

<pre> 1 systemState = EVENT_PROCESSING; if (states[S11_ID].actives[0]==S111_ID 3 &&(currentEvent->stateId==S111_ID)){ Exit(states[S11_ID].actives[0]); 5 states[S11_ID].actives[0]=STATE_MAX; Exit(states[S1_ID].actives[0]); 7 states[S1_ID].actives[0]=STATE_MAX; if (guard1) { 9 Exit(S1_ID); activeStateID = S3_ID; 11 Entry(S3_ID); } else { 13 Exit(S1_ID); activeStateID = S2_ID; 15 Entry(S2_ID); unsigned int loc_ActiveId; 17 if(states[S2_ID].previousStates[0] !=STATE_MAX){ 19 loc_ActiveId=states[S2_ID] .previousStates[0]; 21 } else { loc_ActiveId = S21_ID; 23 } states[S2_ID].actives[0]= 25 loc_ActiveId; Entry(loc_ActiveId); 27 } systemState = EVENT_CONSUMED; 29 }</pre>	<pre> 1 systemState = EVENT_PROCESSING; if (states[S11_ID].actives[0]==S111_ID 3 && (currentEvent->stateId==S111_ID)){ Exit(states[S11_ID].actives[0]); 5 states[S11_ID].actives[0]=STATE_MAX; Exit(states[S1_ID].actives[0]); 7 states[S1_ID].actives[0]=STATE_MAX; if (guard1) { 9 Exit(S1_ID); activeStateID = STATE_MAX; 11 } else { Exit(S1_ID); 13 activeStateID = S2_ID; Entry(S2_ID); 15 unsigned int S2_Region1_dh1; if (states[S2_ID].previousStates[0] != STATE_MAX) { 17 S2_Region1_dh1 = states[S2_ID].previousStates[0]; Entry(S2_Region1_dh1); 21 if (S21_ID==S2_Region1_dh1) { unsigned int S21_Region1_dh1 = 23 states[S21_ID].previousStates[0]; Entry(S21_Region1_dh1); 25 } } else { 27 states[S2_ID].actives[0]=S21_ID; Entry(S21_ID); 29 states[S21_ID].actives[0]=S211_ID; Entry(S211_ID); 31 } } 33 systemState = EVENT_CONSUMED; }</pre>
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