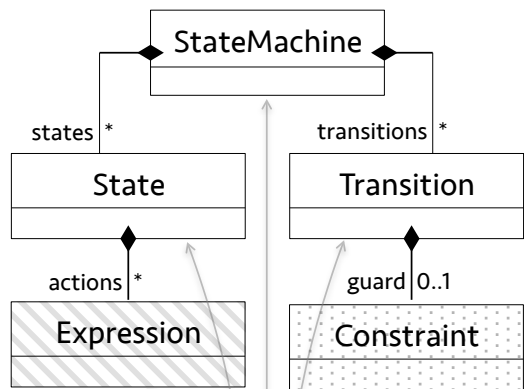


## FSM



WEAVING

**@Aspect(StateMachine)**

execute() : void  
step() : void

**@Aspect(State)**

do() : void

**@Aspect(Transition)**

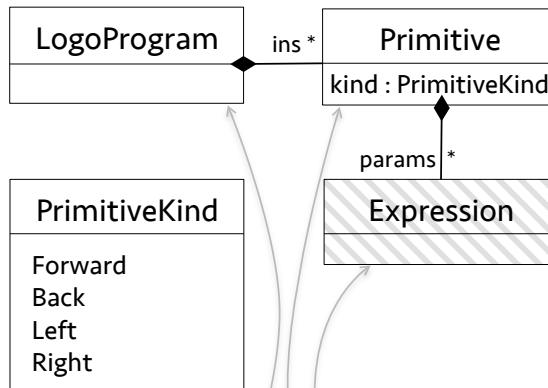
fire() : void

**@Aspect(Expression)** **@Aspect(Constraint)**

eval() : void

eval() : bool

## Logo



WEAVING

**@Aspect(LogoProgram)**

execute() : void

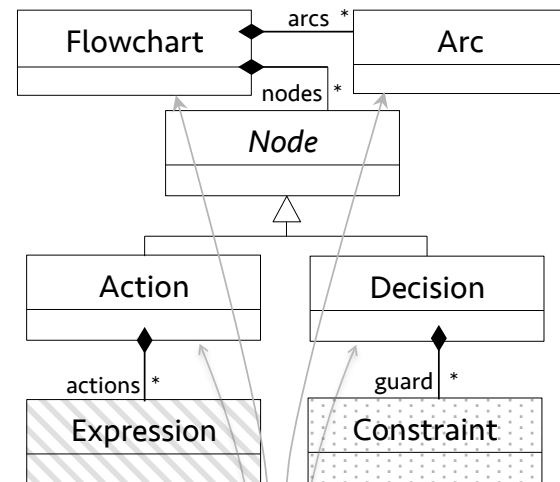
**@Aspect(Primitive)**

eval() : void

**@Aspect(Expression)**

eval() : void

## Flowchart



WEAVING

**@Aspect(Flowchart)**

execute() : void

**@Aspect(Arc)**

fire() : void

**@Aspect(Action)**

do() : void

**@Aspect(Decision)**

eval() : void

**@Aspect(Expression)** **@Aspect(Constraint)**

eval() : void

eval() : bool