En : entry Action;
Ex : exit Action;
On-event : on event Action;

| A\ En:A_EN Ex:A_EX | E[C]{Ac}/At → | B\ En:B_EN Ex:B_EX On-event |

A_IDL

A_active;
Execute
A_during_Action;

Unless E →

A_EXIT_B_ENTRY

Execute A_EX;
Set A to inactive;
Execute Ac, At;
Set B to active;
Execute B_EN;

Until true

B_IDL

B_active;
Execute
B_during_Action;
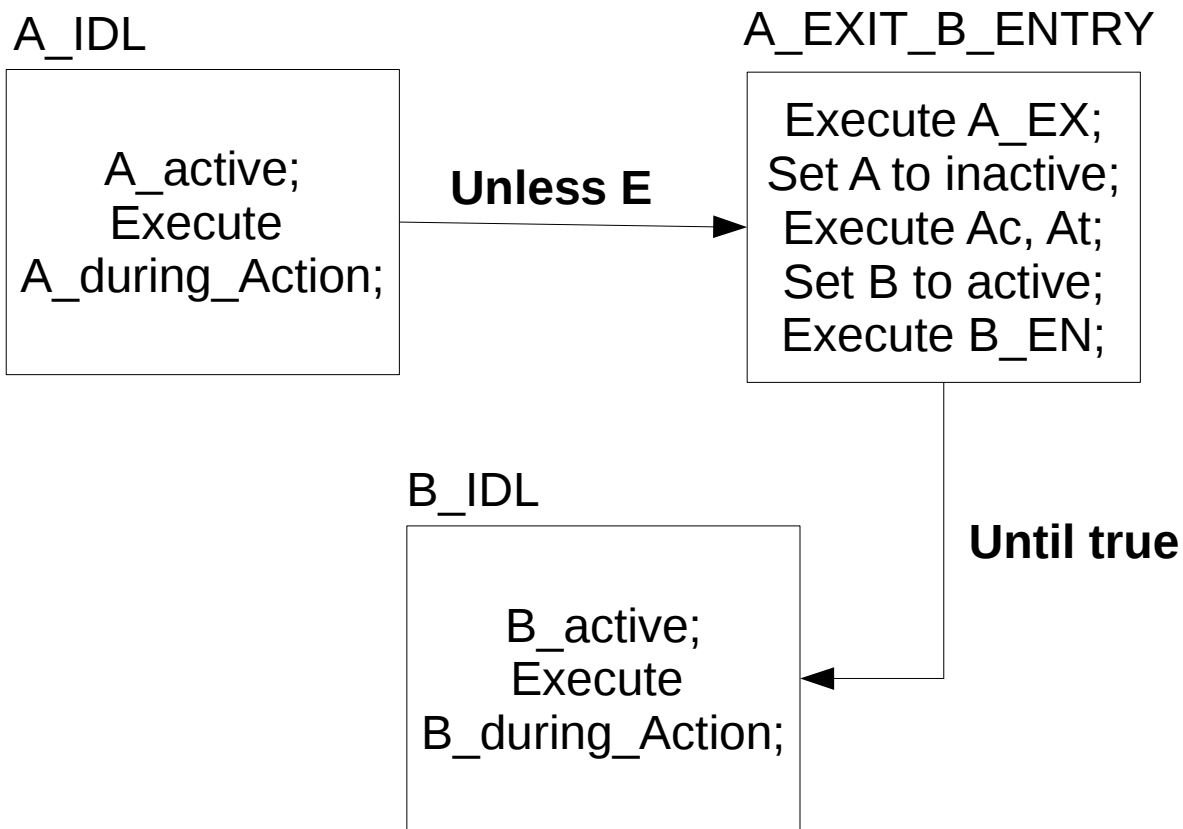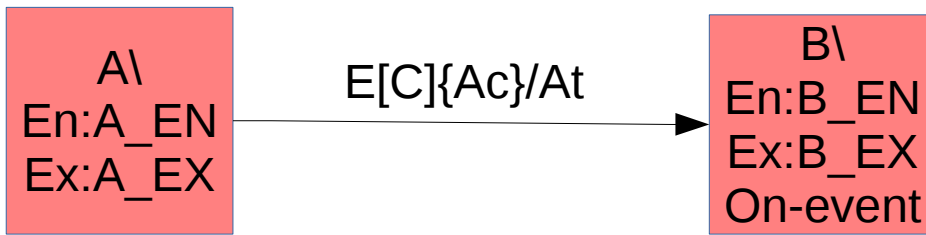
Unless E : if E then go directly to destination state and execute It, else execute the source state (in this case next state is the Current state state).

Until E : execute source state ; if E then
next state will be the Destination of the transition;
else next state is the current state.