

# The Workflow State Machine

## 0.1 Overview document

by Andreas Hartmann

### 1. Invoking a Transition

When an event  $e$  is invoked on a workflow instance  $I$ , the following algorithm is executed:

- The current state  $s_{current}$  is determined.
- The transition  $t$  from  $s_{current}$  to  $s_{next}$  which has the event  $e$  is determined.
- If  $t$  is not exactly defined, an exception is thrown.
- All conditions of  $t$  are validated.
- If all conditions are complied, the transition  $t$  fires:
  - All assignments of  $t$  are executed.
  - The workflow instance  $I$  is advanced to the state  $s_{next}$ .