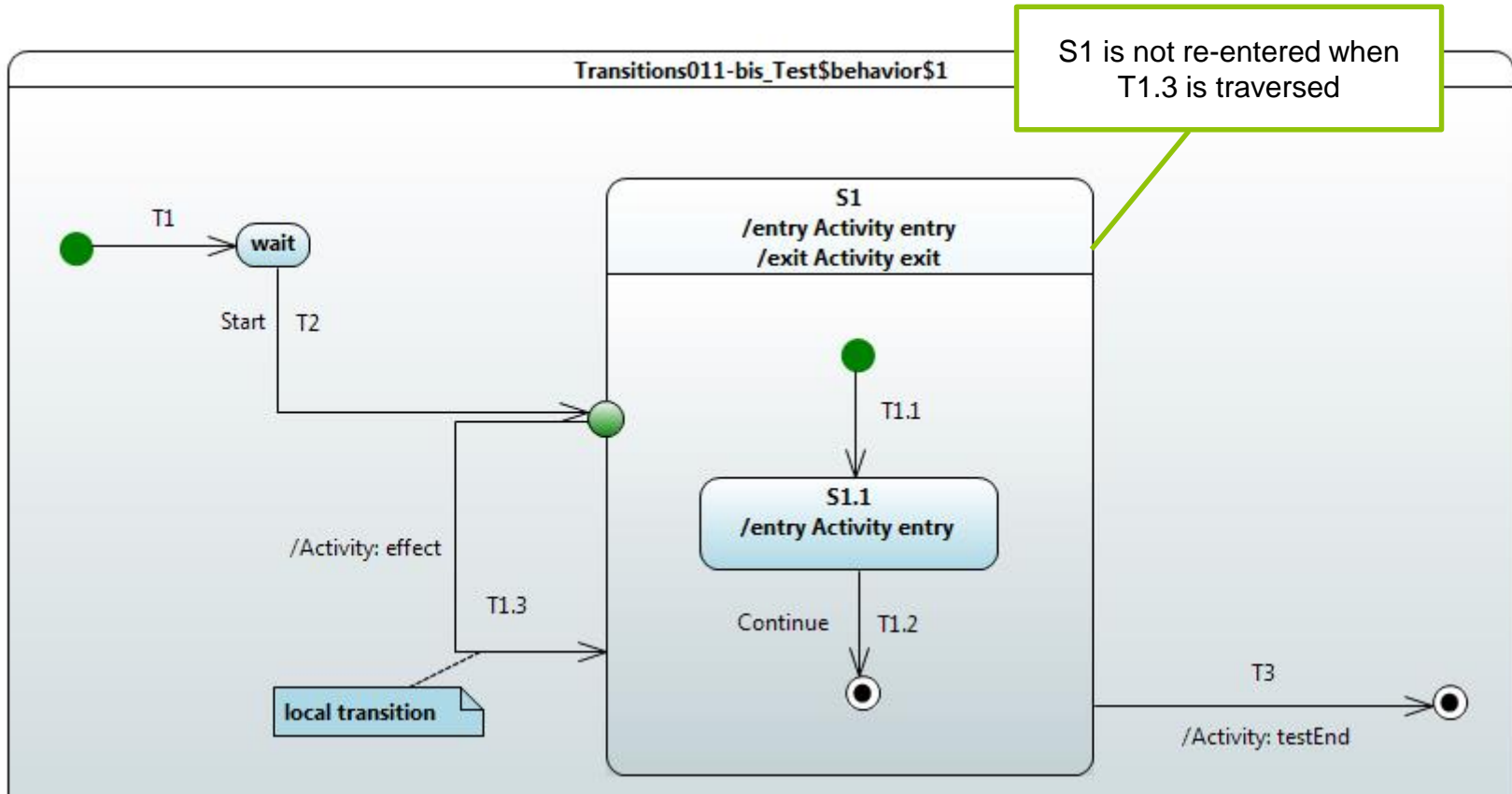
**list**



## Contributions from last meeting

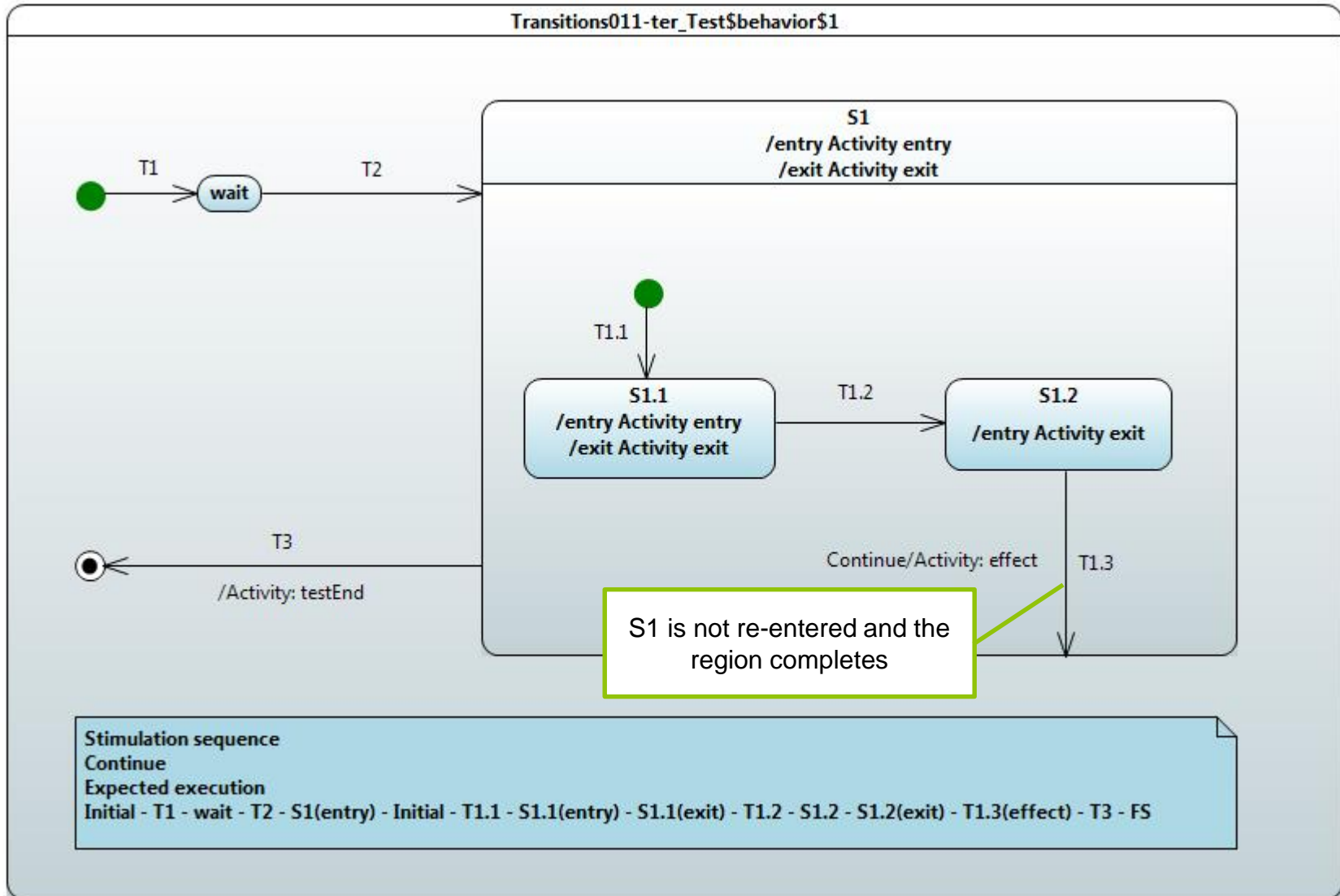
- **Prototype**
  - Local transitions semantics
  - Terminate semantics
  - Bug fixes and code comments
- **Tests**
  - Tests for all kinds of local transitions
  - Tests for Final node
  - Tests for completion events priority
- **Requirements**
  - Separate requirements for PSSM and for all state-machines
- **Semantic model**
  - Available at the PSSM repository
  - Aligned with the last version of the prototype

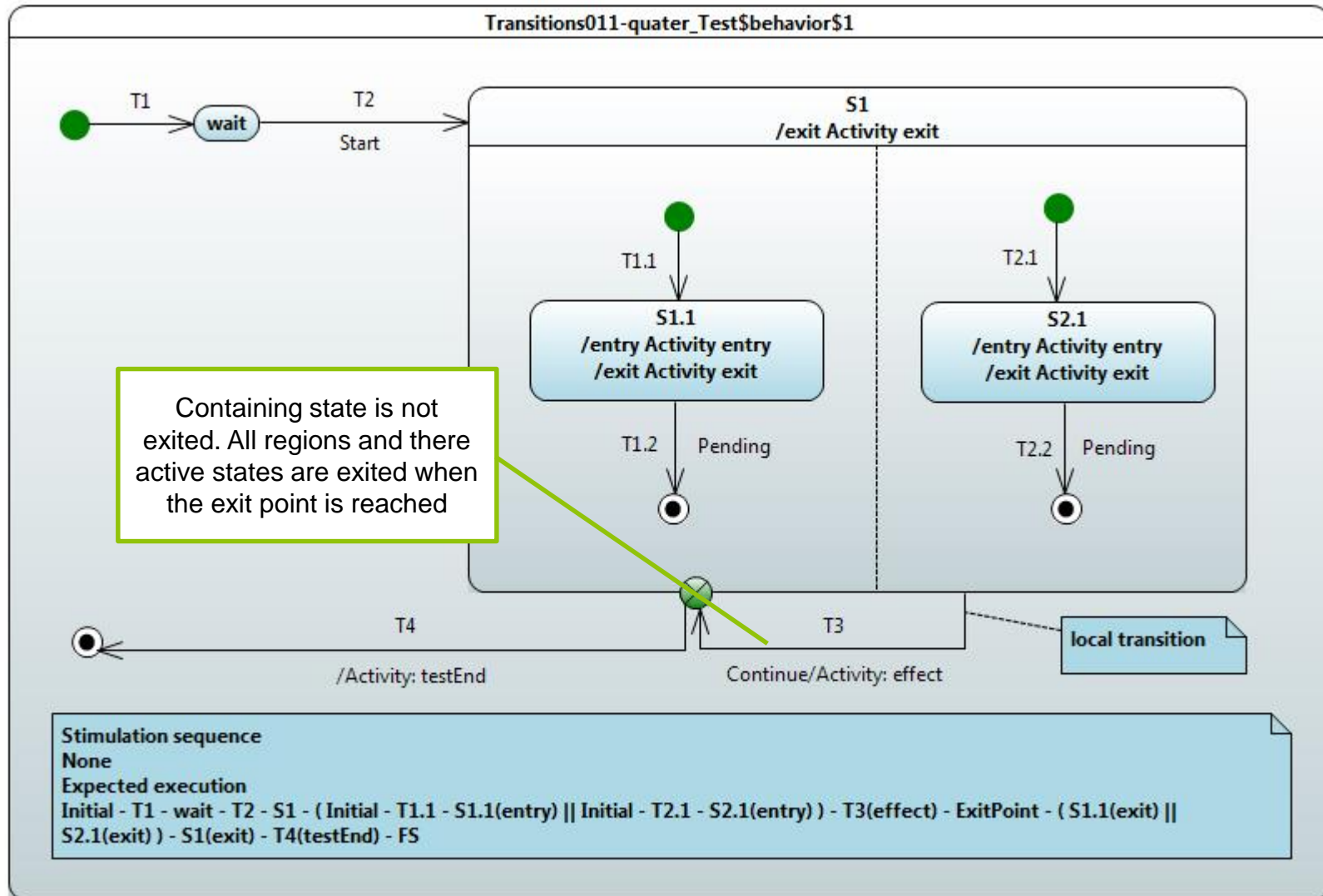


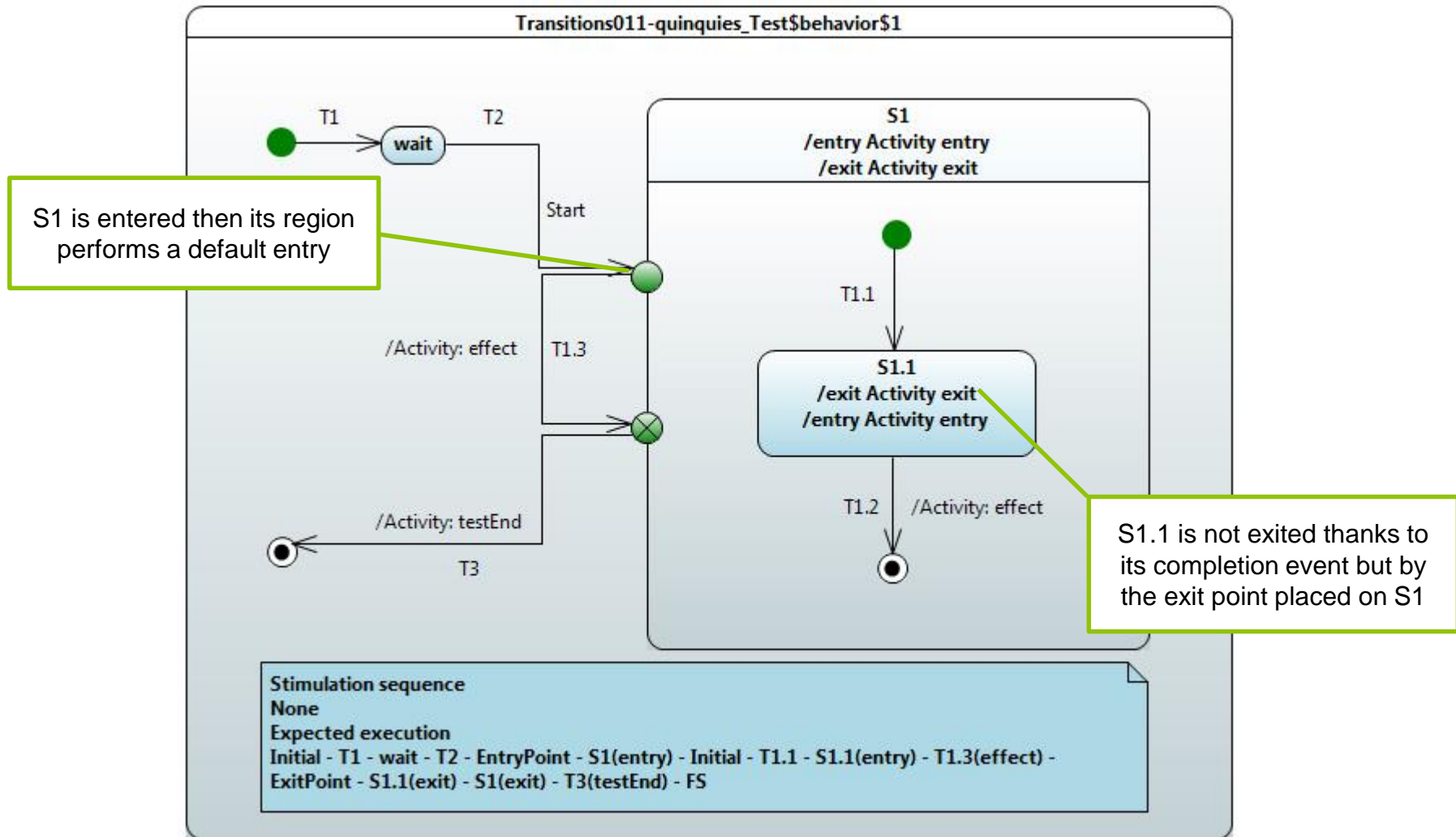


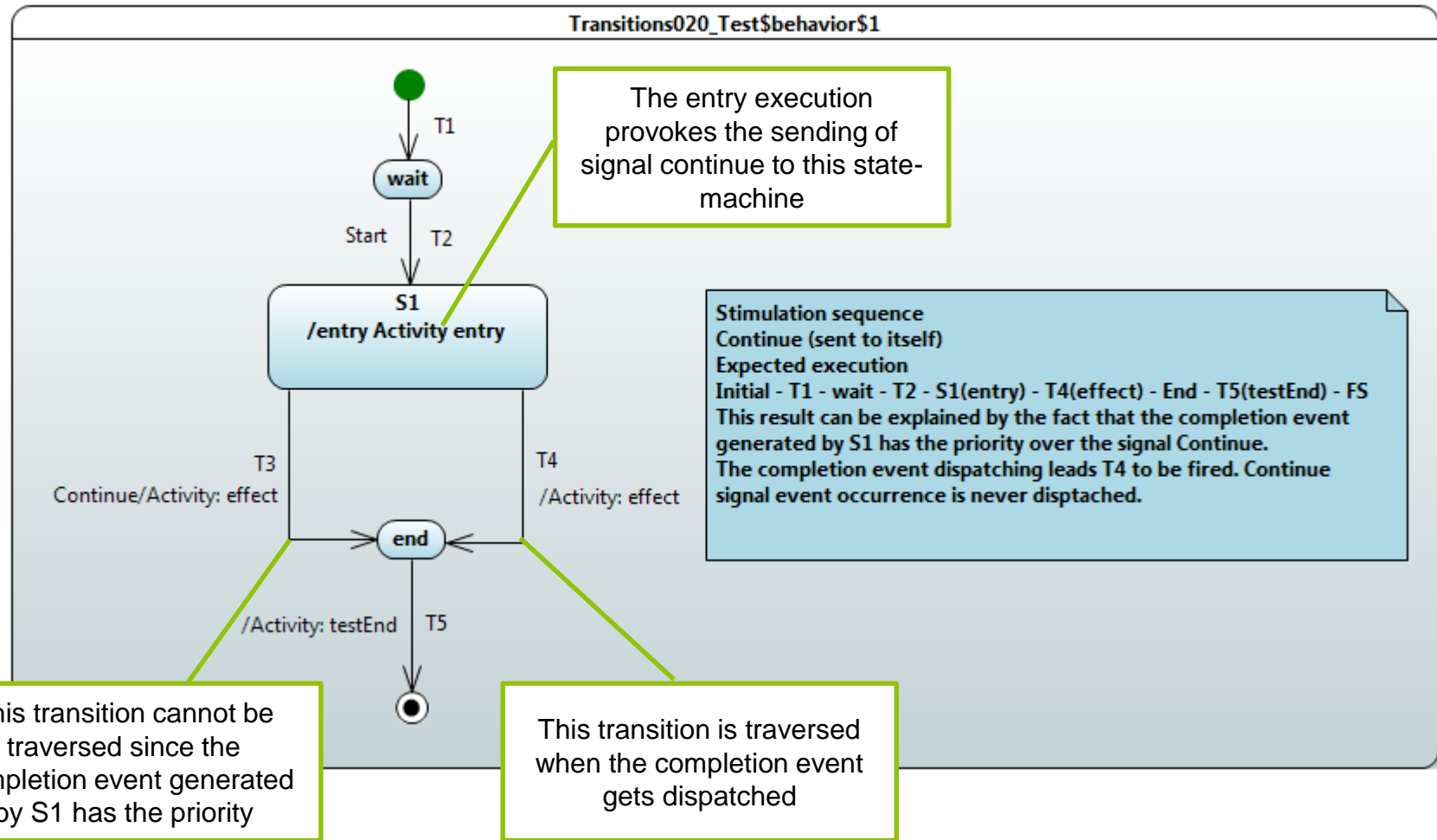
## – Execution

- Initial – T1 – wait – T2 – Entry – S1(entry) – Initial – T1.1 – S1.1(entry) – T1.3(effect)
- S1.1(exit) - T1.2 (when Continue is dispatched) - FS
- S1(exit) -T3 (testEnd) - FS

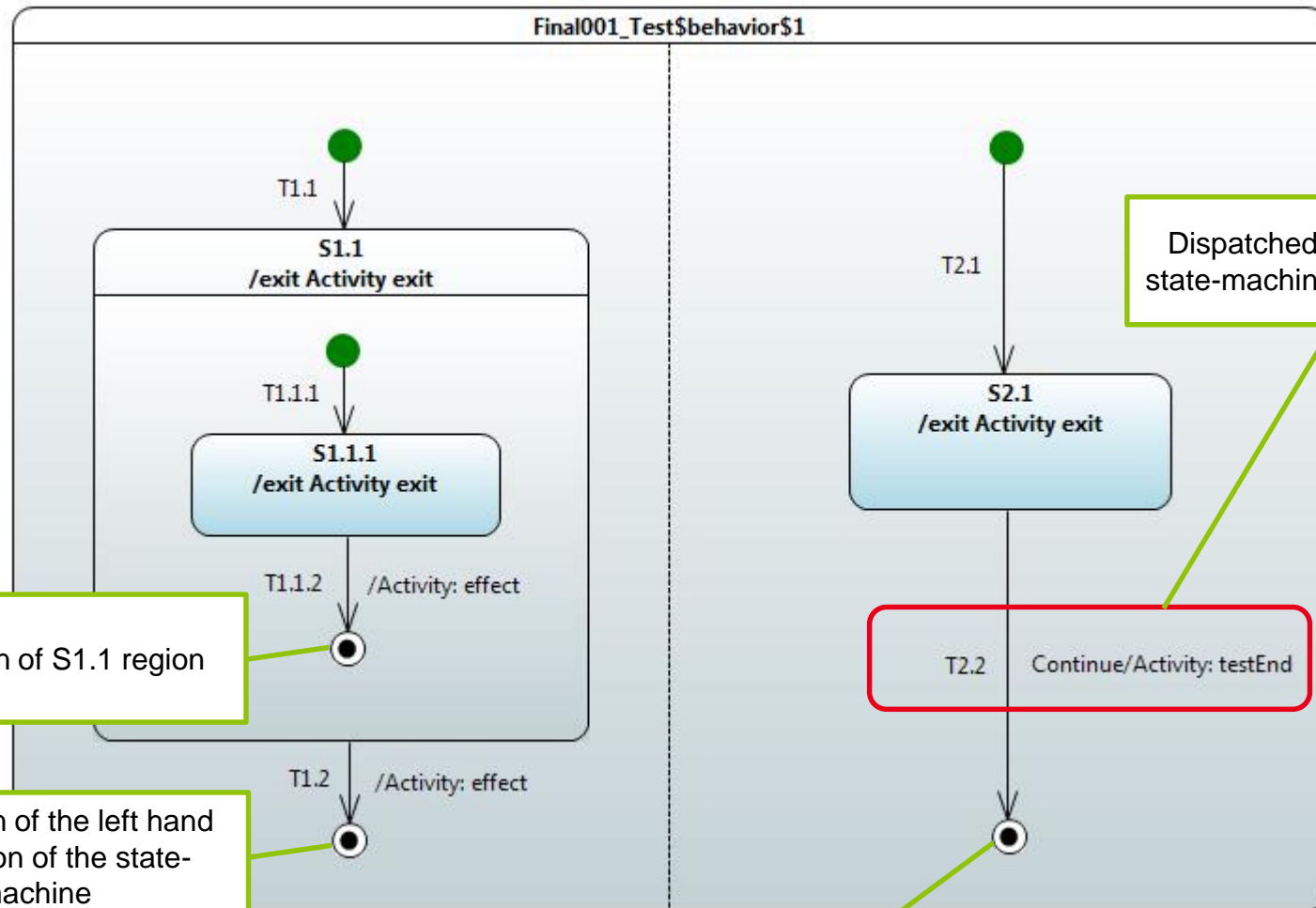


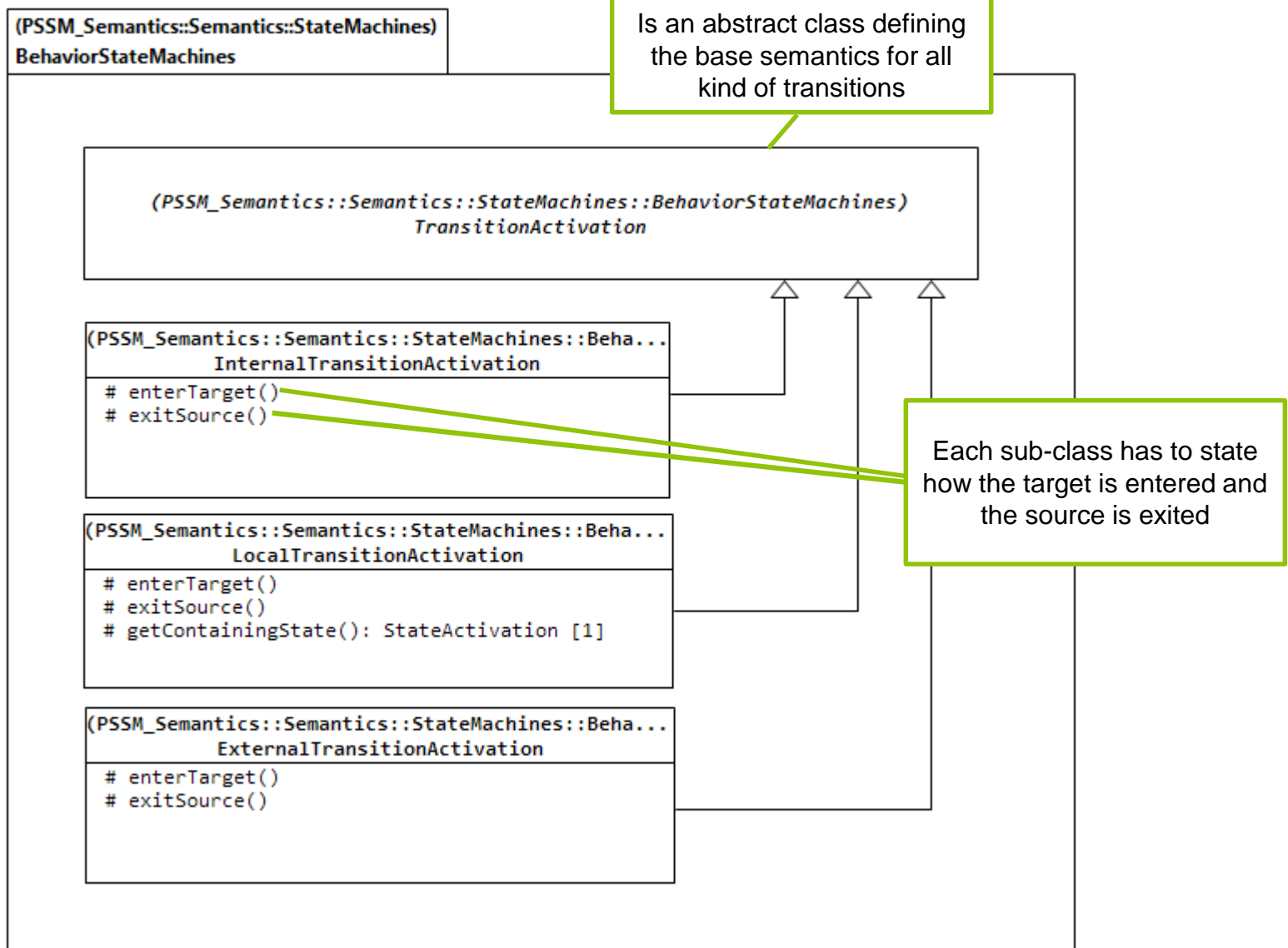












## Terminate semantics

- Each region is terminated
- Each state activation is terminated
  - The doActivity is aborted if any
  - If a doActivityContext is destroyed then its registered event accepters are also destroyed in its context
- The state-machine context gets destroyed
  - i.e., its object activation is destroyed
  - i.e., the object itself is removed from the locus.