

<Behavioral_Elements.State_Machines.StateMachine xmi.id="xmi.3" xmi.uuid="83--118--20-96-159b3:10777ce6fa4:-7fea">

<Foundation.Core.ModelElement.name>ClassA_SM</Foundation.Core.ModelElement.name>

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<Behavioral_Elements.State_Machines.Pseudostate xmi.id="xmi.5" xmi.uuid="83--118--20-96-159b3:10777ce6fa4:-7fe3">

<Foundation.Core.ModelElement.name>iniClassA</Foundation.Core.ModelElement.name>

<Behavioral_Elements.State_Machines.Pseudostate.kind xmi.value="initial"/>

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<Behavioral_Elements.State_Machines.StateVertex.outgoing>

<Behavioral_Elements.State_Machines.Transition xmi.idref="xmi.6"/>

</Behavioral_Elements.State_Machines.StateVertex.outgoing>

</Behavioral_Elements.State_Machines.Pseudostate>

<Behavioral_Elements.State_Machines.State xmi.id="xmi.7" xmi.uuid="83--118--20-96-159b3:10777ce6fa4:-7fe2">

<Foundation.Core.ModelElement.name>working</Foundation.Core.ModelElement.name>

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</Behavioral_Elements.State_Machines.State>

<Behavioral_Elements.State_Machines.FinalState xmi.id="xmi.9" xmi.uuid="83--118--20-96-159b3:10777ce6fa4:-7fe0">

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</Behavioral_Elements.State_Machines.FinalState>

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<Behavioral_Elements.State_Machines.StateMachine.transitions>

<Behavioral_Elements.State_Machines.Transition xmi.id="xmi.6" xmi.uuid="83--118--20-96-159b3:10777ce6fa4:-7fe1">

<Foundation.Core.ModelElement.name>t1</Foundation.Core.ModelElement.name>

<Behavioral_Elements.State_Machines.Transition.trigger>

<Behavioral_Elements.State_Machines.Event xmi.idref="xmi.10"/>

</Behavioral_Elements.State_Machines.Transition.trigger>

<Behavioral_Elements.State_Machines.Transition.effect>

<Behavioral_Elements.Common_Behavior.CallAction xmi.id="xmi.11" xmi.uuid="83--118--20-96-159b3:7ce6fa4:-7fdd">

<Foundation.Core.ModelElement.name>ClassB.method2</Foundation.Core.ModelElement.name>

<Foundation.Core.ModelElement.isSpecification xmi.value="false"/>

<Behavioral_Elements.Common_Behavior.Action.isAsynchronous xmi.value="false"/>

</Behavioral_Elements.Common_Behavior.CallAction>

</Behavioral_Elements.State_Machines.Transition.effect>

<Behavioral_Elements.State_Machines.Transition xmi.id="xmi.8" xmi.uuid="83--118--20-96-159b3:10777ce6fa4:-7fdf">

<Foundation.Core.ModelElement.name>t2</Foundation.Core.ModelElement.name>

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<Behavioral_Elements.State_Machines.CallEvent xmi.id="xmi.10" xmi.uuid="83--118--20-96-159b3:10777ce6fa4:-7fde">

<Foundation.Core.ModelElement.name>ev1</Foundation.Core.ModelElement.name>

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</Behavioral_Elements.State_Machines.CallEvent>

ev1/ClassB.method2()

working

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