


<pre> 1 class System { state_machine(Machine) { 3 initial_state(S1,S1_entry,S1_exit,NULL) { initial(Initial1); 5 state(S11, S11_entry, S11_exit) { state(S111, S111_entry, S111_exit); 7 }; choice(c1); 9 exit_point(ex1); }; 11 state(S2, S2_entry, S2_exit) { shallow_history(h1); 13 state(S21, S21_entry, S21_exit); final_state(S2_final); 15 }; state(S3, S3_entry, S3_exit); 17 final_state(FinalState1); //Event table definitions 19 //Transition table transition_table { 21 transition(S111,c1,NULL,NULL,NULL); transition(c1,ex1,NULL,NULL,NULL); 23 transition(c1,S3,NULL,NULL,NULL); } 25 }; void S1_entry() { 27 //Entry action for S1 } 29 //... //class member declarations 31}; </pre>		<pre> 1 class System { state_machine(Machine) { initial_state(S1,S1_entry,S1_exit,NULL) { initial(Initial1); 5 state(S11, S11_entry, S11_exit) { state(S111, S111_entry, S111_exit); 7 }; choice(c1); 9 }; state(S2, S2_entry, S2_exit) { 11 deep_history(dh1); state(S21, S21_entry, S21_exit) { 13 state(S211, S211_entry, S211_exit); }; 15 }; final_state(FinalState1); 17 //Event table definitions //Transition table 19 transition_table { transition(S111,c1,NULL,NULL,NULL); 21 transition(c1,dh1,NULL,NULL,NULL); transition(c1,FinalState1,NULL,NULL,NULL); 23 } }; 25 void S1_entry() { //Entry action for S1 27 } //... 29 //class member declarations }; 31}; </pre>
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