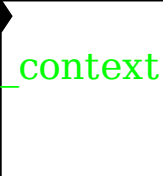## FSM

context
current_state
current_state
current_state_id
current_state_name
init_action
init_action

---

dispatch(event_name)
get_user_data(key)
set_user_data(key, data)
start(fsm_impl)

_context

Context

current_state
current_state
current_state_id
current_state_name
init_action
init_action

---

dispatch(event_name)
get_user_data(key)
set_user_data(key, data)

Event

name

FsmBuilder

action_wrapper
config
definition

---

build()
build_state(state_def, idx)
build_transition(tr_def, states)
build_transitions(trs_def, states)
get_value(data, key)
is_correct_action_name(name)
load_action(action_name)
set_runtime_environment()

State

entry_action
entry_action : NoneType
exit_action
exit_action : NoneType
id
id : int
name
name : str
transitions

---

dispatch(context, event_name)

Transition

action
end_action
end_action : NoneType
name
start_action
start_action : NoneType
target

---

execute(context)