

Armed

«triggerless»
[door.ocllsInState(Closed) and
lockingSystem.ocllsInState(Locked)]

Armed_Closed_And_Locked

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«triggerless»
[door.ocllsInState(Open) or
lockingSystem.ocllsInState(Unlocked)]

Armed_Armed

ArmedOn /entry
ArmedOff /exit

Armed_Idle

«triggerless»
[door.ocllsInState(Open) or lockingSystem.ocllsInState(Unlocked)]



