Context

current\_state\_name

get\_user\_data(key: str): Dict
set\_user\_data(key: str, data: Dict): None

dis

events
init\_action
states
dispatch(event\_name, context: Context)

## FsmBuilder events first state name init action states build(): None get value(data: Dict, key: str): List[str]

State entry action entry action : NoneType exit action exit action : NoneType id: int name name: str transitions dispatch(context: Context, event name: str): None

Transition action end action end action : NoneType name: str start action start action : NoneType target name execute(context: Context): None