```
{smacc2::SmaccEventGenerator
              I- ownerState
              - ISmaccStateMachine
              |+ SmaccEventGenerator()
              + ~SmaccEventGenerator()
              + onStateAllocation()
              + onEntry()
              + onExit()
              + postEvent()
              + postEvent()
              + initialize()
              + onInitialized()
                                   {smacc2::state reactors
                                    ::EgRandomGenerator
                                   + mode
{smacc2::event generators
                                   - postEventA
                                   - postEventB
 ::EgConditionalGenerator
                                   postEventC
postEventTrue
                                   - evAMin
                                   - evAMax

    postEventFalse

- updatePredicate
                                   - evBMin
|+ EgConditionalGenerator()
                                   evBMax
+ ~EgConditionalGenerator()
                                   - evCMin
                                   evCMax
+ onStateAllocation()

    minValue

                                   - maxValue
+ setPredicateFunction()
                                   |+ EgRandomGenerator()
- checkPredicateAndPost()
                                   + onEntry()
                                   + onStateAllocation()
                                   + postRandomEvents()
                                   + update()
```

l+ mode

+ onEntry()

+ update()