## smacc2::SmaccEventGenerator

- ownerState
- ISmaccStateMachine
- + SmaccEventGenerator()
- + ~SmaccEventGenerator()
- + onStateAllocation()
- + onEntry()
- + onExit()
- + postEvent()
- + postEvent()
- + initialize()
- + onInitialized()

## smacc2::event\_generators ::EgConditionalGenerator

- + mode\_
- postEventTrue
- postEventFalse
- updatePredicate\_
- + EgConditionalGenerator()
- + ~EgConditionalGenerator()
- + onEntry()
- + onStateAllocation()
- + update()
- + setPredicateFunction()
- checkPredicateAndPost()

## smacc2::state\_reactors ::EgRandomGenerator

- + mode
- postEventA
- postEventB
- postEventC
- evAMin\_
- evAMax\_evBMin
- ev BMax
- evCMin
- evCMax
- minValue
- maxValue
- + EgRandomGenerator()
- + onEntry()
- + onStateAllocation()
- + postRandomEvents()
- + update()