

States Defined:

A condition for a machine that exists for a non-trivial amount of time.
The meaning of non-trivial is project dependent.

Examples:

Starting
Running
Stopped
Cooling
Heating
Moving Up
Closing
Opening
Idle

Events Defined:

An action that occurs effectively instantly in the context of the project.

Examples:

Key pressed
Stop button pressed
Last step executed
Fuel supply interrupted

