

Language vs. Construct	StateMachine	Region	AbstractState	State	Transition	Trigger	NotTrigger	AndTrigger	OrTrigger	Pseudostate	InitialState	Fork	Join	DeepHistory	ShallowHistory	Junction	Conditional	Choice	FinalState	Constraint	Statement	Program	NamedElement	Total of constructs
UML	●	●	●	●	●	●	·	●	·	●	●	●	●	●	●	●	·	●	●	●	●	●	●	20
Rhapsody	●	●	●	●	●	●	·	·	·	●	●	●	●	·	●	●	●	·	●	●	●	●	●	18
Harel	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	●	·	●	●	●	●	●	22