Assignment -07

RollNo :- 43236

Title :- prepare and implement state model

Objective :-

1) To identify state transation events in the system flow
2) draw a diagram & implement model

Theory :-

State Machine diagram :- :-

It models the behaviors of a single objects specifying the sequence of events that an object goes through during its lifetime in response to events - It describe different state of component in a system. The following are the main purpose of State chart diagram

1) To model aspect of a system
2) To model life time of reactive system
3) To describe different to model state of an object

Transcation - A trasation may have :-

1) Trigger :- It is a cause of transaction
2) Guard :- It is a ~~condition~~ condition which must be true in order for the bigger to cause transaction
3) Effort :- It is an caution which will be involved drafts on the objects as a result of the transition.

State Action:- Entry / Exit actions can be defined for states.

Compound state :- A state machine may include submachine diagrams.

Terminal Pseudo state:- It indicates that the lifetime of the state machine has ended.

History states:- It is used to remember the previous states of a state machine when it was interrupted

Conclusion:-

They are have studied and implemented the state model.