## smacc::SmaccEventGenerator

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

## smacc::ISmaccUpdatable

- periodDuration
- lastUpdate\_
- + ISmaccUpdatable()
- + ISmaccUpdatable()
- + executeUpdate()
- + setUpdatePeriod()
- # update()

## smacc::state\_reactors ::EgRandomGenerator

- + mode
- postEventA
- postEventBpostEventC
- evAMin
- evAMax
- evBMin\_
- evBMax\_
- evCMin\_
- evCMax\_
- minValue
- maxValue

## + EgRandomGenerator()

- + onEntry()
- + onStateAllocation()
- + postRandomEvents()
- + update()