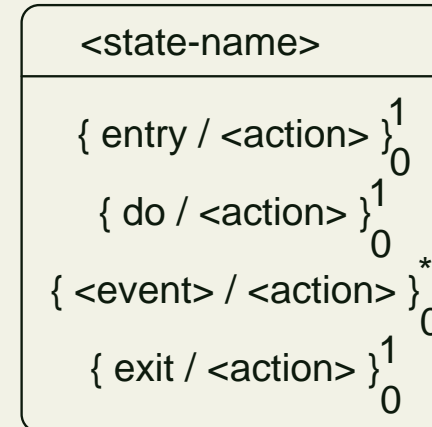# Statechart Syntax – Overview
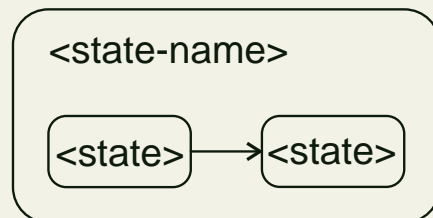
<transition> ::=

$$\{ \text{<event>} \}_0^1 \; \{ [\text{<guard>}] \}_0^1 \; \{ / \text{<action>} \}_0^1$$

<state> ::=

$$\text{<state-name>}$$
$$\{ \text{entry} / \text{<action>} \}_0^1$$
$$\{ \text{do} / \text{<action>} \}_0^1$$
$$\{ \text{<event>} / \text{<action>} \}_0^*$$
$$\{ \text{exit} / \text{<action>} \}_0^1$$
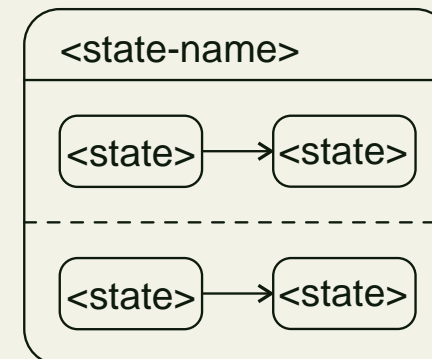
<state-with-sequential-substates> ::=
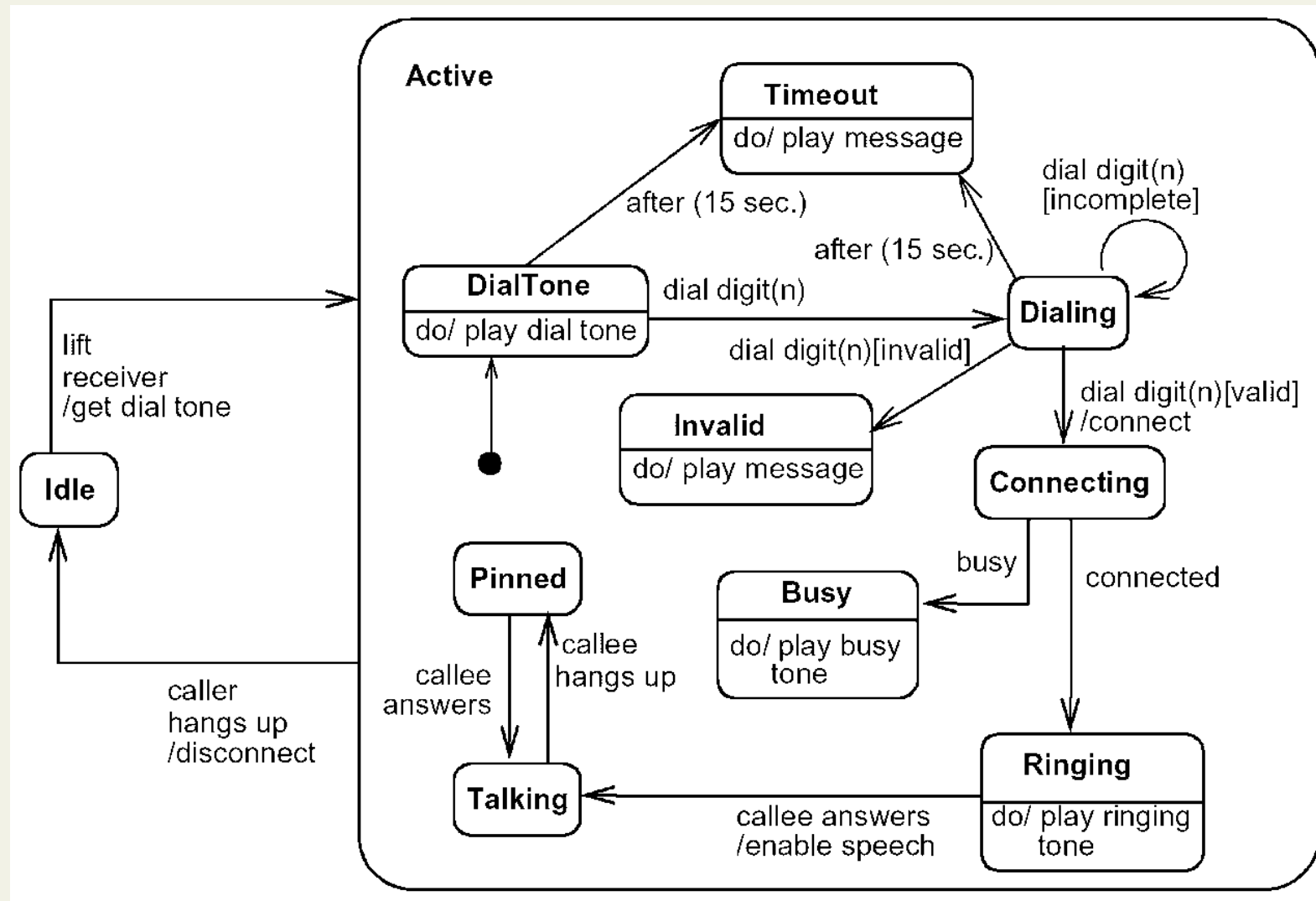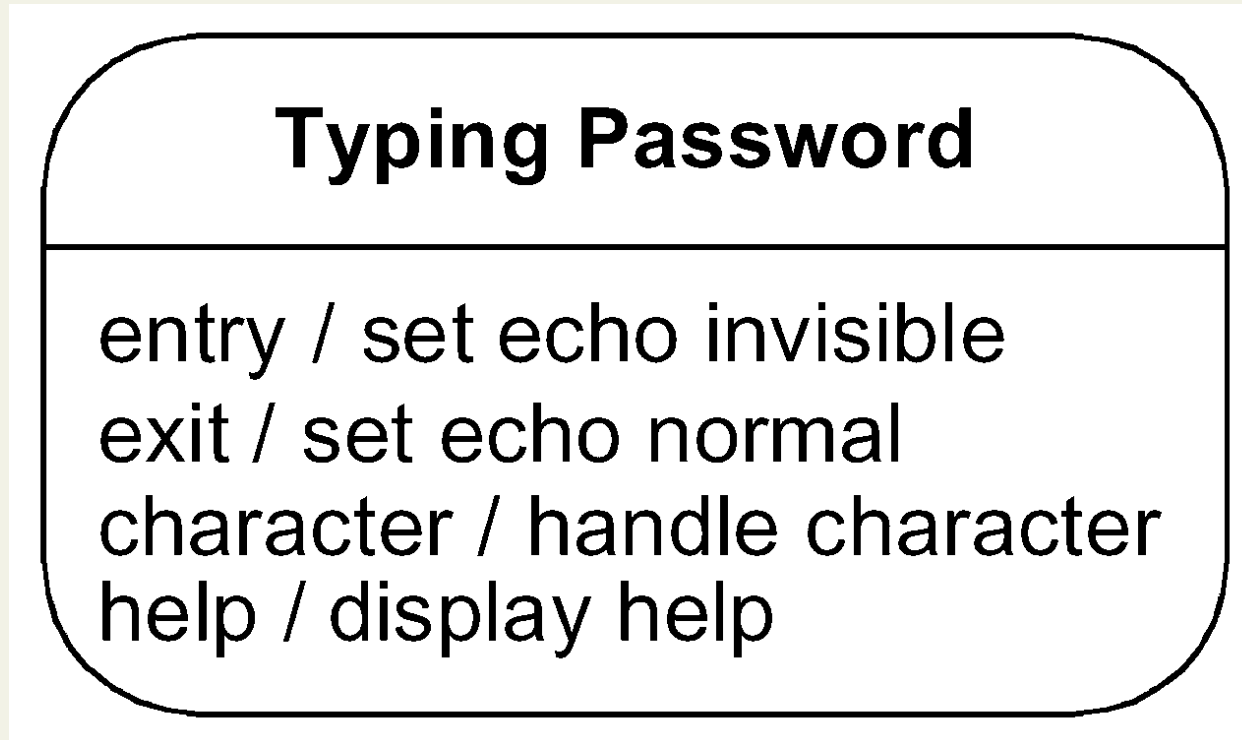

<state-with-concurrent-substates> ::=
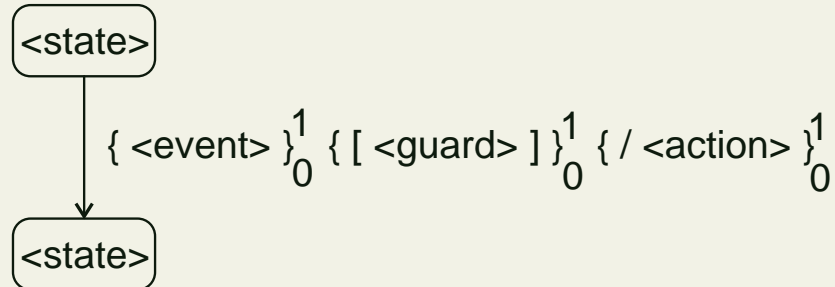
pseudo states: initial, final, synchronisation, deep history, shallow history, stub

Statechart Diagram (3-71)

Statechart Diagram (3-72)

Typing Password

entry / set echo invisible

exit / set echo normal

character / handle character

help / display help

Statechart Diagram (3-73)

Statechart Diagram (3-75)

Statechart (3-77)
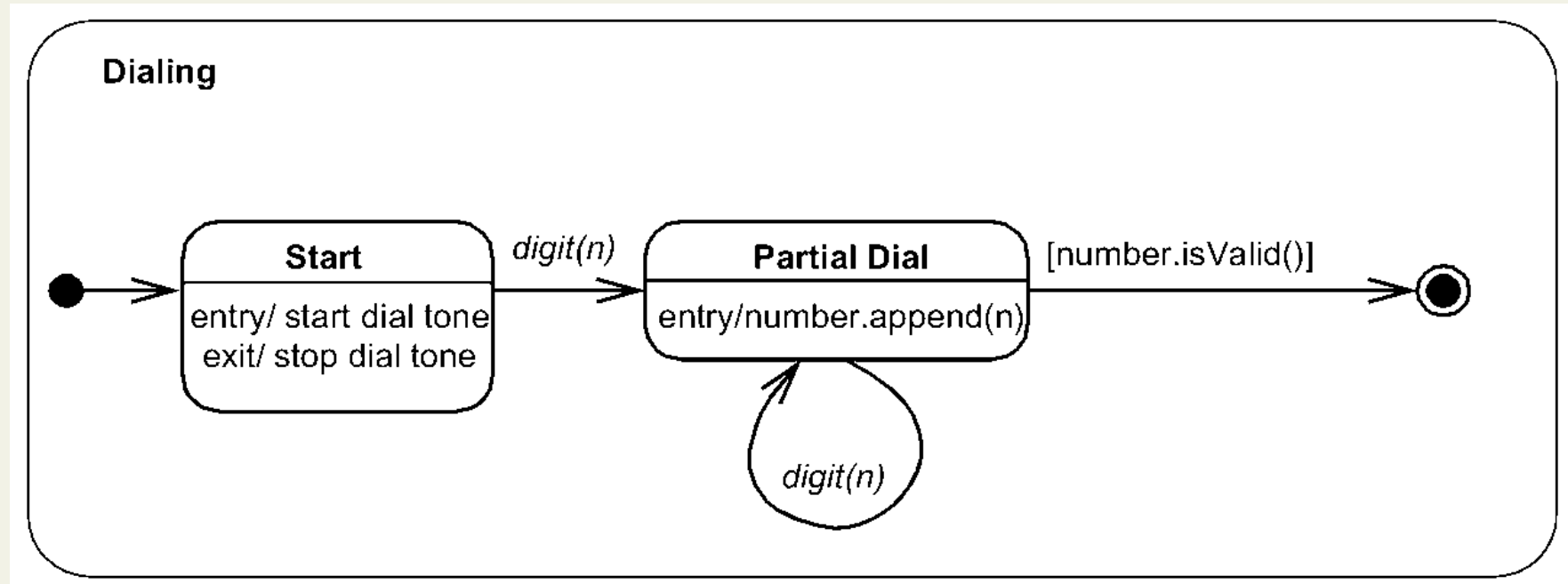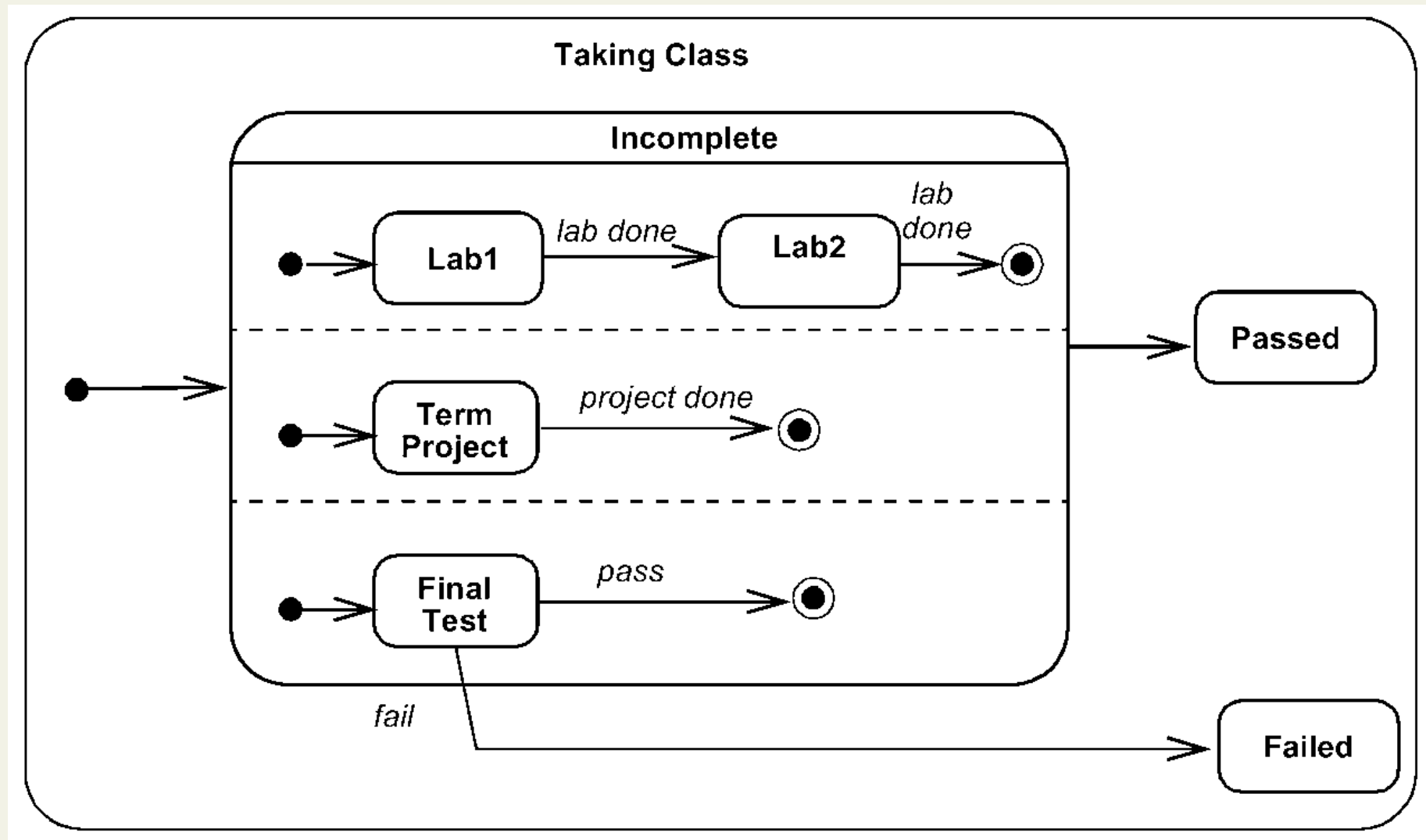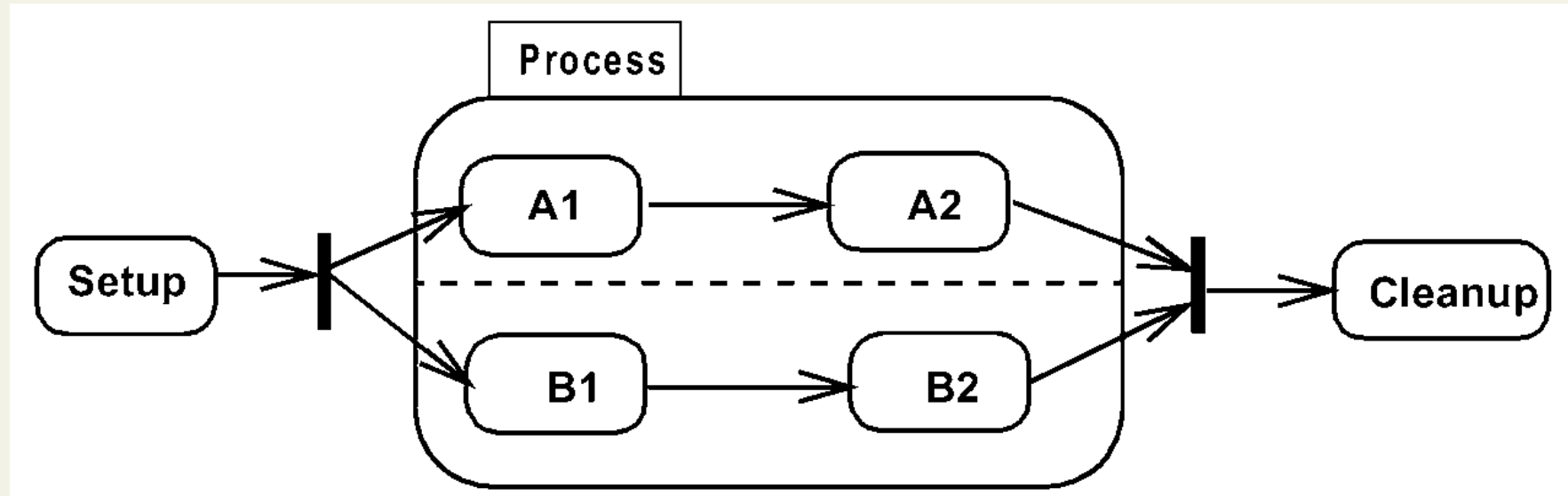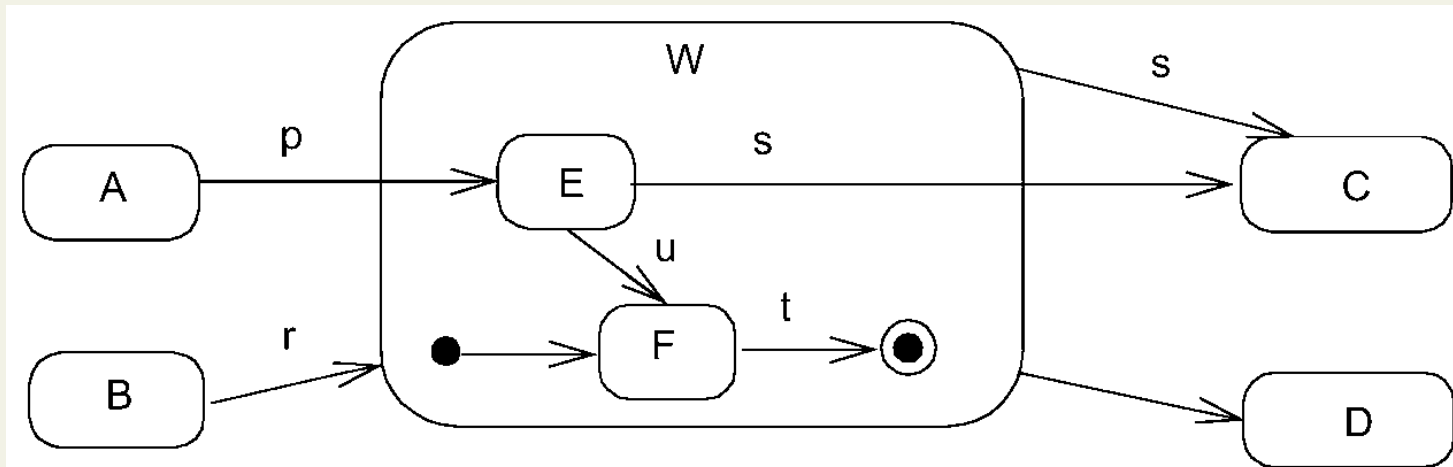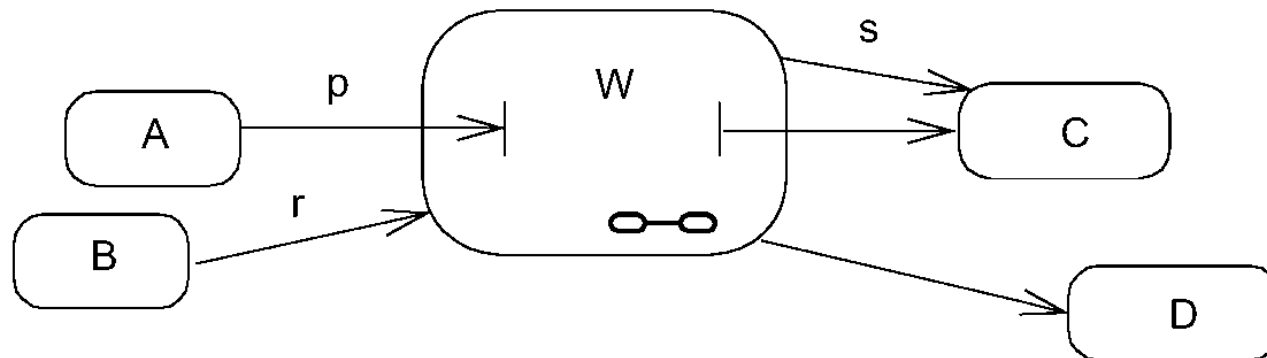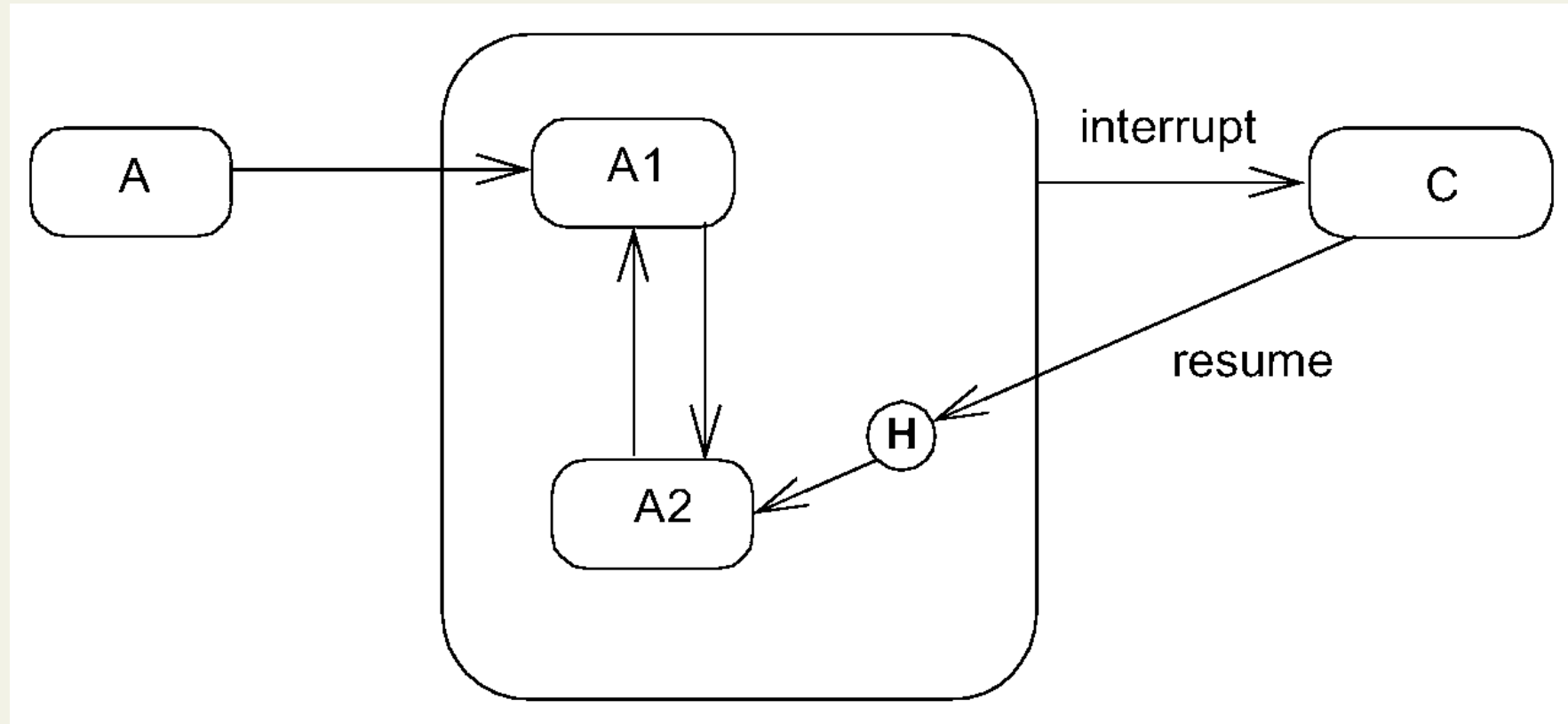
Statechart Diagram (3-78)

may be abstracted as
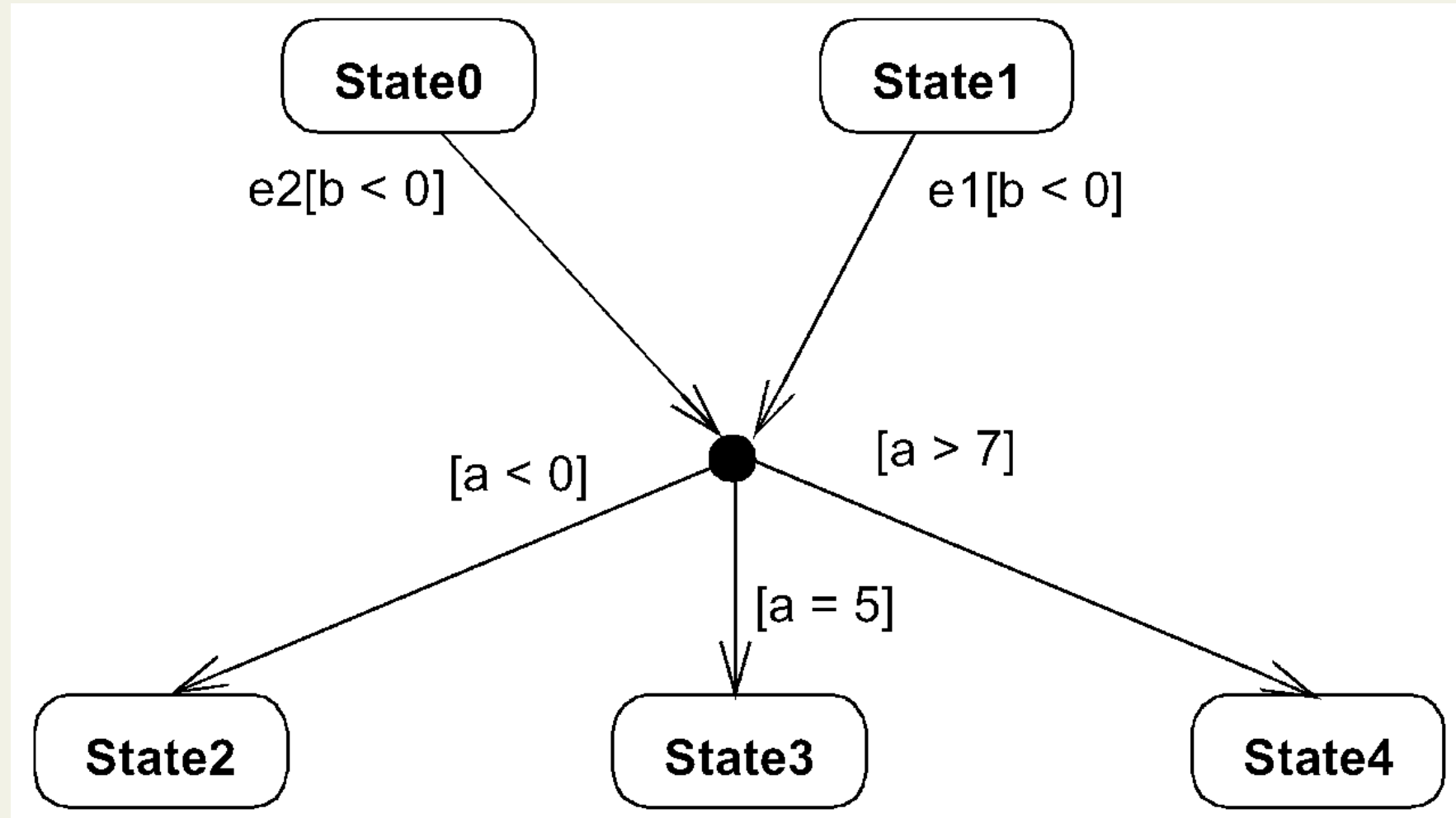
Statechart Diagram (3-79)
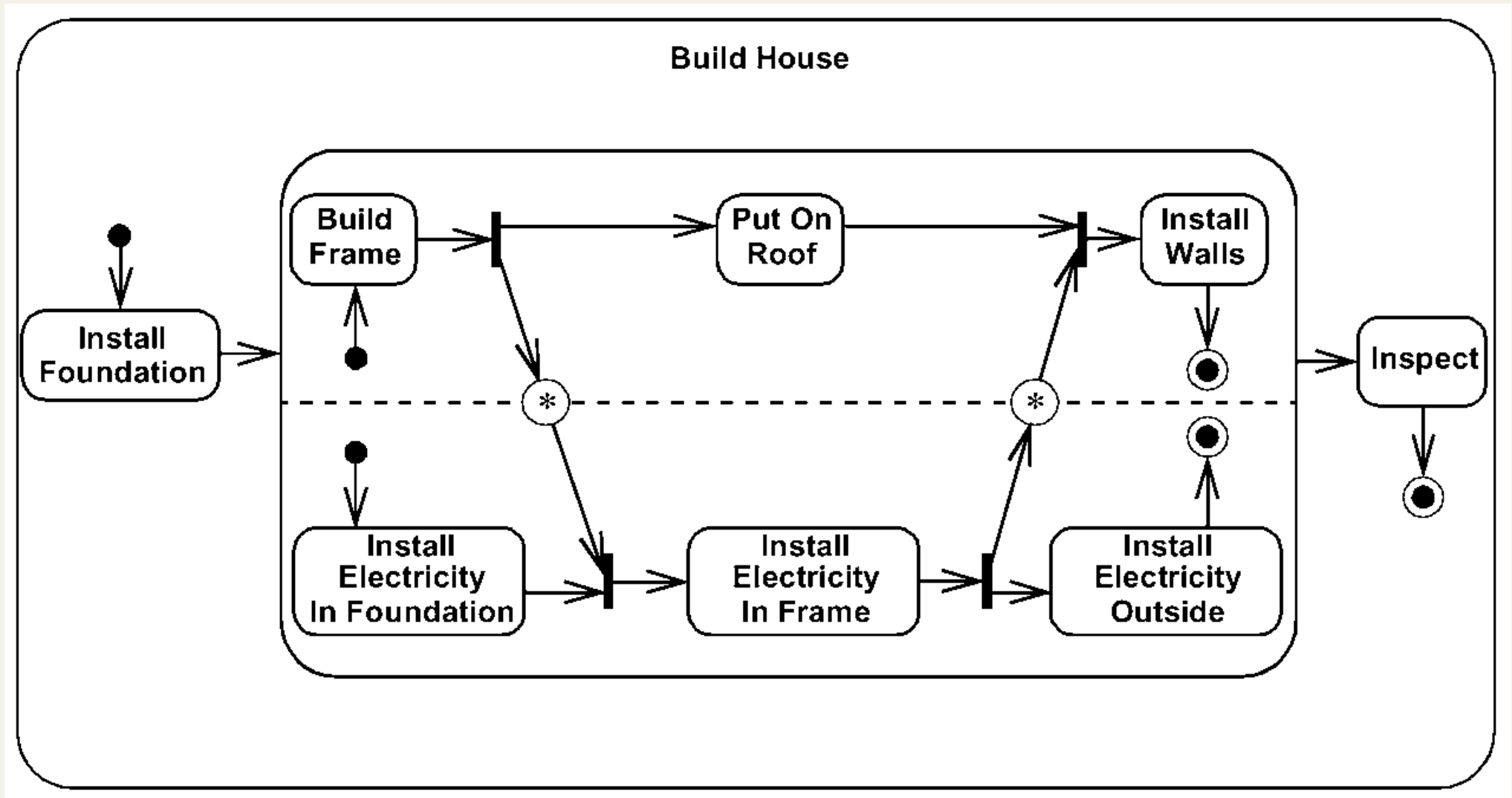
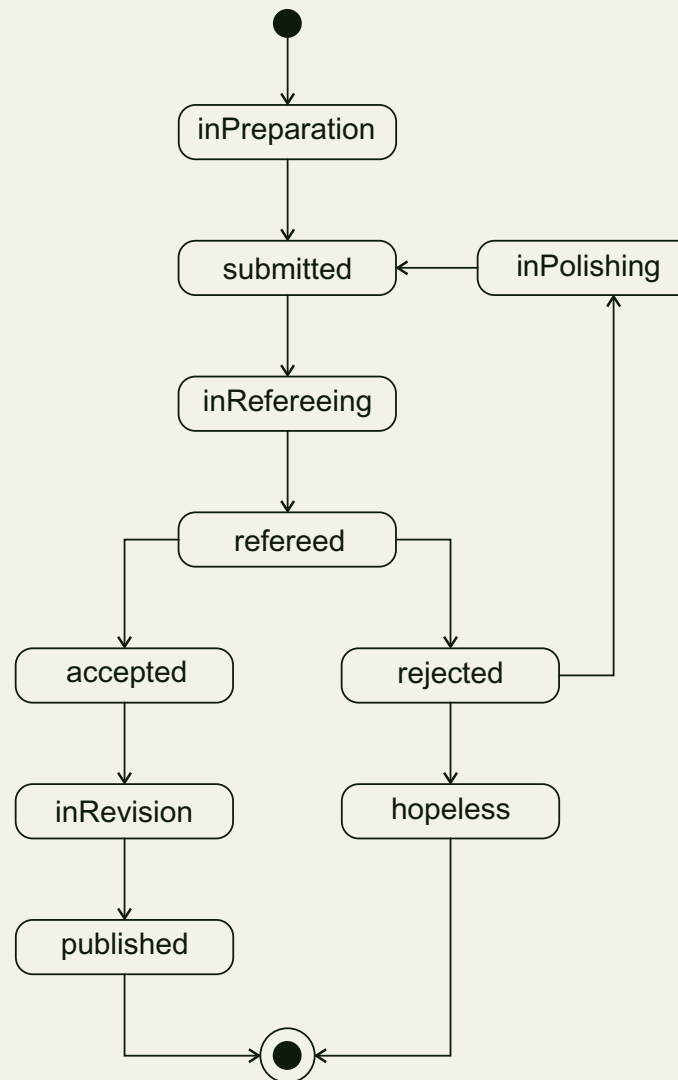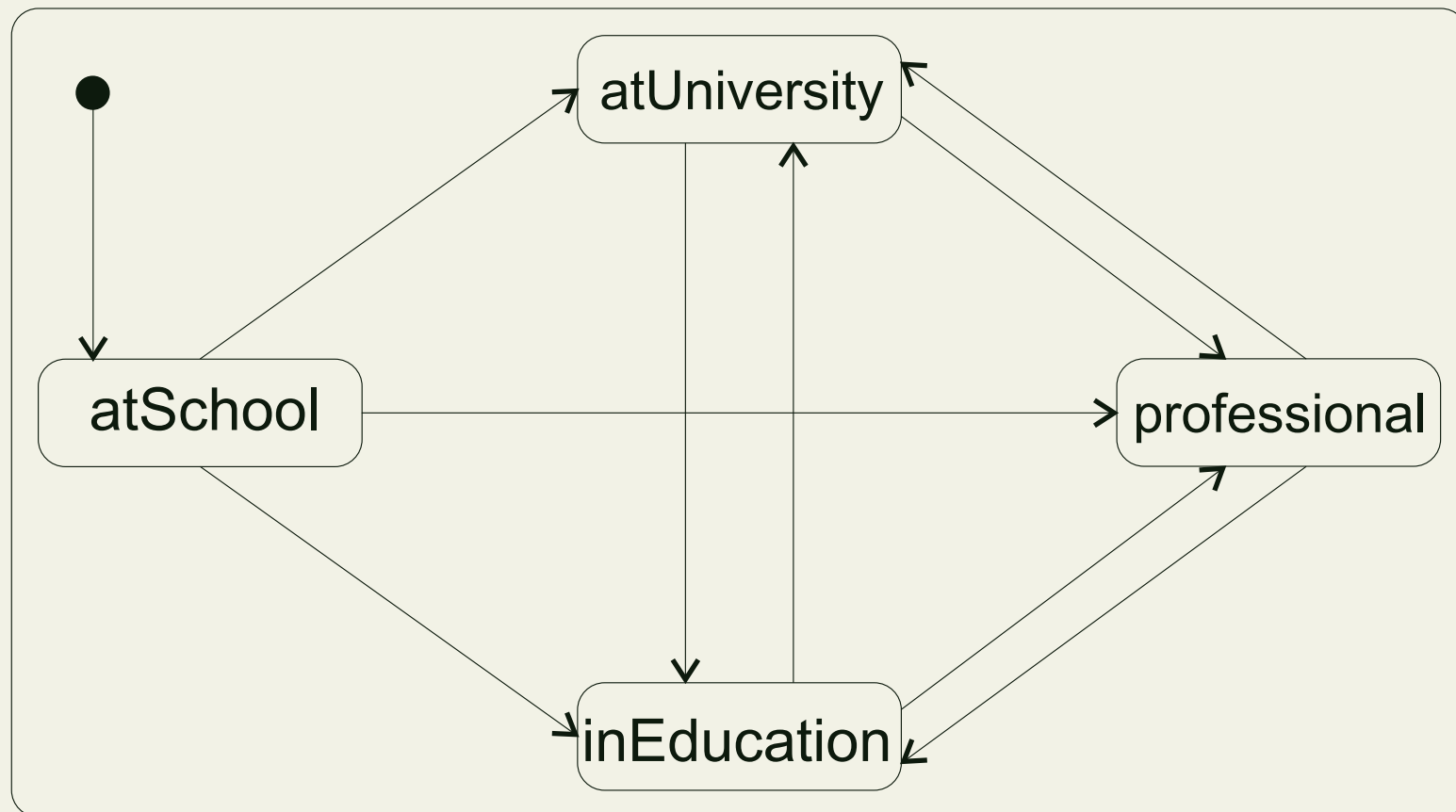# Statechart Diagram (3-80)
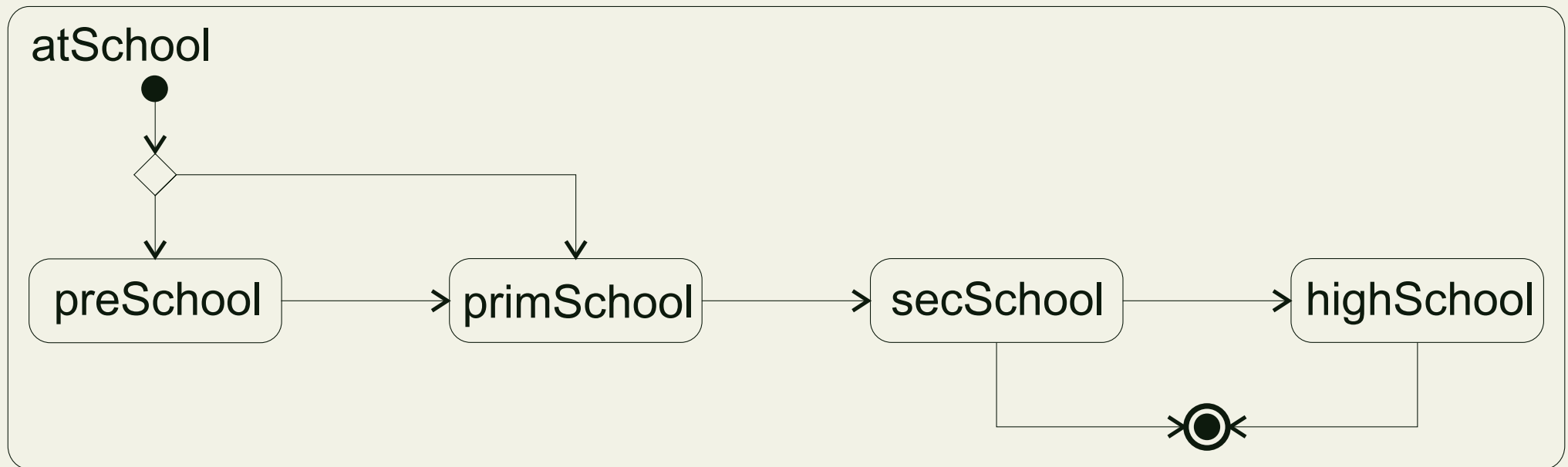
Statechart Diagram (3-83)

Build House

Submission Status for Scientific Paper

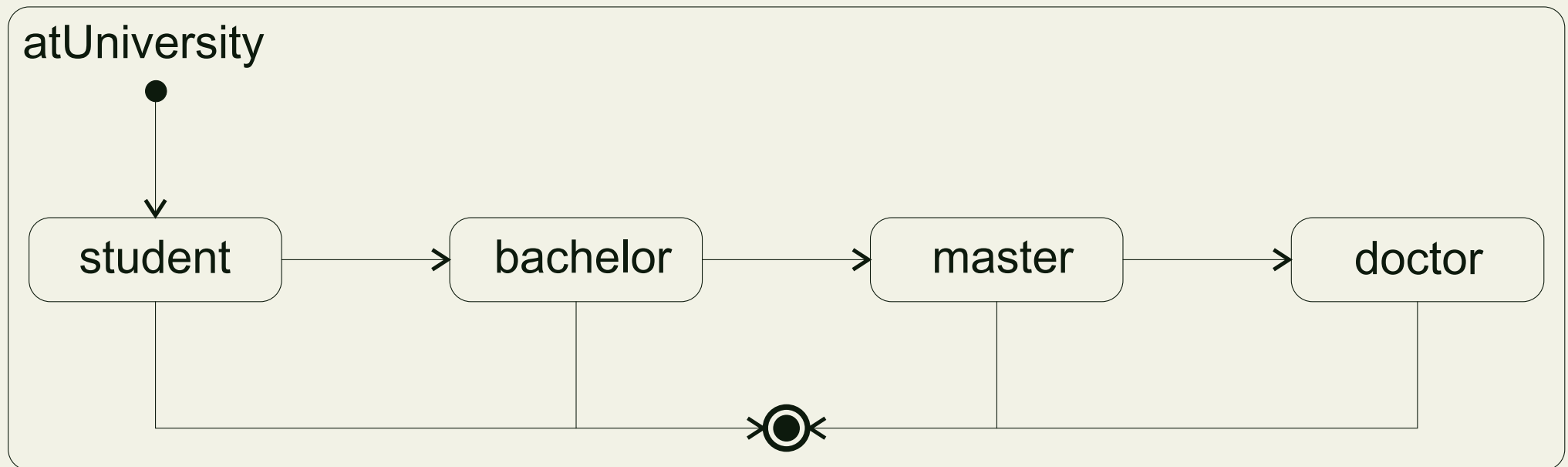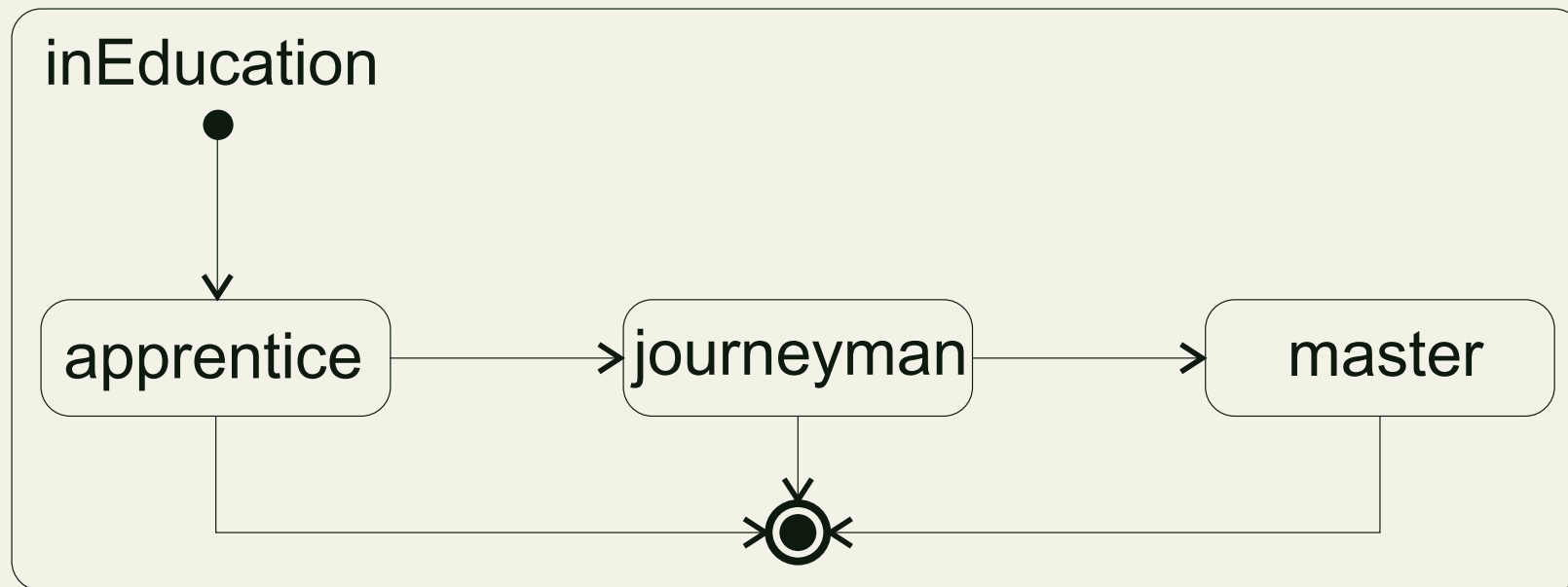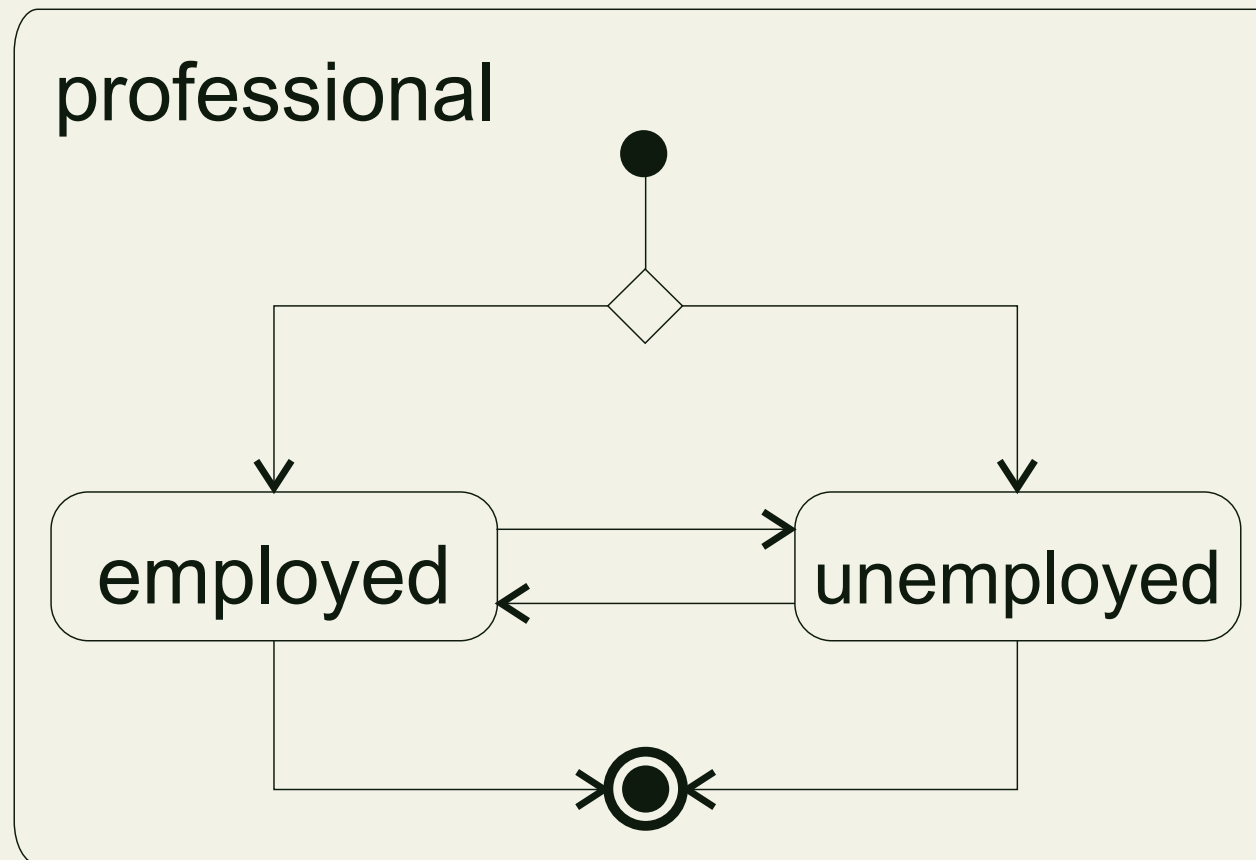# Education Status for People (1)

Education Status for People (2)

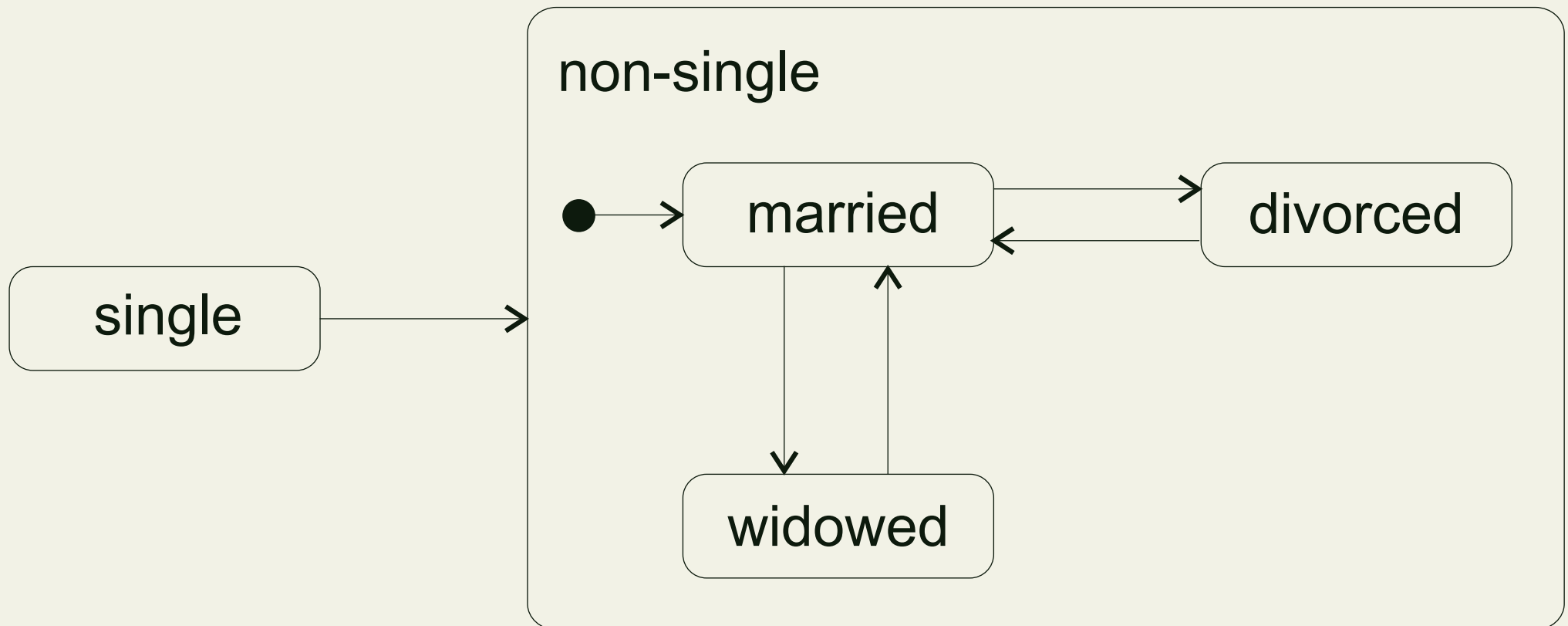# Education Status for People (3)

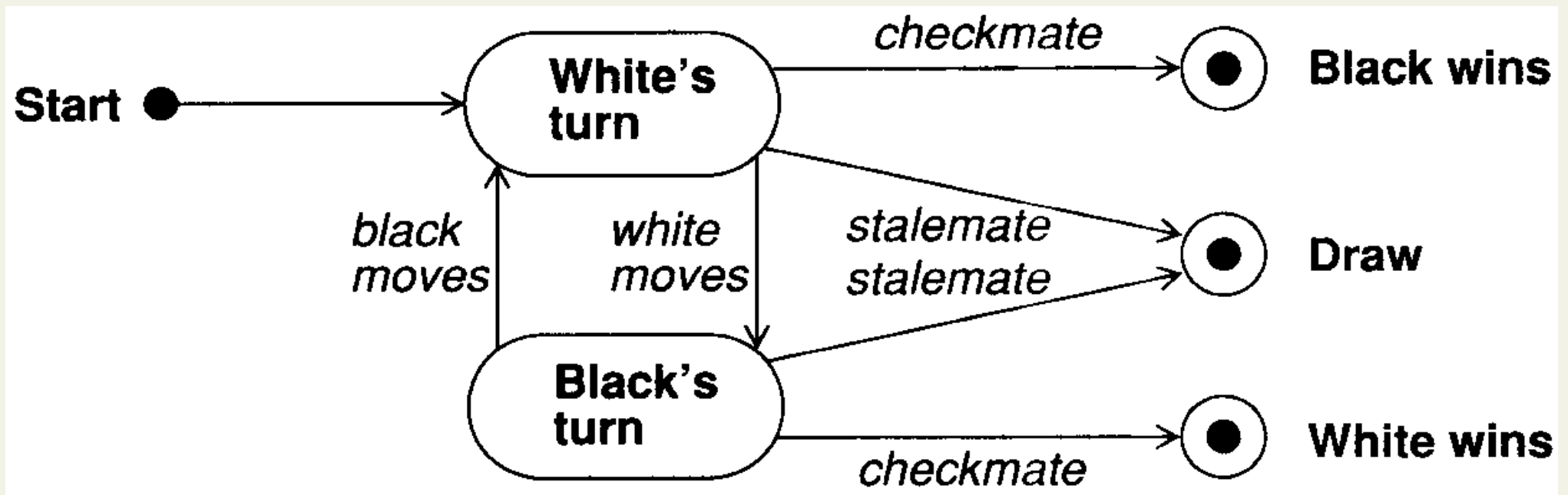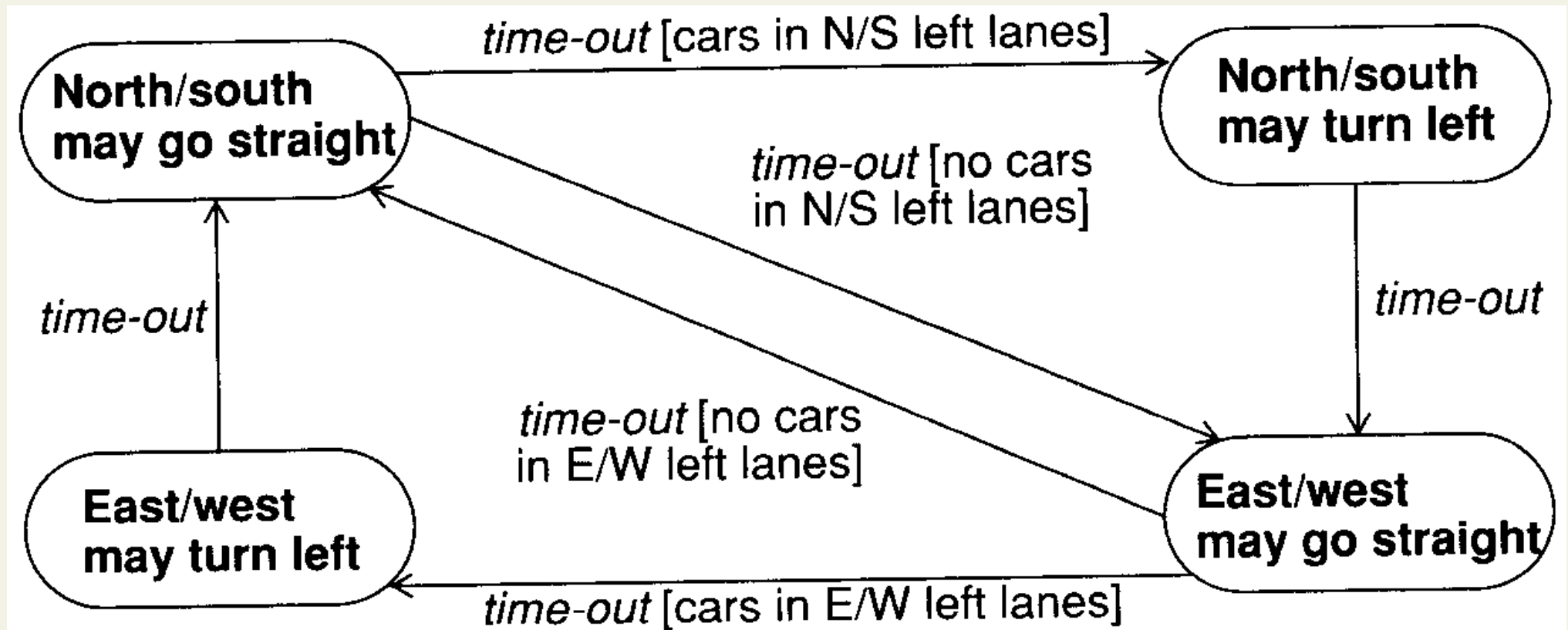# Education Status for People (4)

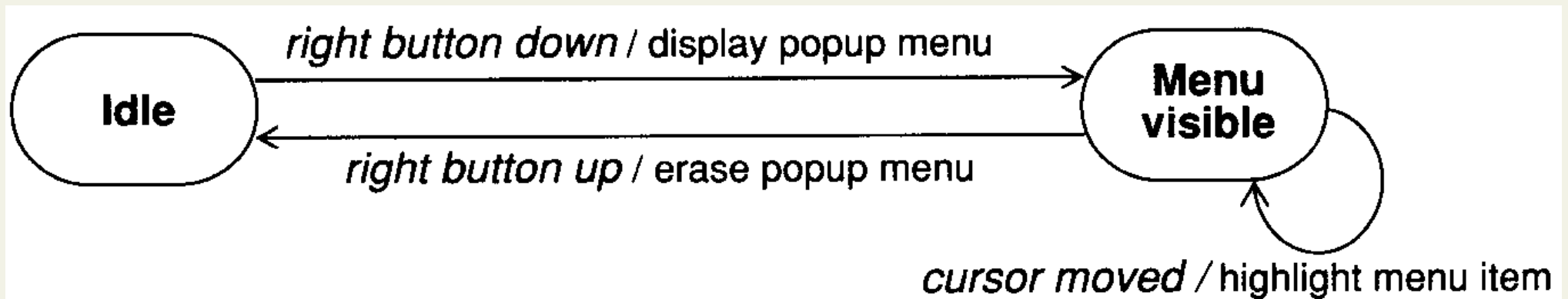# Education Status for People (5)

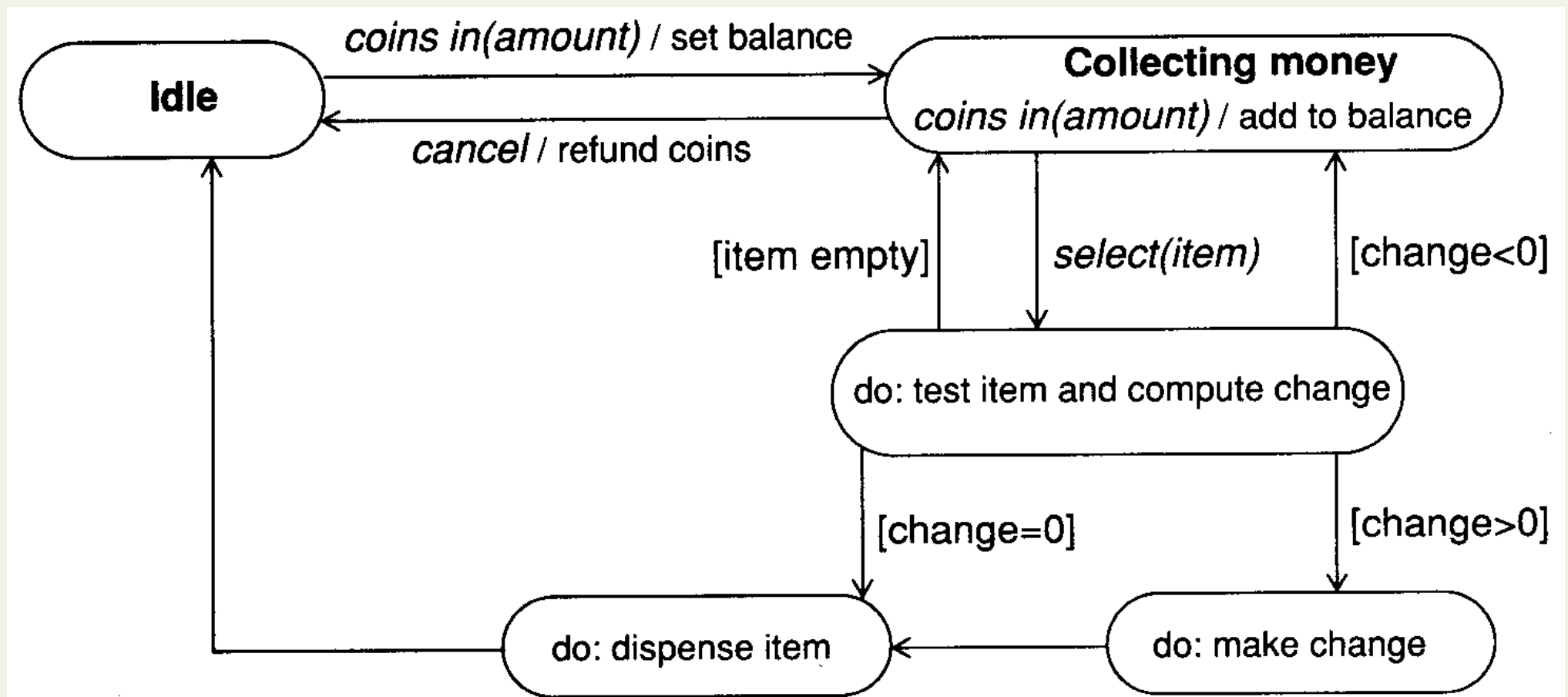# Civil Status for People

One-shot State Diagram for Chess Game
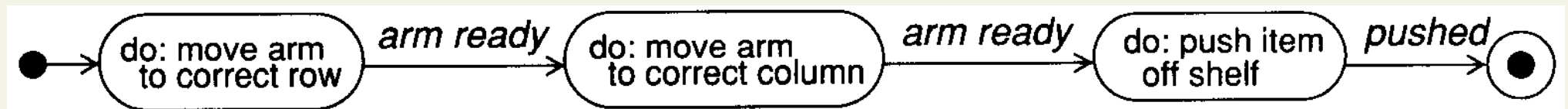
State Diagram with Guarded Transitions
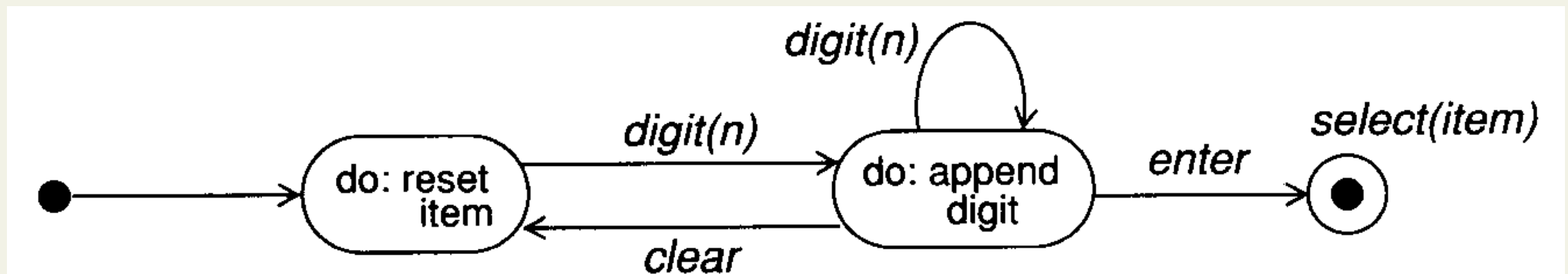
Actions for Pop-up Menu
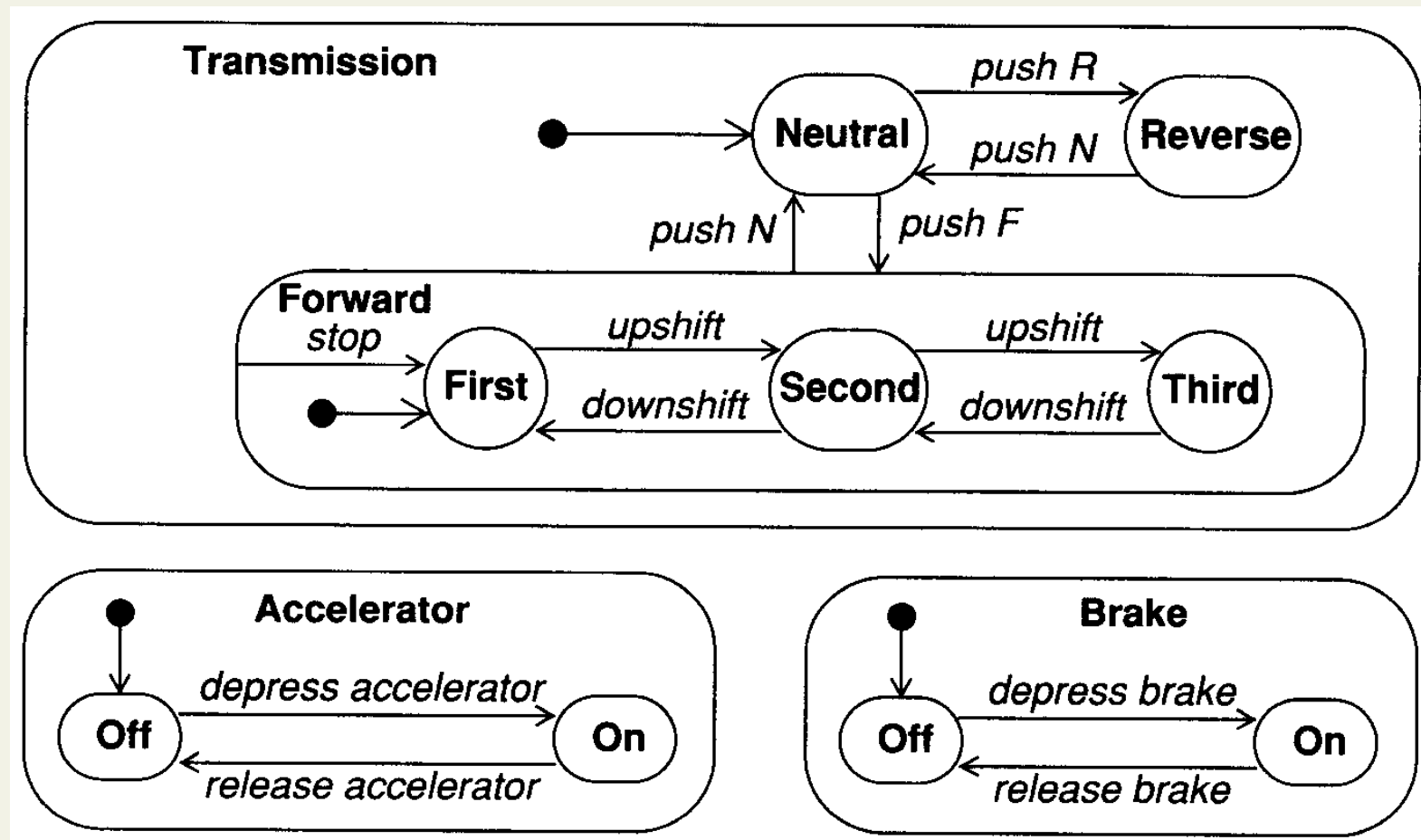
Vending Machine Model

Dispense Item Activity of Vending Machine
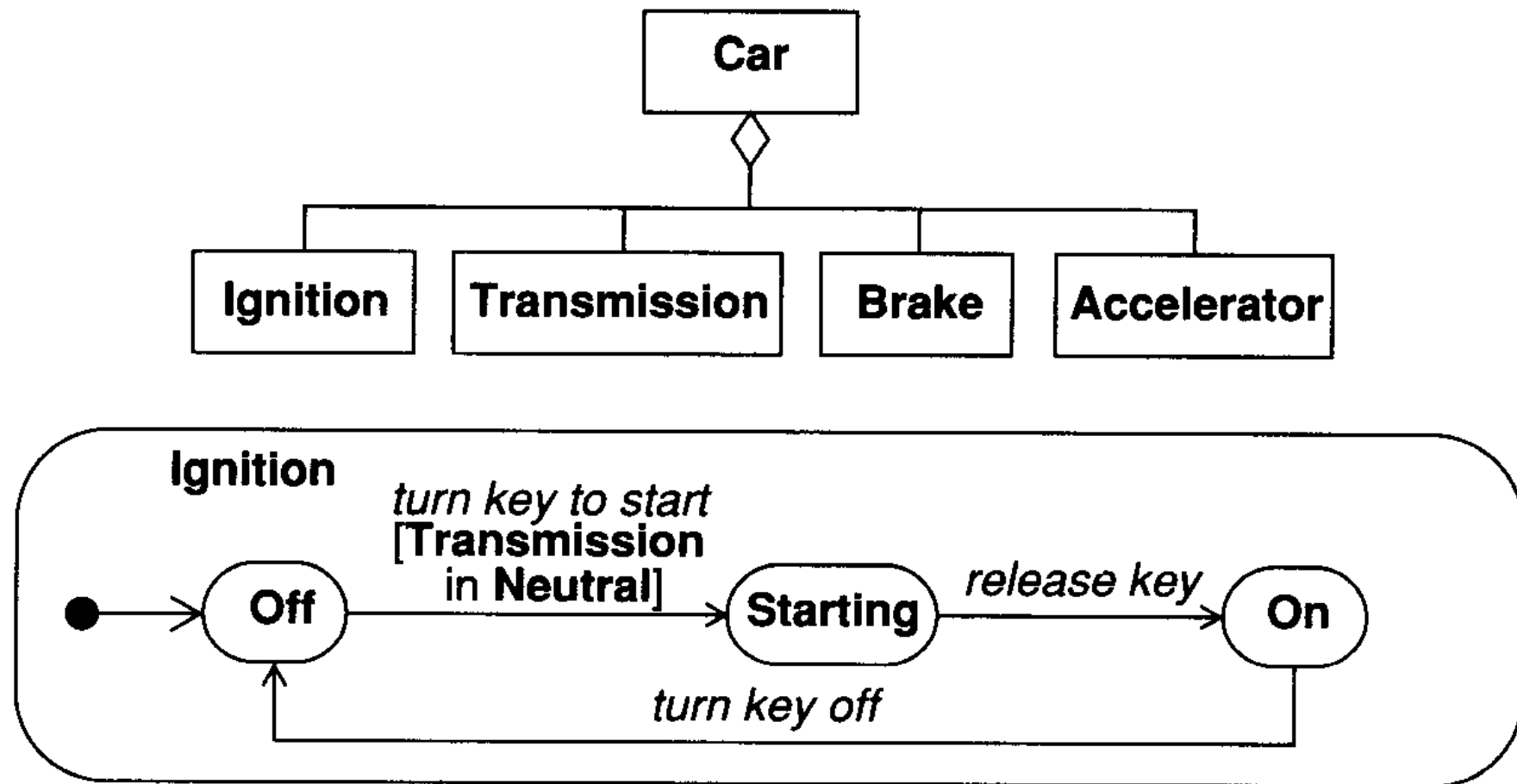
Select Item Transition of Vending Machine

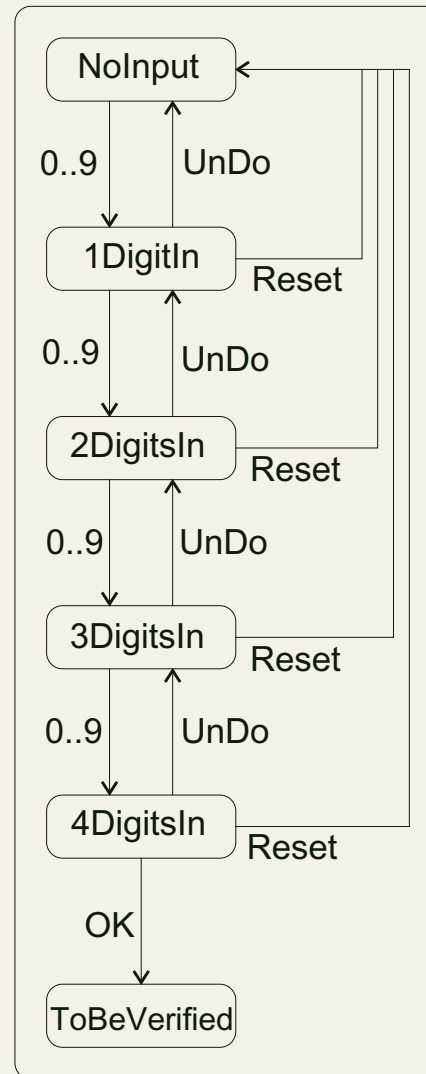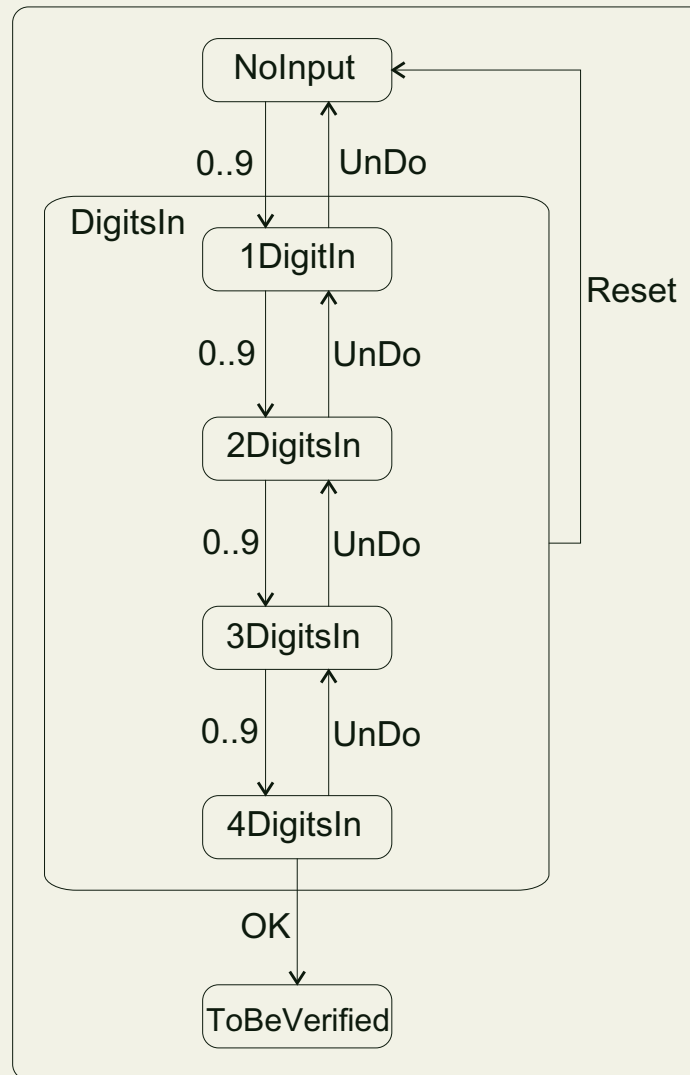# An Aggregation and its Concurrent State Diagrams (1)

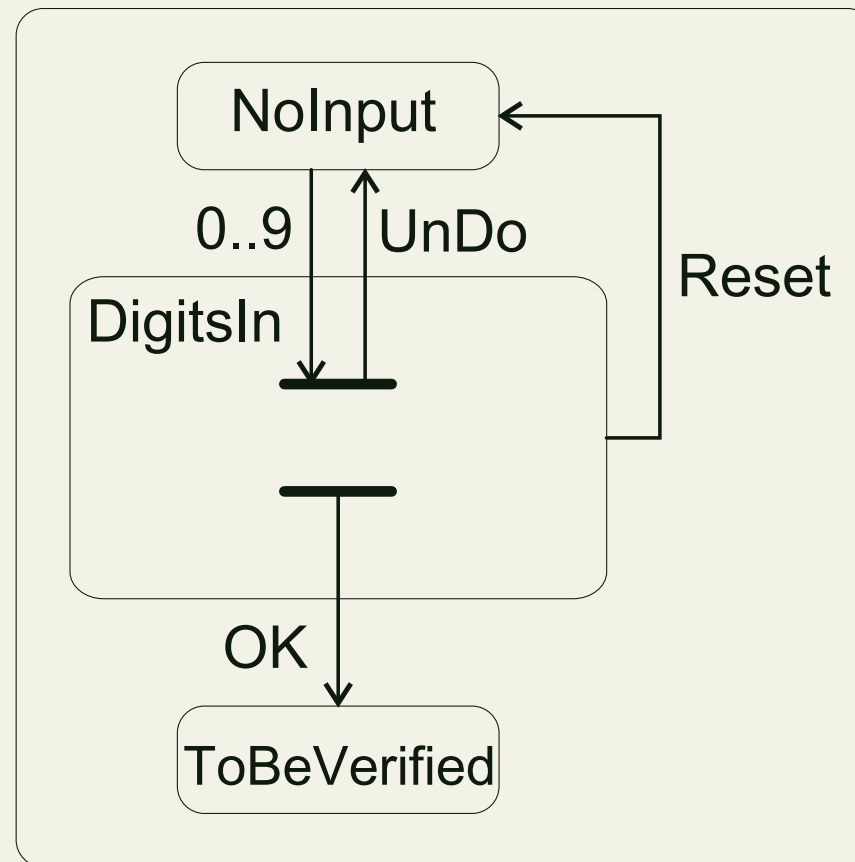# An Aggregation and its Concurrent State Diagrams (2)
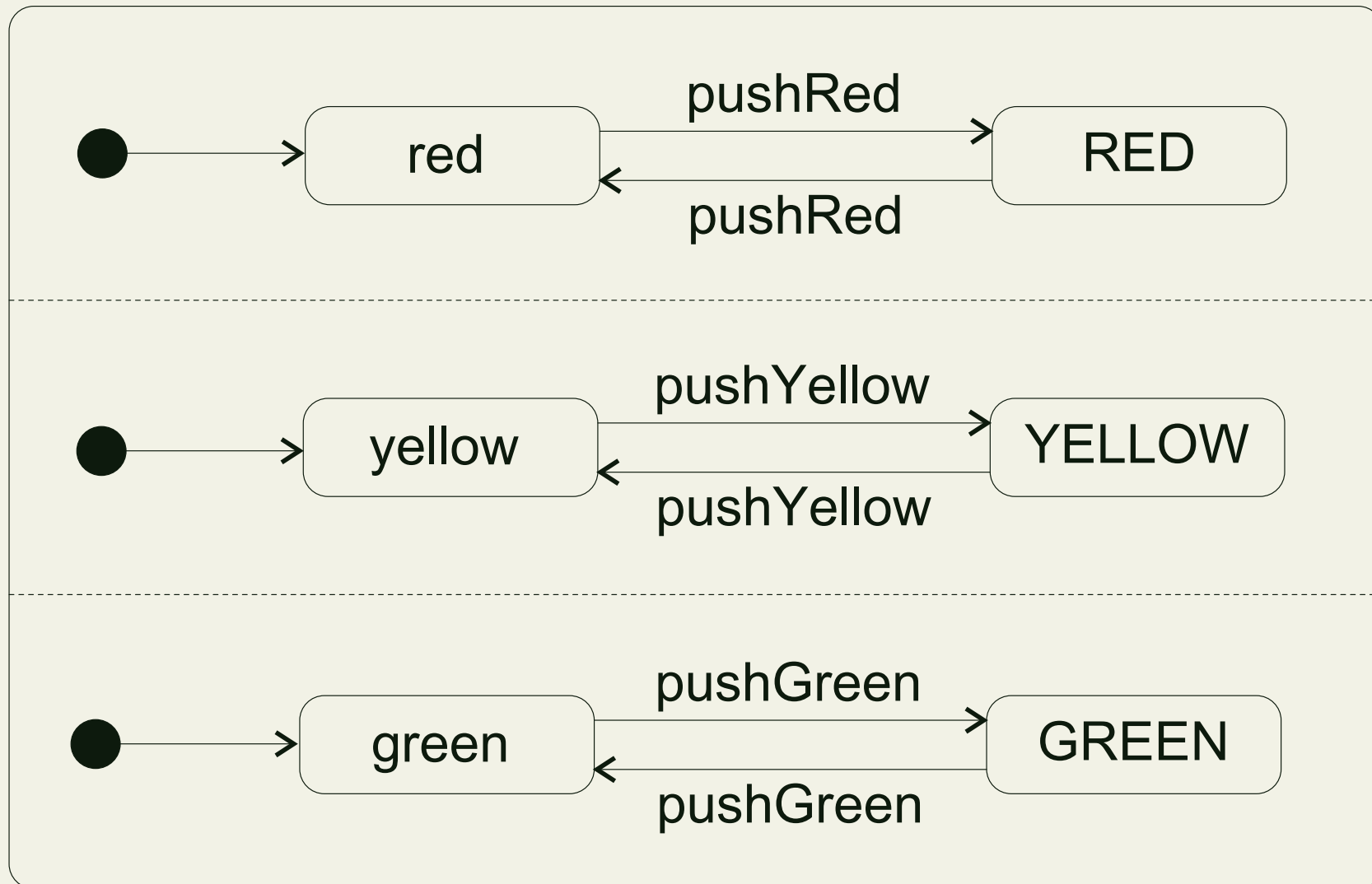
Entering a PIN Number (1)

Entering a PIN Number (2)

Entering a PIN Number (3)

Traffic Light (1)

Traffic Light (2)