FSM

current_state_id current_state_name init_action number_of_states state names

dispatch(event_name)
get_user_data(key)
set_user_data(key, data)
start(): None

_context

Context

current_state_name
current_state_name
init_action
init_action

get_user_data(key: str): Dict

set_user_data(key: str, data: Dict): None

FsmBuilder

events first_state_name init_action states

build(): None

get_value(data: Dict, key: str): List[str]

str

State

entry_action

entry_action : NoneType

exit_action

exit_action : NoneType

1d

id : int name

name: str transitions

dispatch(context: Context, event_name: str): None

Transition

action

end action

end_action : NoneType

name

start_action

start_action : NoneType

target_name

execute(context: Context): None