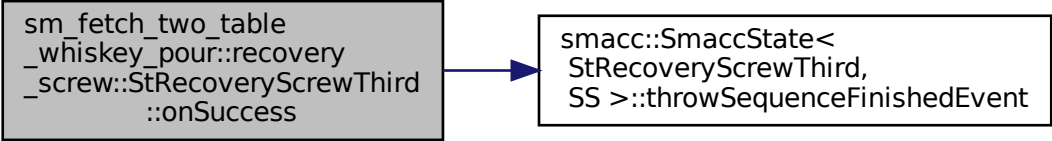


```
sm_fetch_two_table  
_whiskey_pour::recovery  
_screw::StRecoveryScrewThird  
::onSuccess
```



A diagram showing a transition from a stateful object to a stateless object. On the left, a gray rectangular box contains the code for a stateful object. A blue arrow points from this box to a white rectangular box on the right, which contains the code for a stateless object.

```
smacc::SmaccState<  
StRecoveryScrewThird,  
SS >::throwSequenceFinishedEvent
```