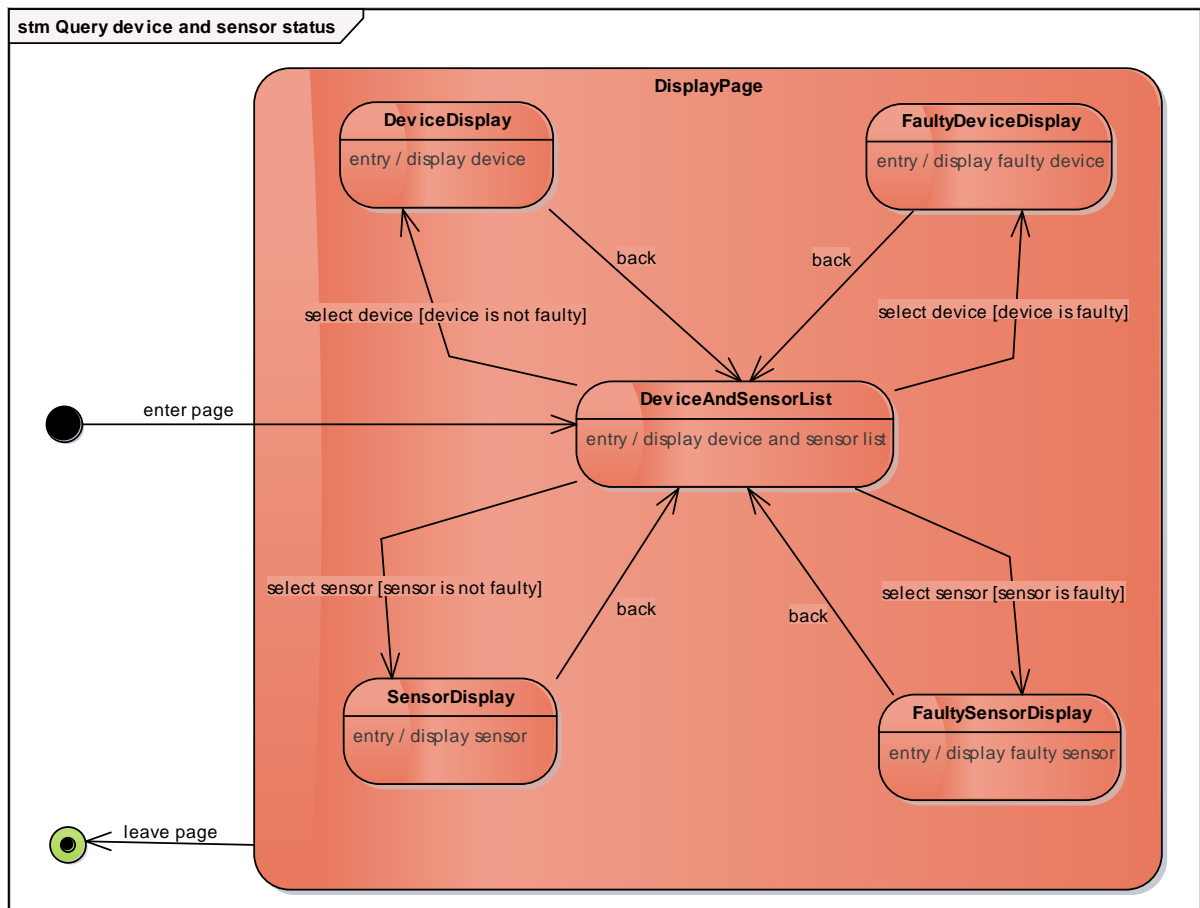


Learning UML

O'Reilly

Exercises – Pseudostates

If you have followed along, you should have a statemachine diagram called *Query device and sensor status*. Your diagram should look something like this.



Add a choice pseudostate with a transition from *DeviceAndSensorList*, which has a trigger called *select sensor*. Change the transitions from *DeviceAndSensorList* to *SensorDisplay* and *FaultySensorDisplay* so that they are connected to the choice pseudostate and remove their triggers.

Do the same for the transitions to *DeviceDisplay* and *FaultyDeviceDisplay* using a junction pseudostate.

Add a new state called *AreYouSureDialogue* outside *DisplayPage* and move the transition *leave page* so that it connects to it. Add a history pseudostate inside *DisplayPage* and connect a transition from the new state to it with the trigger *cancel button pressed*. Add a transition to the final state from the new state with the trigger *OK button pressed*.

Your diagram should now look something like this.

