```
entity type
              -m pOwner
StateMachine< entity
          type >
- m pCurrentState
- m pPreviousState
- m pGlobalState
+ StateMachine()
+ ~StateMachine()
+ SetCurrentState()
+ SetGlobalState()
```

+ SetPreviousState()

+ RevertToPreviousState()

+ GetNameOfCurrentState()

+ Update() + ChangeState()

+ isInState() + CurrentState() + GlobalState() + PreviousState()