


<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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