

BEHAVIOURAL MODELING BY USING STATE TRANSITION DIAGRAM (STD)



BEHAVIOUR VS ATTITUDE



SOME NEGATIVE BEHAVIOURS

- 1. O teri...**
- 2. Shit...**
- 3. Oops...**
- 4. Taino pata main kon aa...**
- 5. Too bahir nikal, tainoo main dasna...**
- 6. To abuse on any event...**

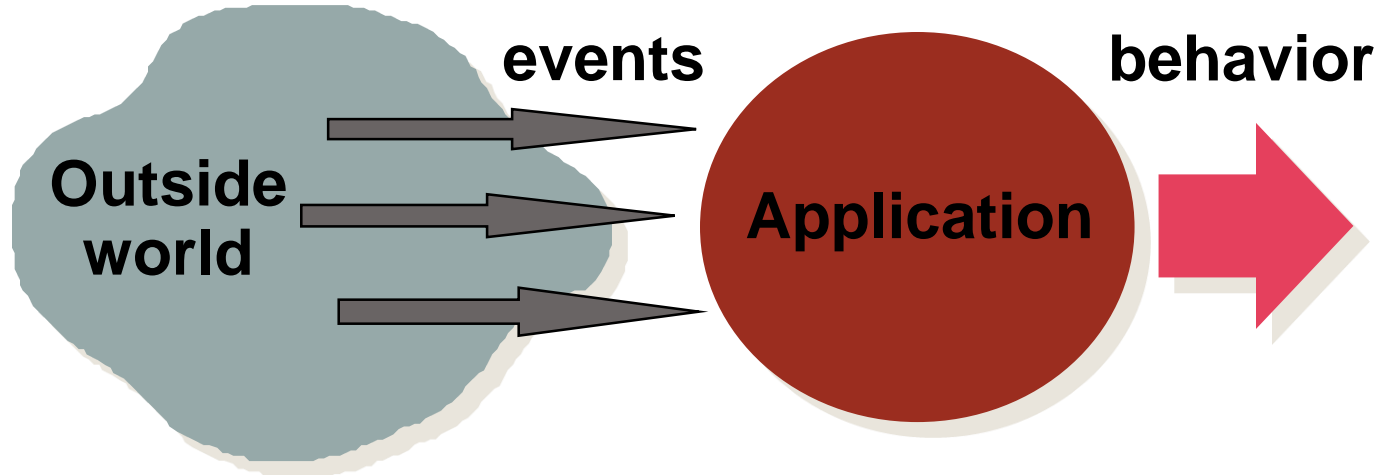


CHANGE NEGATIVE BEHAVIOURS INTO POSITIVE BEHAVIOURS

1. “O teri...” = **“Subhan Allah, Masha Allah”**
2. “Shit...” = **“Inna Lillah hi wa Inna Aliehe Rajaoon”**
3. “Oops...” = **“Inna Lillah hi wa Inna Aliehe Rajaoon”**
4. “Taino pata main kon aa...” = **‘Forgiveness’**
5. “Too bahir nikal, tainoo main dasna...” = **‘Forgiveness’**
6. To abuse on any event... = **Use of Subhan Allah, Masha Allah, Allah O Akbar**



BEHAVIOURAL MODELING



$$E + R = O$$

E = Event, R = Response, O = Output



ELEMENTS OF STD:

1. State: a set of observable circumstances that characterizes the behaviour of a system at a given time.
2. State transition: the movement from one state to another.
3. Event: An occurrence that causes the system to exhibit some predictable form of behaviour.
4. Action: Process that occurs as a consequence of making a transition.



STATE TRANSITION DIAGRAM NOTATIONS:



state

The diagram shows a dark red rectangular box with the word "state" centered inside. The box has a subtle drop shadow effect.

event causing transition
action that occurs

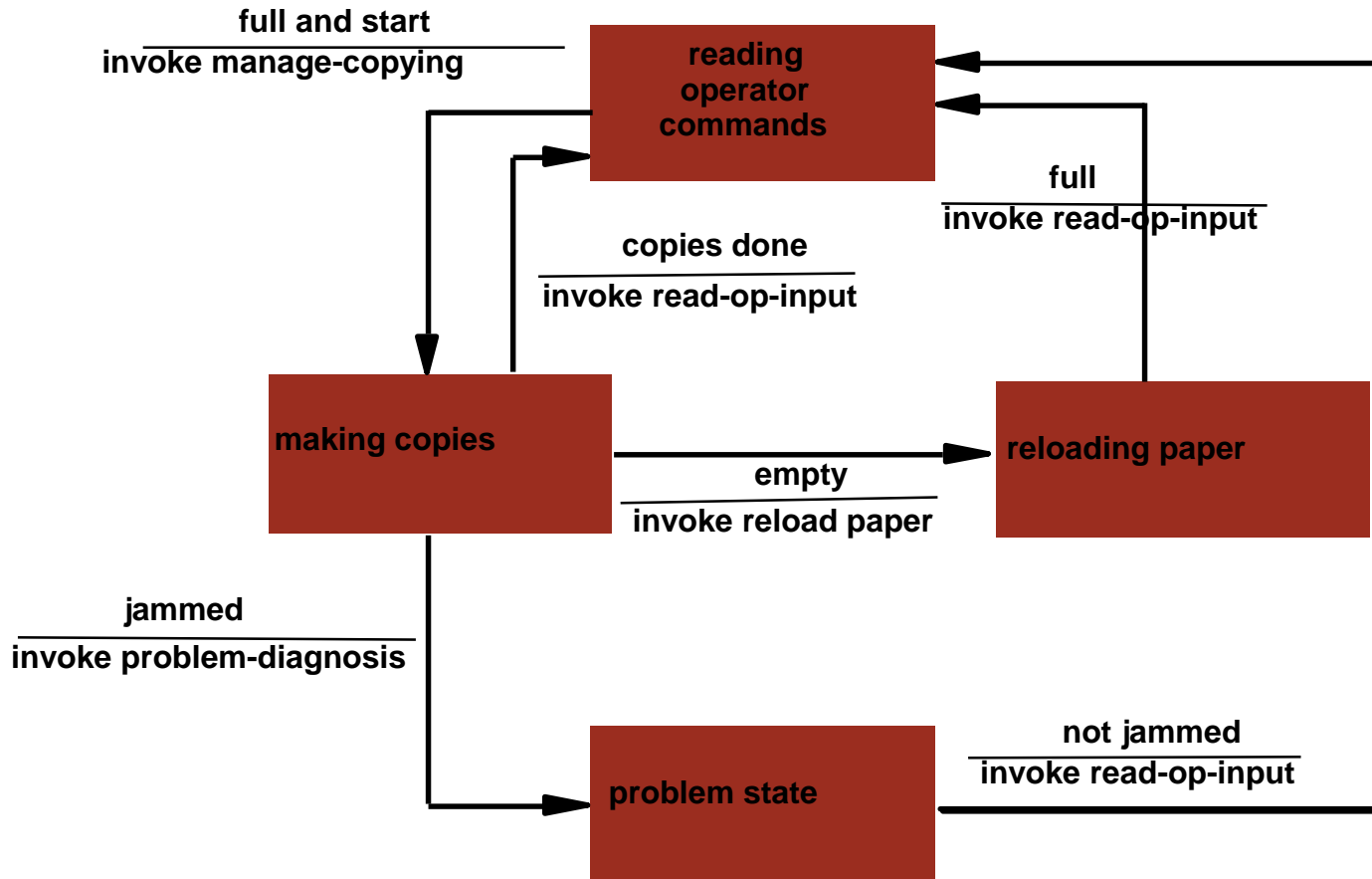


new state

The diagram shows a dark red rectangular box with the words "new state" centered inside. The box has a subtle drop shadow effect.



EXAMPLE: PHOTOSTAT MACHINE



State Transition Diagram: Physician Billing System

