Model::StateMachine1::StatechartDiagram1

State machine diagram with the following states and transitions:

- **Main menu**
- **Show list**
- **Pay**
- **Pay With CC**
- **Download**
- **Shop**
- **Confirm data**
- **Pay With Cash**

Transitions:

- click [clickedButton==generaLista] / showList
- click [clickedButton==libro] / displayList
- click [click==procedi && id is correct] / goOnWithPayment
- click [clickedButton==procedi && data is incorrect] / goOnWithPayment
- click [clickedButton==shop] / select shop
- click [clickedButton==cc] / makePaymentWithCC
- click [click==procedi && disp<=0] / makePayment
- click [buttonClicked==shop && isValid==false && isOpen==false] / chooseShop
- click [clickedBitton==download and data is correct] / download file
- click / download file
- wait [wait 5 days] / wait to retire object
- waited 5 days / object is ready
- click [clickedButton=download && data is correct] / download file
- click [clickeButton==shop] / select shop
- click [clickedButton==cash] / makePaymentWithCash
- click [clickedButton==procedi && data is incorrect] / goOnWithPayment