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| **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** |  |  |  |  |  |  | *-* |  | *-* |  |  |  |  |  |  |  | *-* |  |  |  |  |  |  | **** |
| **Rhapsody** |  |  |  |  |  |  | *-* | *-* | *-* |  |  |  |  | *-* |  |  |  | *-* |  |  |  |  |  | **18** |
| **Harel** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | *-* |  |  |  |  |  | **22** |