## smacc::StateBehavior

- + ownerState
- + postEventFn
- + eventTypes
- + eventCallbacks
- ISmaccStateMachine
- + StateBehavior()
- + onInitialized()
- + initialize()
- + onEventNotified()
- + createEventCallback()
- + createEventCallback()
- + update()
- + triggers()
- + declareInputEvent()
- + declarePostEvent()
- notifyEvent()

## smacc::state\_behaviors ::SbAllEventsGo

- triggeredEvents
- + SbAllEventsGo()
- + onInitialized()
- + onEventNotified()

+ triggers()

## smacc::state\_behaviors ::SbConditional

- triggeredEvents
- conditionFlag
- + SbConditional()
- + ~SbConditional()
- + triggers()

## smacc::state\_behaviors ::SbEventCountdown

- triggeredEvents
- eventCount\_
- + SbEventCountdown()
- + onInitialized()
- + onEventNotified()
- + triggers()