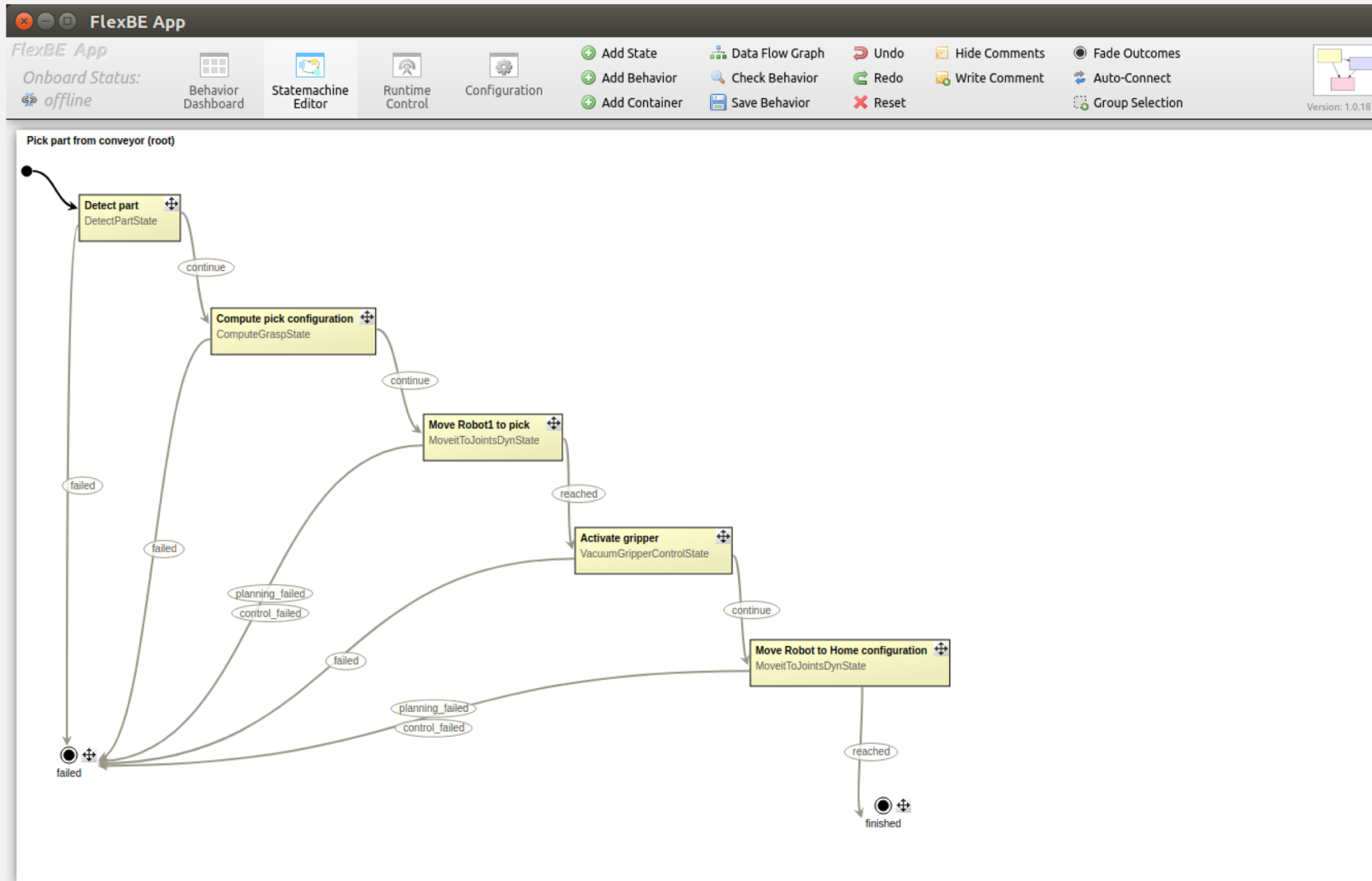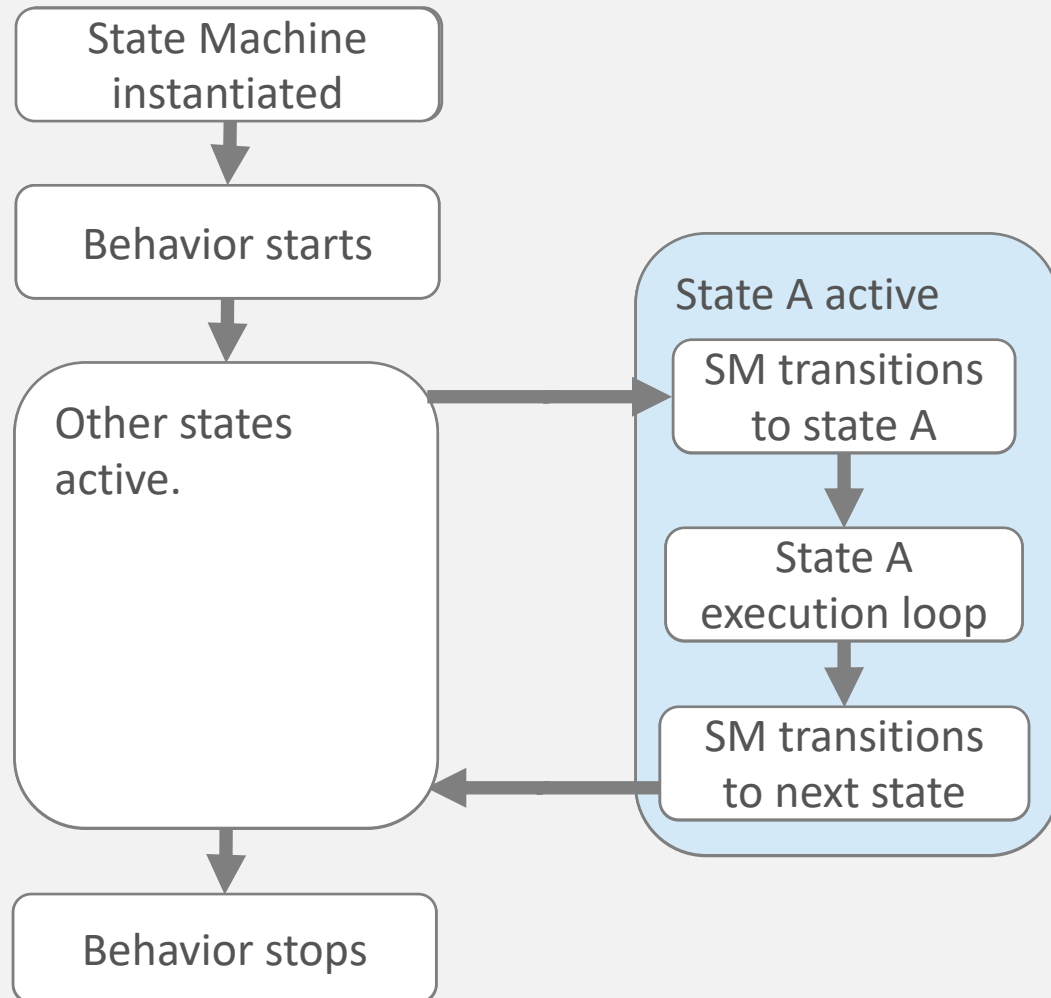# 6.4.2 | FlexBE State Lifecycle

Carlos Hernandez

The State Lifecycle

The State Lifecycle

- Sequence of function calls inside state implementations.
- Defined by `EventState` Python class.
- Associated to events in the state machine triggered by the behavior engine.

The State Lifecycle

State Machine instantiated

↓

Behavior starts

↓

Other states active.

State A active

SM transitions to state A

↓

State A execution loop

↓

SM transitions to next state

↓

Behavior stops

Function calls in FlexBE states:

init	state instantiated
on_start	(once) initialize resources
on_enter	start state actions, init var.
execute	(periodic) check conditions to trigger outcomes
on_exit	to stop running processes
on_stop	to clean up