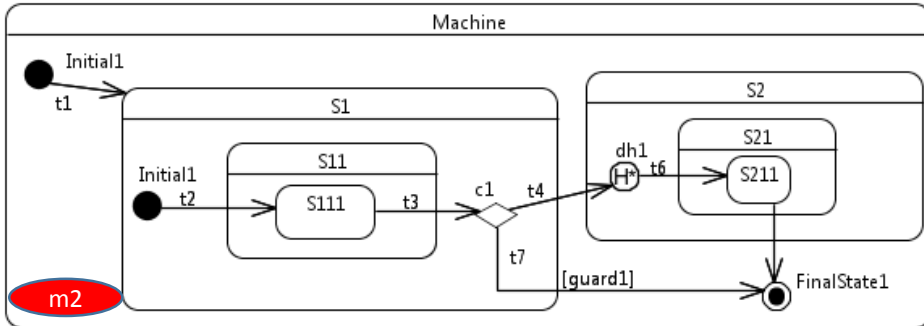


Evolution



```

systemState = EVENT_PROCESSING;
if (states[S11_ID].actives[0]==S111_ID
&&(currentEvent->stateId==S111_ID)){
    Exit(states[S11_ID].actives[0]);
    states[S11_ID].actives[0] = STATE_MAX;
    Exit(states[S1_ID].actives[0]);
    states[S1_ID].actives[0] = STATE_MAX;
    if (guard1) {
        Exit(S1_ID);
        activeStateID = S3_ID;
        Entry(S3_ID);
    } else {
        Exit(S1_ID);
        activeStateID = S2_ID;
        Entry(S2_ID);
        unsigned int loc_ActiveId;
        if (states[S2_ID].previousStates[0]
            !=STATE_MAX) {
            loc_ActiveId =
                states[S2_ID].previousStates[0];
        } else {
            loc_ActiveId = S21_ID;
        }
        states[S2_ID].actives[0]=loc_ActiveId;
        Entry(loc_ActiveId);
    }
    systemState = EVENT_CONSUMED;
}

```

Evolution

```

systemState = EVENT_PROCESSING;
if (states[S11_ID].actives[0]==S111_ID
&&(currentEvent->stateId==S111_ID)) {
    Exit(states[S11_ID].actives[0]);
    states[S11_ID].actives[0] = STATE_MAX;
    Exit(states[S1_ID].actives[0]);
    states[S1_ID].actives[0] = STATE_MAX;
    if (guard1) {
        Exit(S1_ID);
        activeStateID = STATE_MAX;
    } else {
        Exit(S1_ID);
        activeStateID = S2_ID;
        Entry(S2_ID);
        unsigned int S2_Region1_dh1;
        if (states[S2_ID].previousStates[0]
            != STATE_MAX) {
            S2_Region1_dh1 =
                states[S2_ID].previousStates[0];
            Entry(S2_Region1_dh1);
            if (S21_ID==S2_Region1_dh1) {
                unsigned int S21_Region1_dh1 =
                    states[S21_ID].previousStates[0];
                Entry(S21_Region1_dh1);
            }
        } else {
            states[S2_ID].actives[0] = S21_ID;
            Entry(S21_ID);
            states[S21_ID].actives[0] = S211_ID;
            Entry(S211_ID);
        }
    }
    systemState = EVENT_CONSUMED;
}

```