Unit Test - MenuState Sequence Diagram

main : void	StateManager : class	MenuState : class	Windows.h : library

loop

true

main → StateManager: OnUpdate() : void

StateManager → MenuState: OnUpdate() : void

MenuState → Windows.h: GetKeyState(key) : SHORT

Windows.h ⇠ MenuState: state

opt

key == '1' && state > 0

MenuState ⇠ StateManager: SetState(TreeState) : void

opt

key == '2' && state > 0

MenuState ⇠ StateManager: SetState(HashState) : void

opt

key == '3' && state > 0

MenuState ⇠ StateManager: SetState(ListState) : void

MenuState ⇠ StateManager: return

StateManager ⇠ main: return