```
{smacc::SmaccEventGenerator
i- ownerState
- ISmaccStateMachine
                                      {smacc::ISmaccUpdatable
|+ SmaccEventGenerator()
                                      - periodDuration
+ ~SmaccEventGenerator()
                                      - lastUpdate
+ onStateAllocation()
                                      |+ ISmaccUpdatable()
+ onEntry()
                                      + ISmaccUpdatable()
                                      + executeUpdate()
+ onExit()
+ postEvent()
                                      + setUpdatePeriod()
+ postEvent()
                                      # update()
+ initialize()
+ onInitialized()
                     {smacc::state reactors
                      ::EgRandomGenerator
                     |+ mode
                     - postEventA
                     - postEventB
                     - postEventC
                     - evAMin
                     evAMax
                     - evBMin
                     - evBMax
                     - evCMin
                     - evCMax

    minValue

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