

FROM RESEARCH TO INDUSTRY

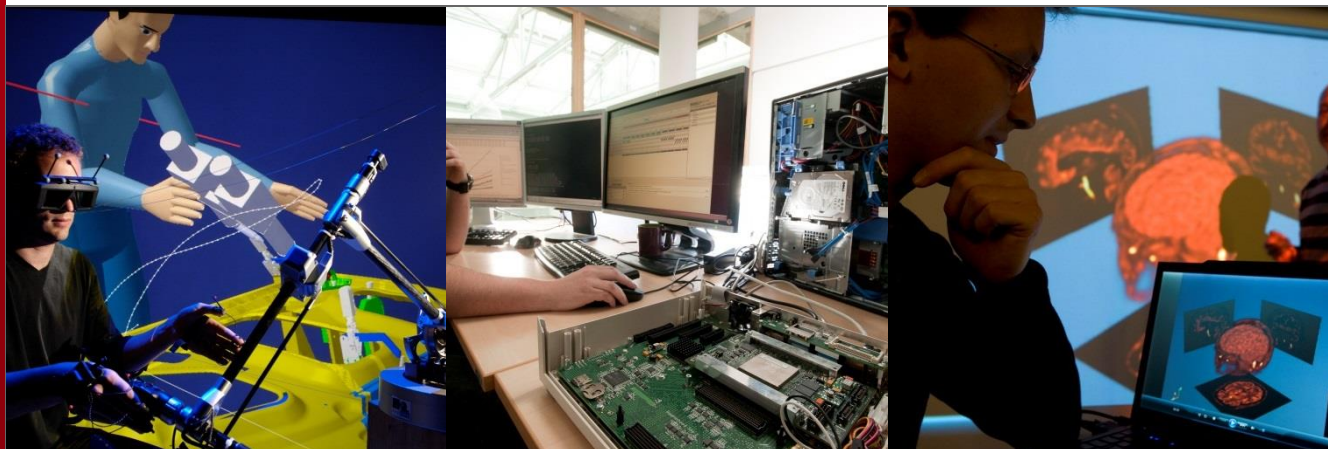
cea tech

# [PSSM] – WEBEX JANUARY 8<sup>TH</sup>

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list

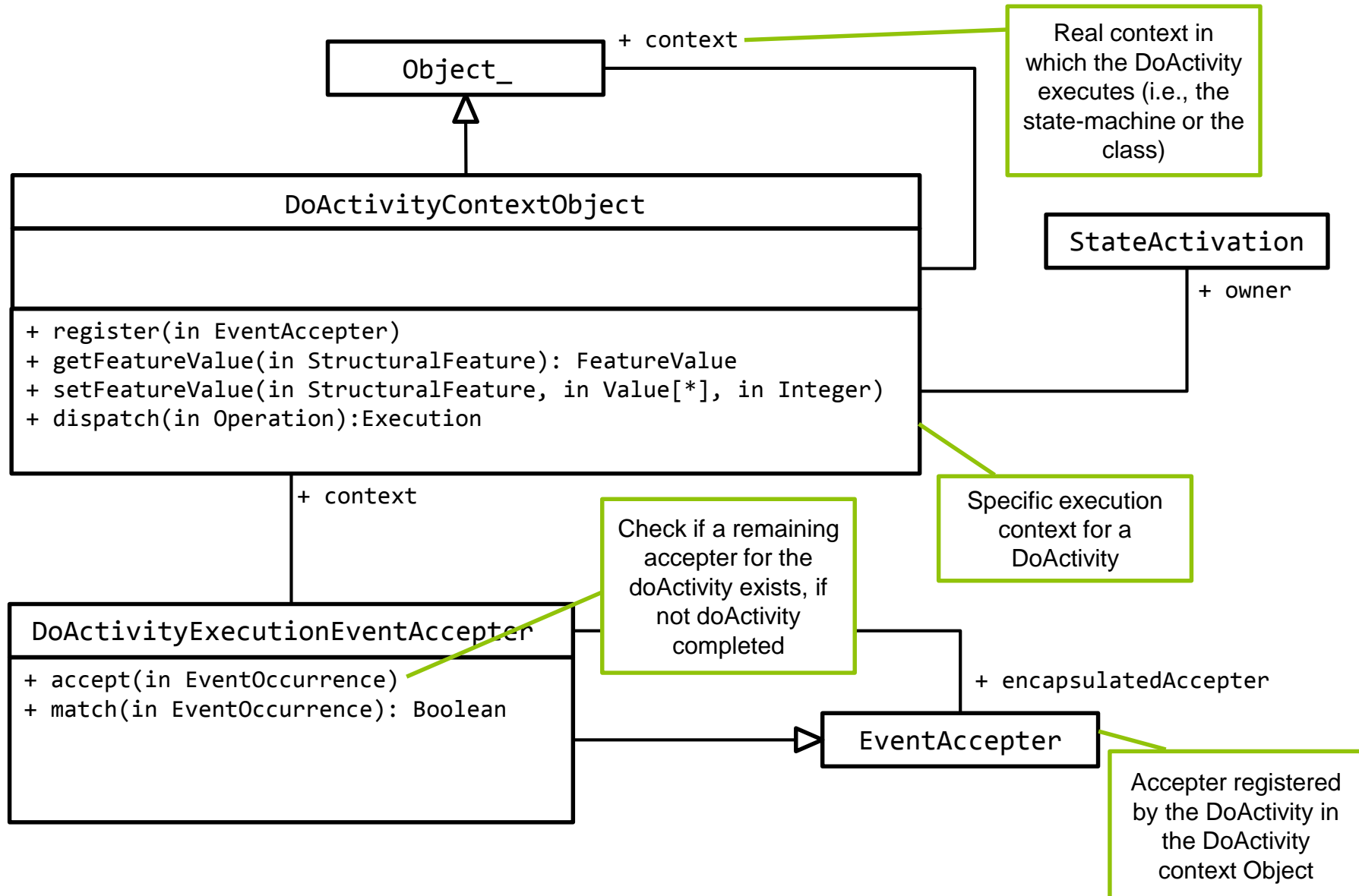


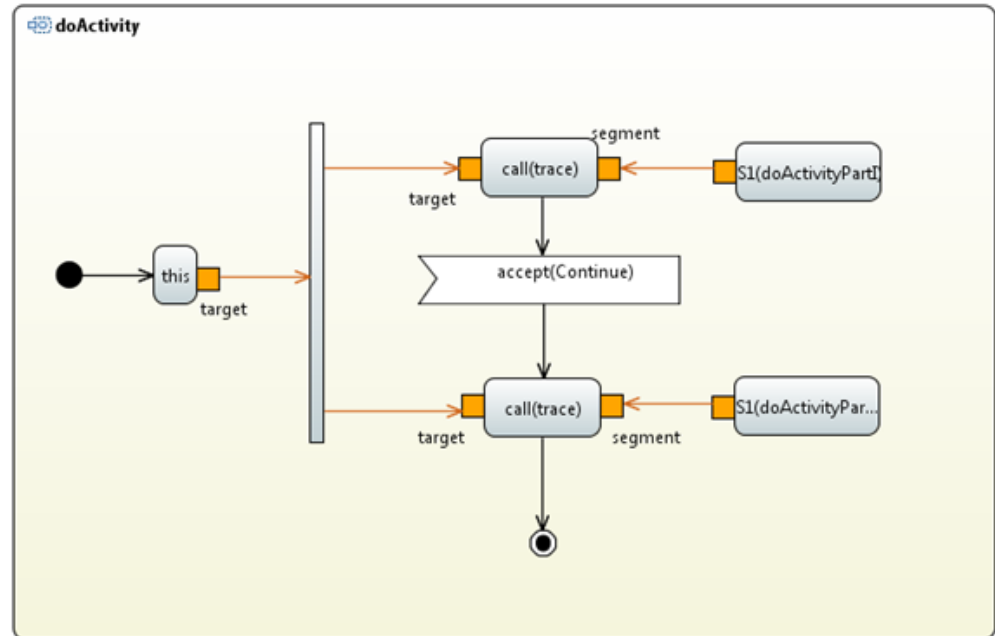
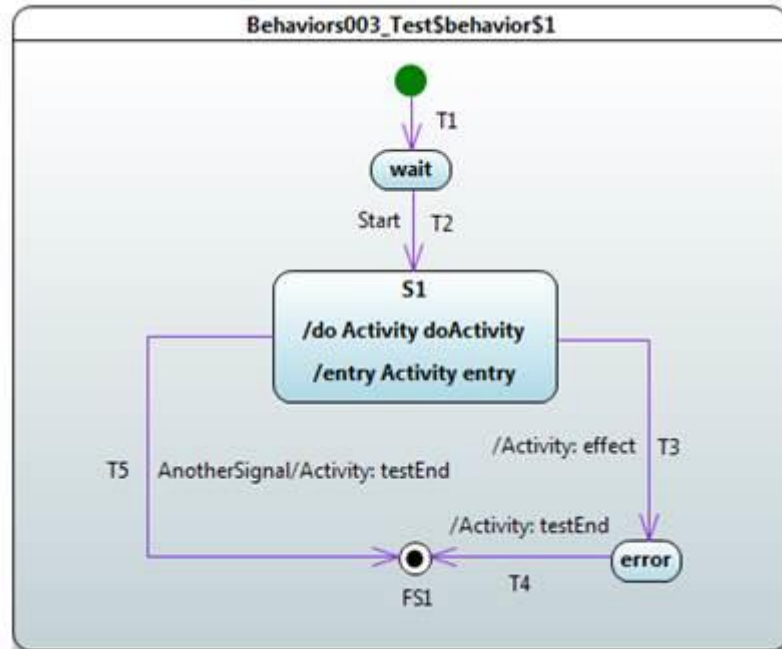
## Contributions from last meeting

- Quick fixes
  - “SM\_\*” => “StateMachine\*”
  - “isReactive” => “isFireable”
  - doActivity must be started before regions of a composite state are entered
  - “state” => “status” in “TransitionActivation” and “StateActivation”
  - “ConnectionPointReferenceActivation” => “ConnectionPointActivation”
- New parts of the semantics
  - DoActivity
  - Fork
- New tests
  - DoActivity
  - Fork
  - Standalone state-machines

## Questions

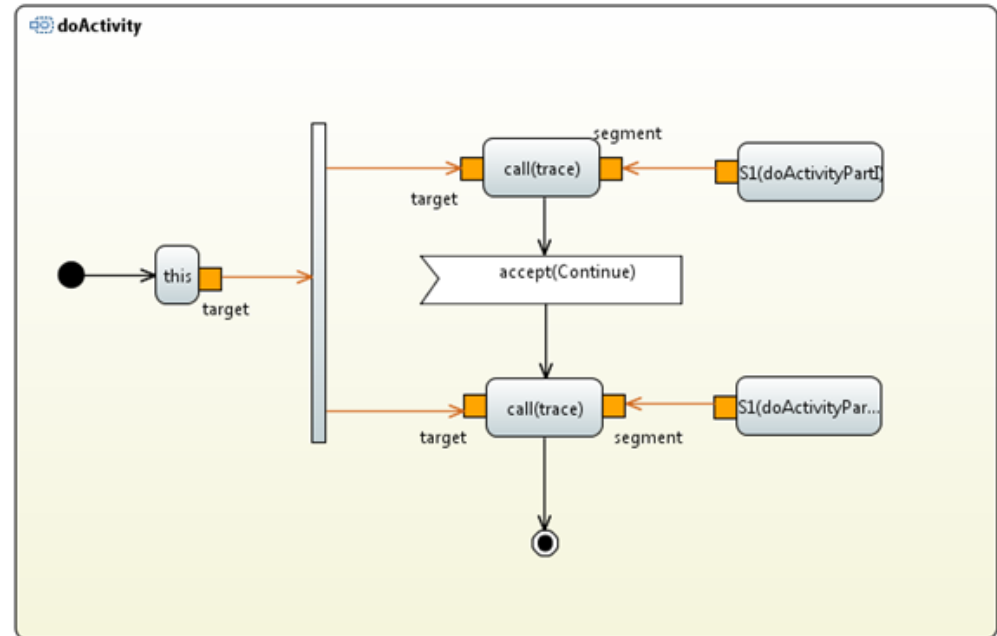
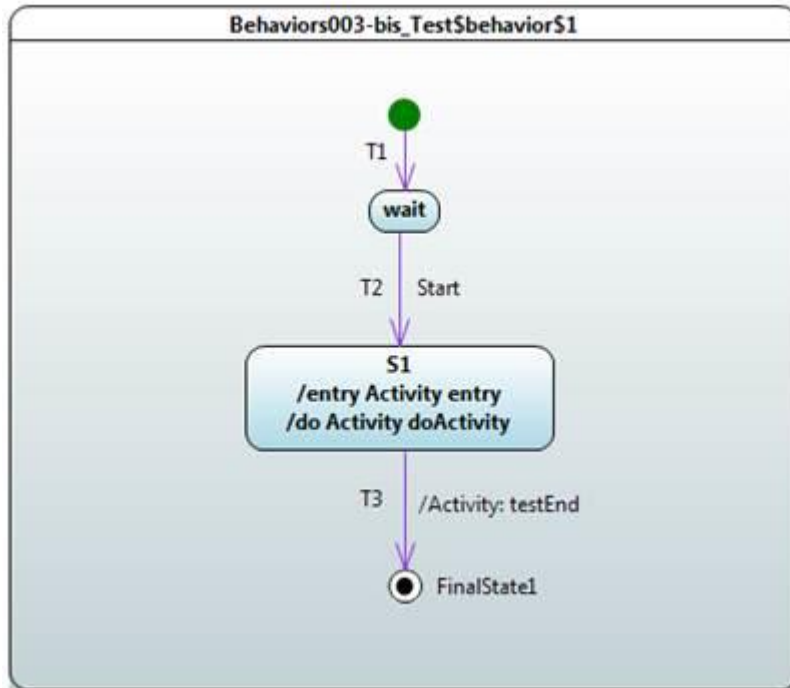
- Local transitions





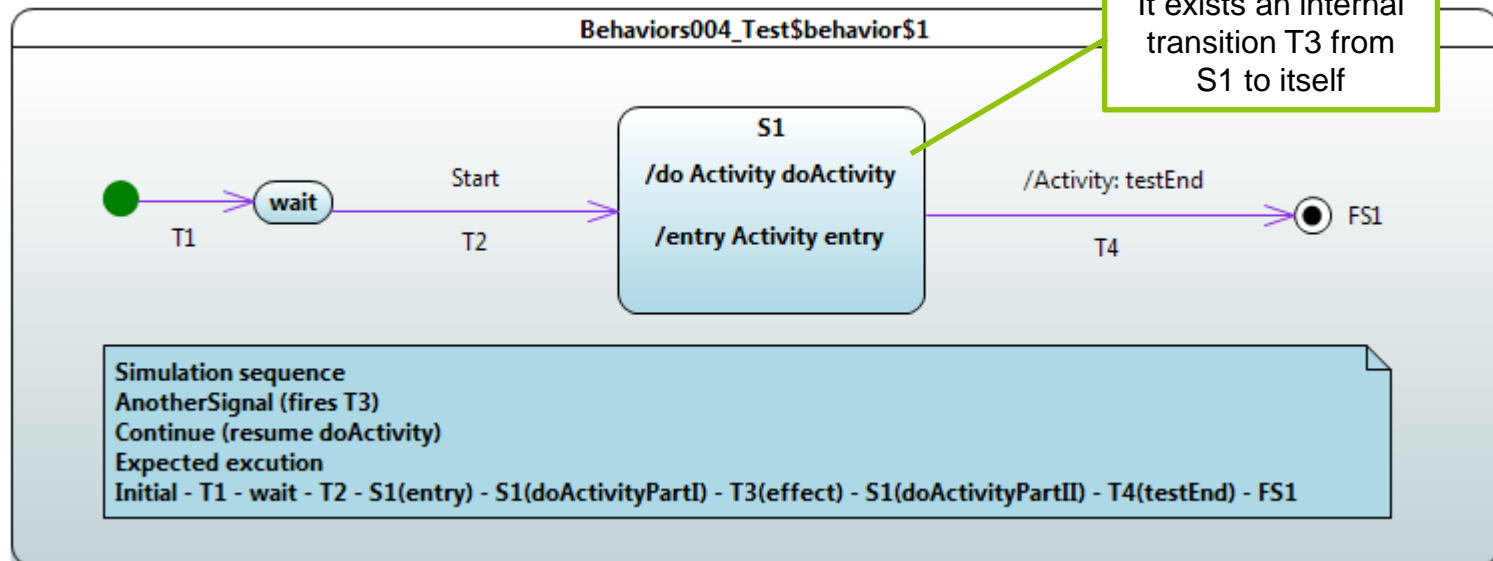
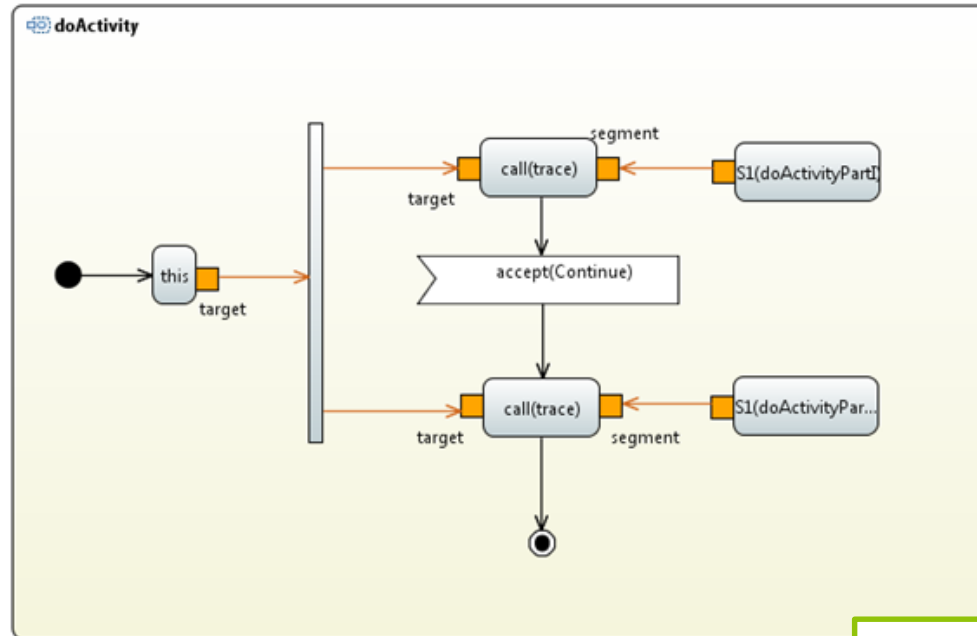
### Test

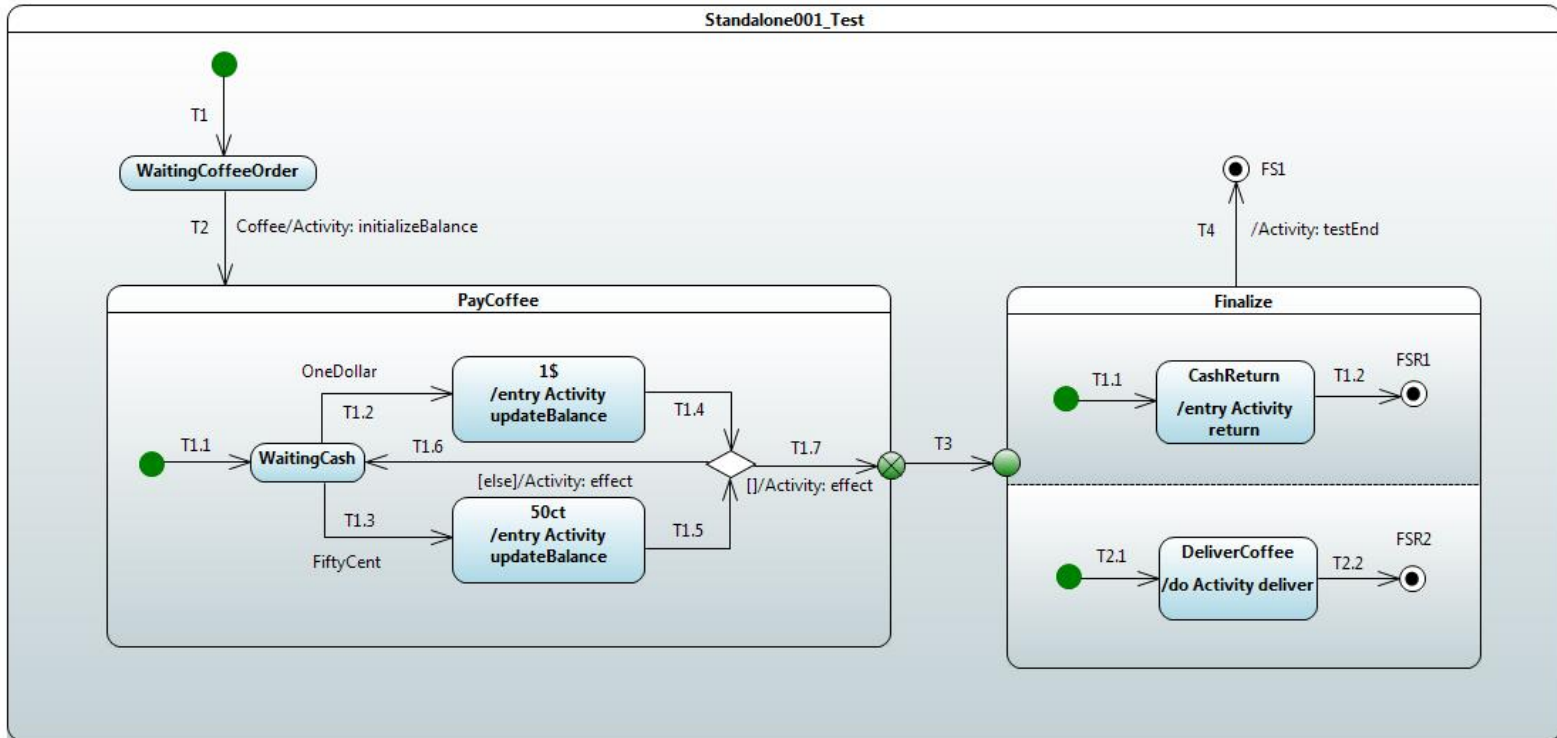
- **Stimulation sequence**
  - Start
  - AnotherSignal
- **Trace**
  - Initial - T1 - wait - T2 - S1(entry) - S1 (doActivityPartI) - T5 - FS1



### Test

- Stimulation sequence
  - Start
- Trace
  - Initial - T1 - wait - T2 - S1(entry) - S1(doActivityPartI) - S1 (doActivityPartII) - T3 - FinalState1





## Test

- **Integration within the test suite**
  - The state-machine is a test « Target » (inheritance)
  - It is started through a « StartObjectBehavior »
- **Stimulation sequence:**
  - Coffee, OneDollar, OneDollar

