

```
detail::simple_state  
_base_type< Stopped ,  
Active ::inner_context  
_type, mpl::list<> >::type
```

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boost::statechart::  
simple_state< Stopped,  
Active >
```

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- pContext_
```

```
+ outermost_context()  
+ outermost_context()  
+ context()  
+ context()  
+ state_cast()  
+ state_downcast()  
+ state_begin()  
+ state_end()  
+ post_event()  
+ post_event()  
+ discard_event()  
+ forward_event()  
+ defer_event()  
+ transit()  
+ transit()  
+ terminate()  
+ clear_shallow_history()  
+ clear_deep_history()  
+ triggering_event()  
+ BOOST_STATIC_ASSERT()  
+ BOOST_STATIC_ASSERT()  
+ operator new()  
+ operator delete()  
+ outermost_context_base()  
+ outermost_context_base()  
+ outer_state_ptr()  
+ react_Impl()  
+ exit_Impl()  
+ exit_Impl()  
+ set_outermost_unstable  
_state()  
+ context_ptr()  
+ set_context()  
+ store_deep_history_Impl()  
+ initial_deep_construct()  
+ deep_construct()  
+ shallow_construct()  
+ deep_construct_inner()  
# simple_state()  
# ~simple_state()  
- transit_Impl()  
- local_react()  
- check_store_shallow  
_history()  
- check_store_deep_history()
```

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IElapsedTime
```

```
+ ElapsedTime()
```

```
Stopped
```

```
+ ElapsedTime()  
+ react()
```