```
{smacc::SmaccEventGenerator
              l- ownerState
              - ISmaccStateMachine
              |+ SmaccEventGenerator()
              + ~SmaccEventGenerator()
              + onStateAllocation()
              + onEntry()
              + onExit()
              + postEvent()
              + postEvent()
              + initialize()
              + onInitialized()
                                  {smacc::state reactors
                                    ::EgRandomGenerator
                                  + mode
                                  postEventA
{smacc::event generators
                                  postEventB
 ::EgConditionalGenerator

    postEventC

                                  - evAMin
- postEventTrue

    evAMax

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

    minValue

                                  - maxValue
+ setPredicateFunction()
                                  |+ EgRandomGenerator()
- checkPredicateAndPost()
                                  + onEntry()
```

+ onStateAllocation() + postRandomEvents()

+ update()

l+ mode

+ onEntry()

+ update()