

# Review of State Diagrams

Lecture Notes Prepared by

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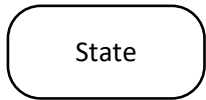
Faculty, College of Computer Studies, Silliman University

# Symbols



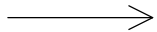
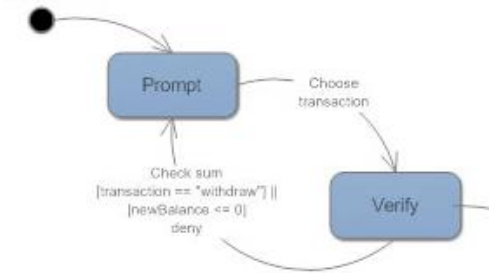
Initial State

A filled circle followed by an arrow



State

Represents situations during the life of an object  
A rectangle with rounded corners  
Examples: Idle, Active, Inactive, Verifying,  
Waiting, Check Username



Transitions

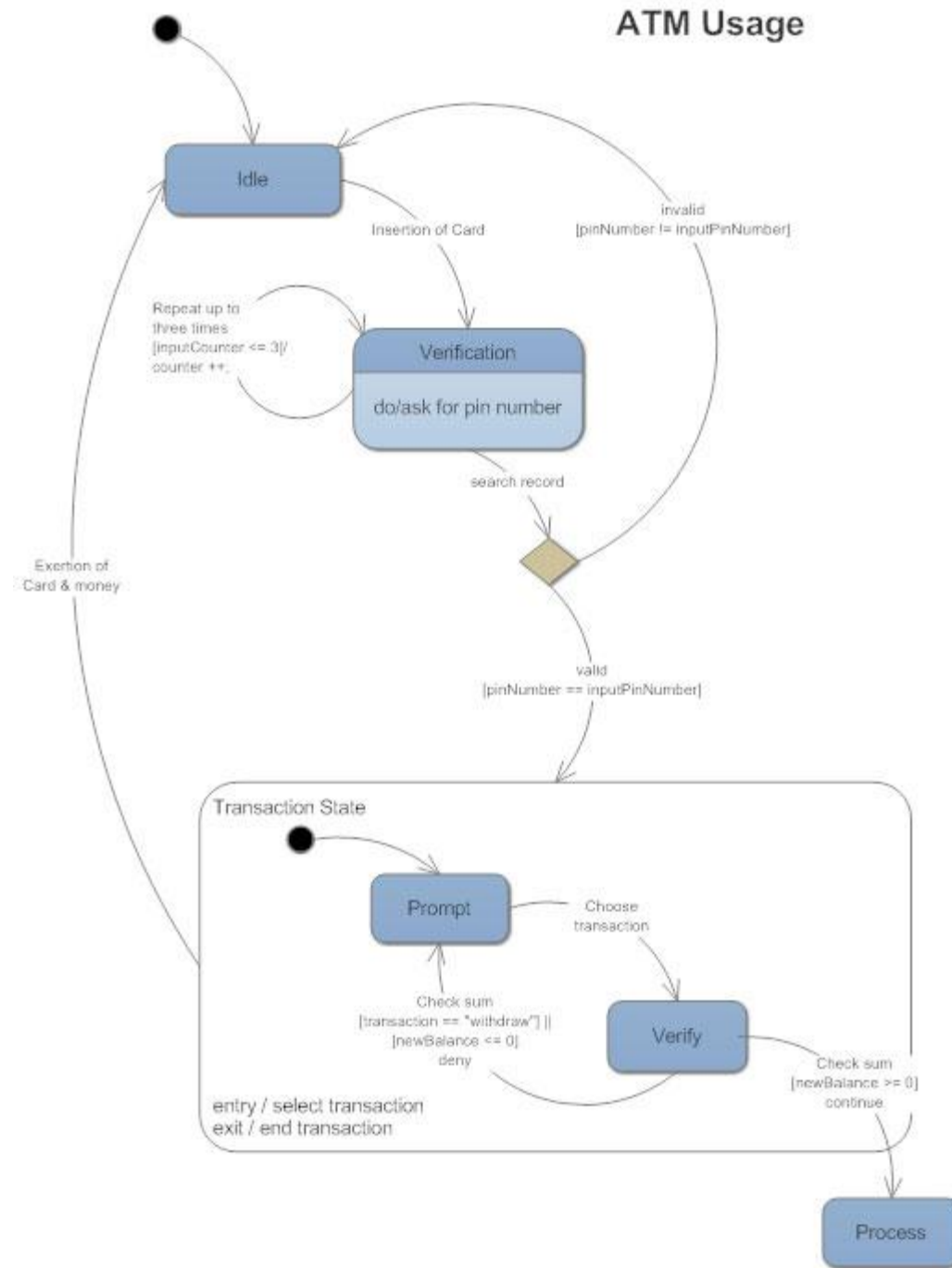
Solid arrows that represent the path between different states of an object  
Must be labelled with the event that triggered it and the action that results from it  
A state can have a transition that points back to itself



Final State

A filled circle nested inside another circle  
The transition arrow must point to it

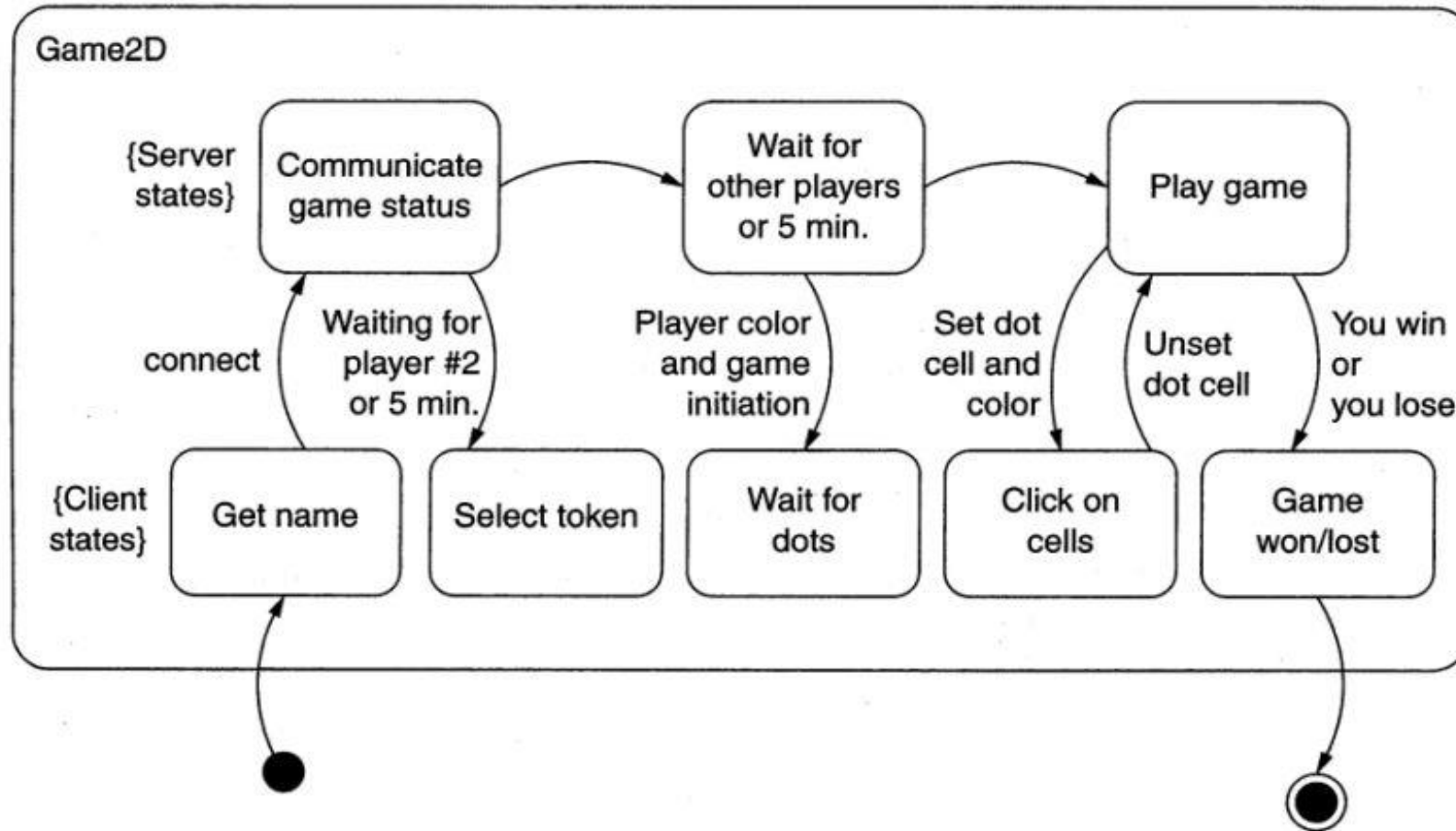




- A state diagram shows the behavior of classes in response to external stimuli
- Specifically, a state diagram describes the behavior of a single object in response to a series of events in a system
- Also known as a Harel state chart or a state machine diagram

This UML diagram models the dynamic flow of control from state to state of a particular object within a system

## A State Machine for Game2D



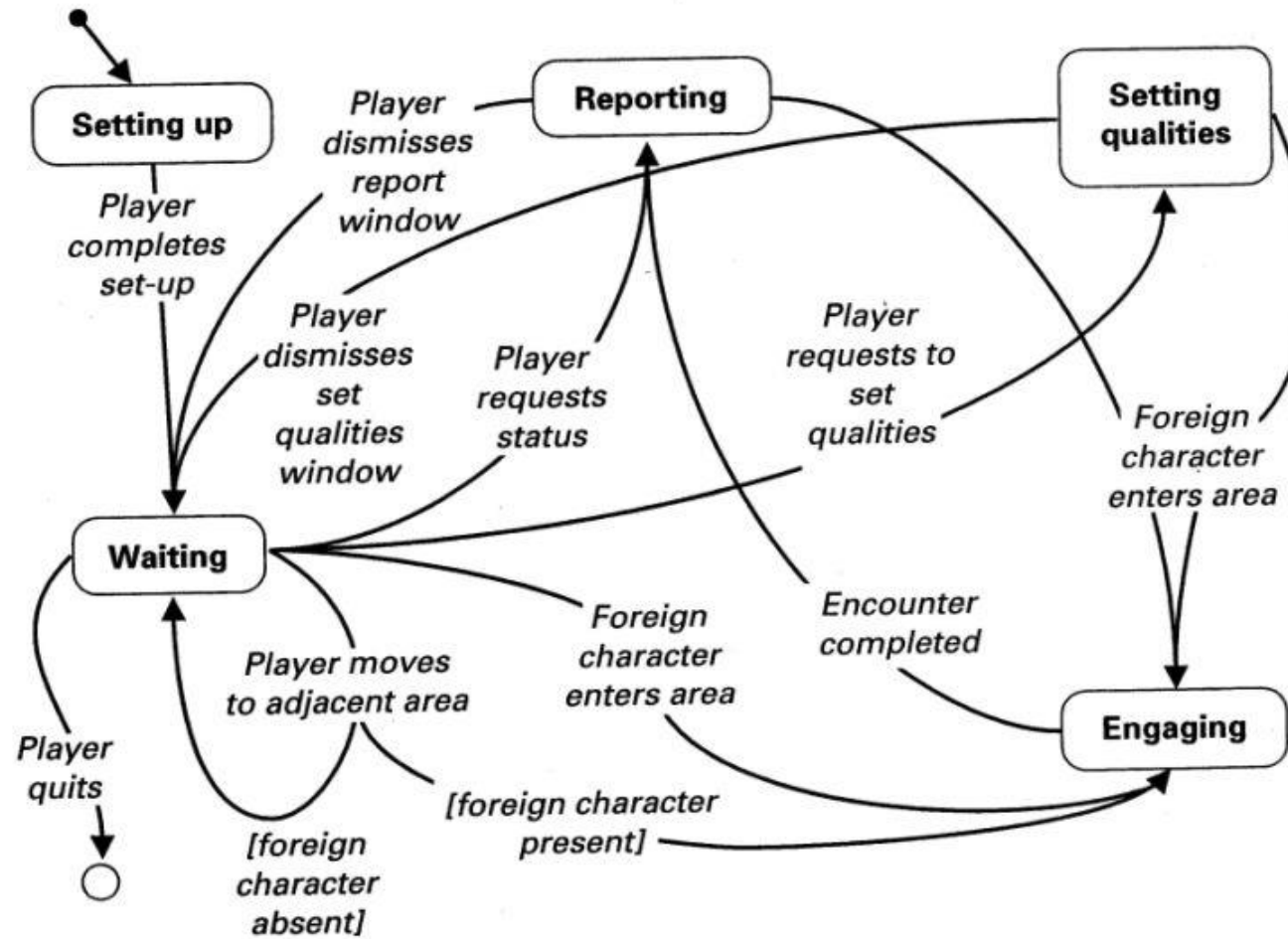
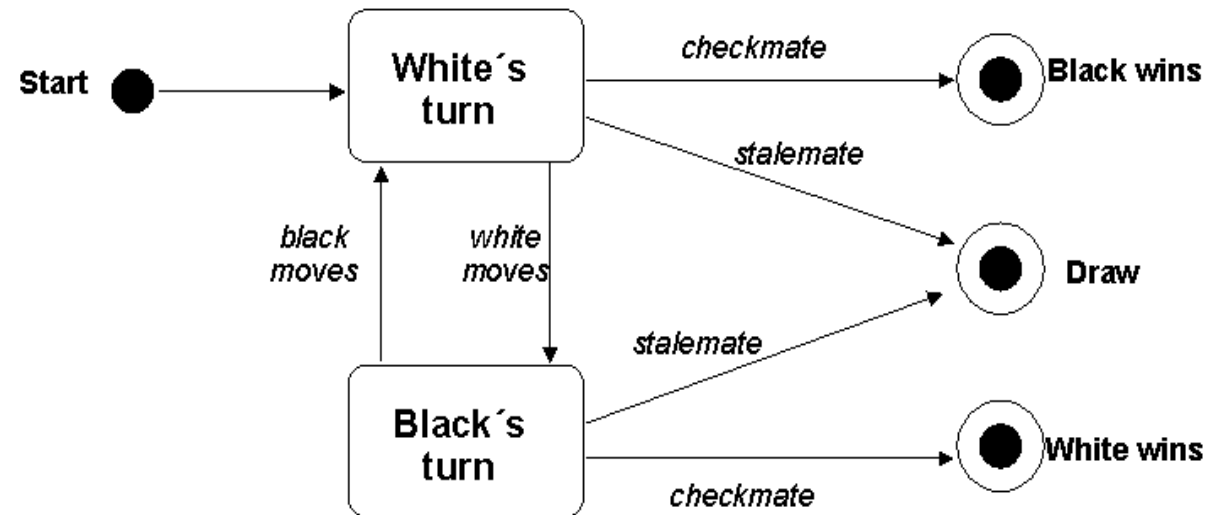


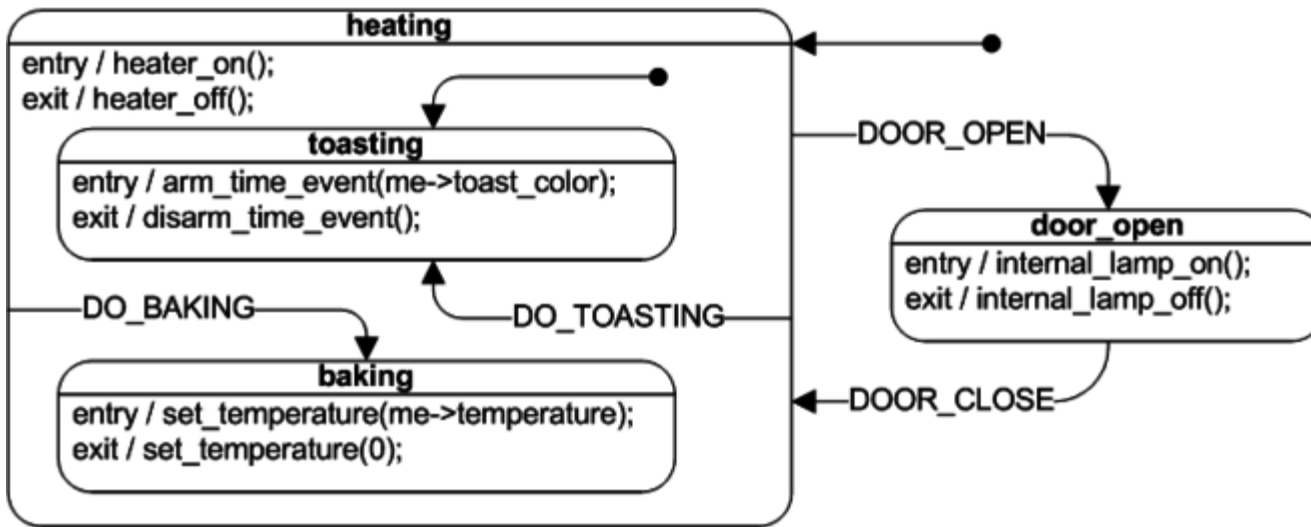
Figure 3.40 Encounter State-Transition Diagram

# UML State Diagram - example

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## Chess game





## Composite state (also known as a ‘nested state’)

- Refers to a state that encompasses various sub-states, which are nested into it
- In the air toaster oven example, the ‘heating’ status of the machine represents the composite/nested state.

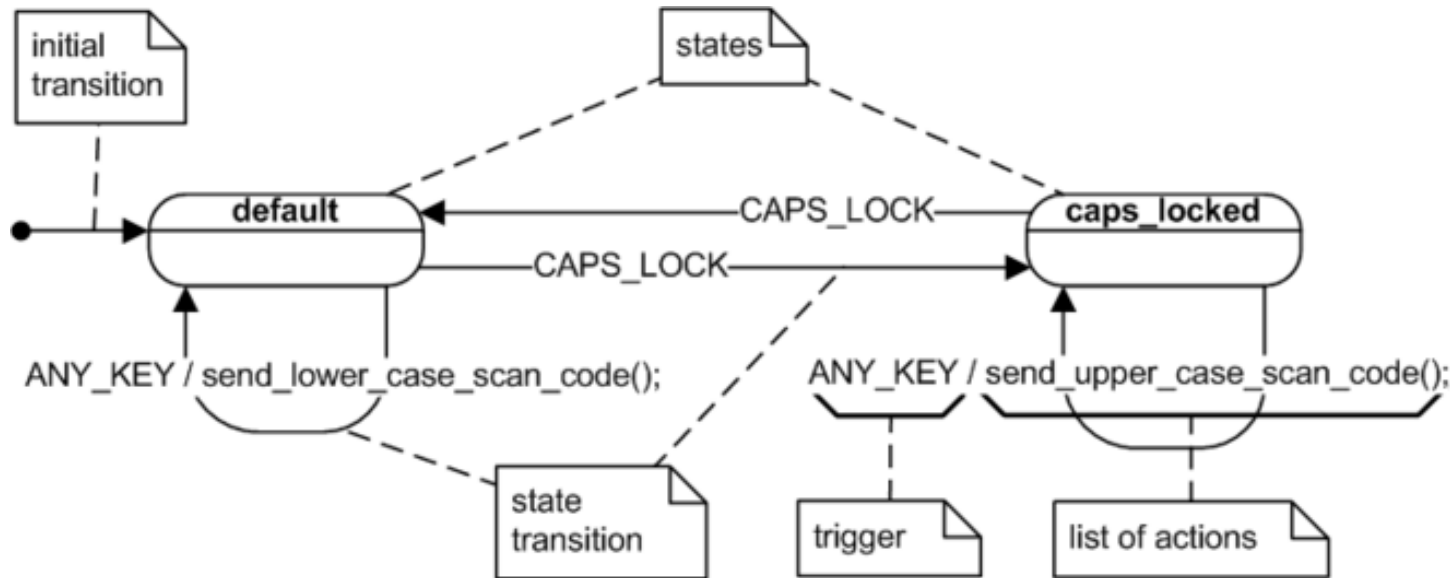
## Substates

- Refers to a state contained within a composite state’s region
- Are used to simplify complex flat state diagrams by showing that some states are only possible within a particular context
- In the toaster oven example, ‘toasting’ and ‘baking’ are sub-states in the larger ‘heating’ composite state.

## Trigger

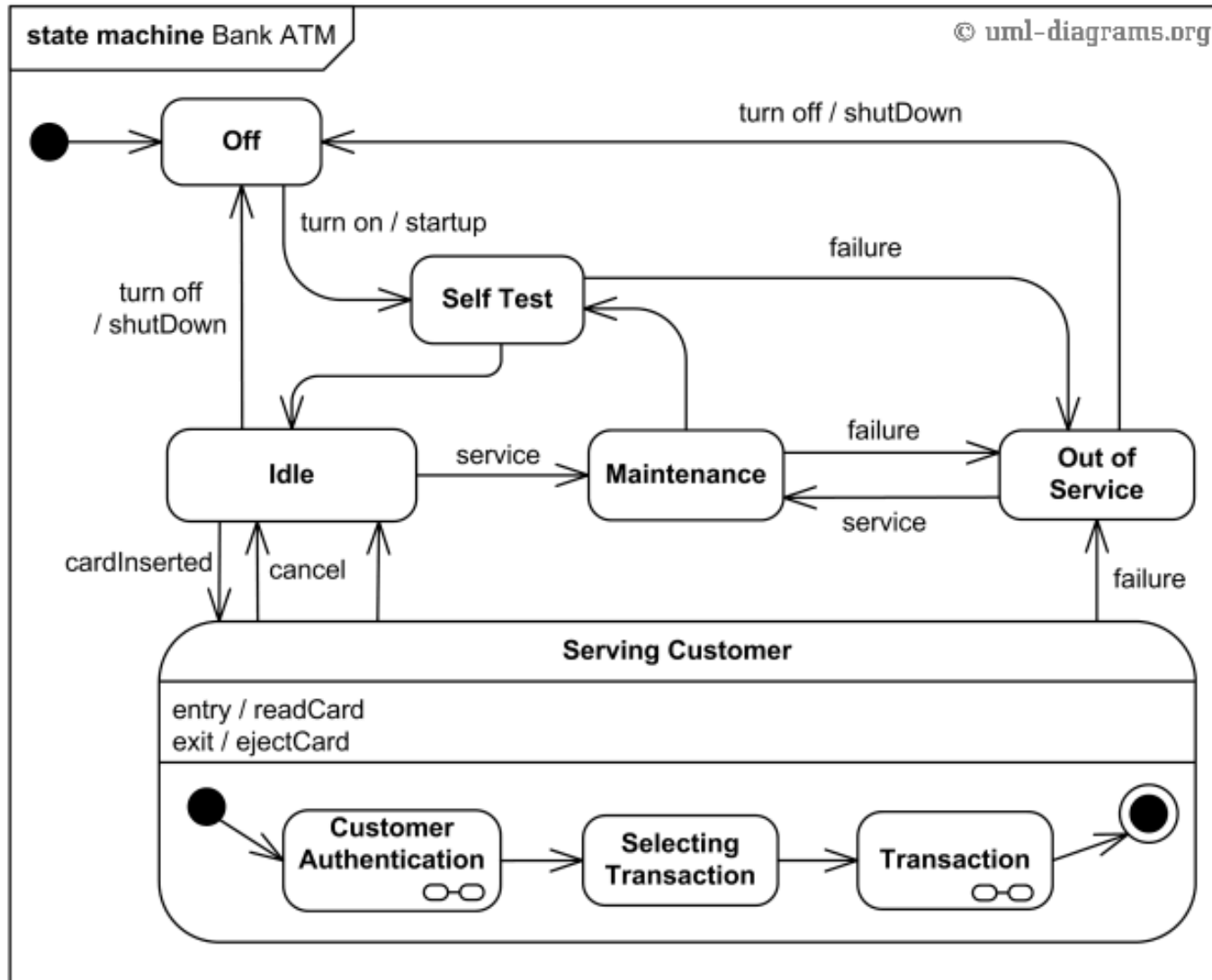
A message that moves an object from state to state

In the sample state diagram (keyboard), pressing CapsLock is the triggering event.




- If the keyboard is in the “default” state, pressing CapsLock will cause the keyboard to enter the “caps\_locked” state.
- If the keyboard is in the “caps\_locked” state, pressing CapsLock will cause the keyboard to enter the “default” state.





1:36 PM | 1.9KB/s

My Login



Email

Enter Email

Password

Enter Password

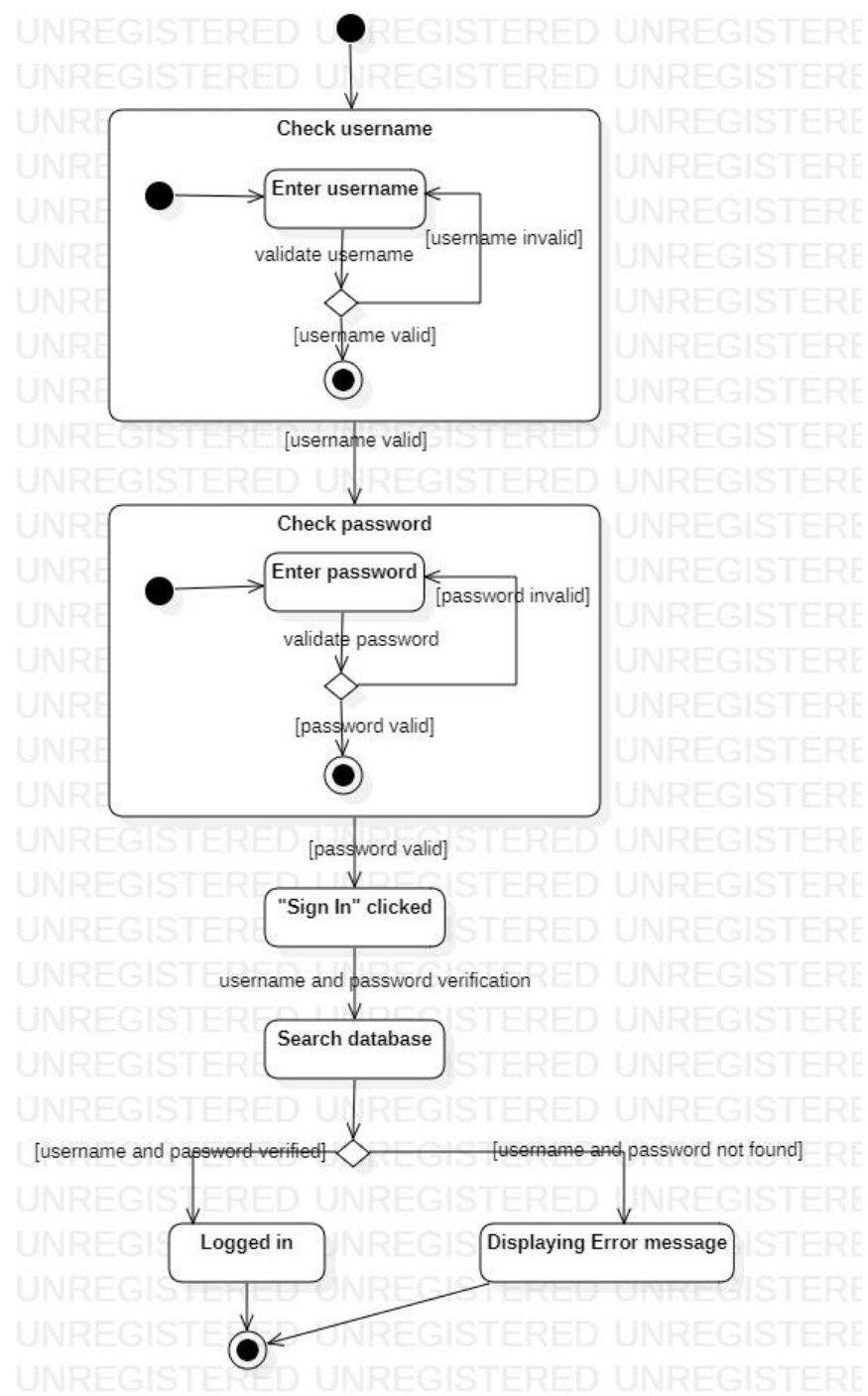
SIGN IN

Forgot Password?

SIGN IN WITH GOOGLE

Don't have an account ?

Sign up



End of Presentation