State Machines

In a multi functional System

Any Code / Program which doesn't terminates immediately after execution is a state machine in some way or other.

What's a State?
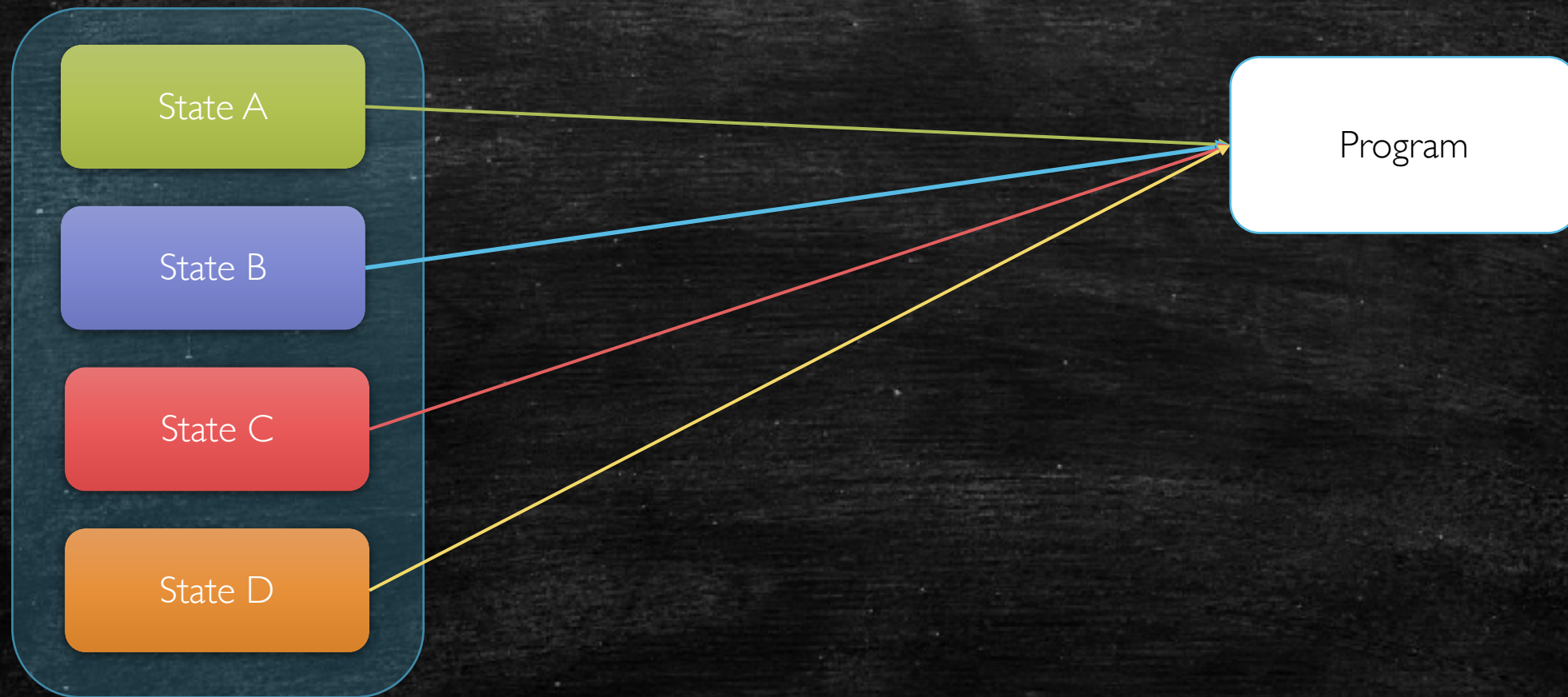
A state is defined by set of conditions and behaviours

A State — Happy State

😀

A State — Sad State

😞

A Program Consists of Multiple States

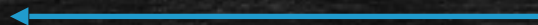# How We Move from one State to Another?

{ Events } Triggers { Transition }

Let's see an example

😀 → Lost Money → 😞

😀 ← Gain Money ← 😞

Let's see an example

😀 ——— Lost Money ———→ 😞

😀 ←——— Gain Money ——— 😞

↑
EVENT

Events & Transition

{ Events } – Received in a State

{ Transition } – Things we do while moving to next state