

	Mealy	Moore	Harel	UML
States and transitions	✓	✓	✓	✓
Transitions produce output	✓		✓	✓
States produce output		✓	✓	✓
Depth (hierarchies, composite states)			✓	✓
Orthogonality (parallel substatemachines)			✓	✓
Broadcast communication (events)			✓	✓
History, actions, delays, timeouts, conditions			✓	✓