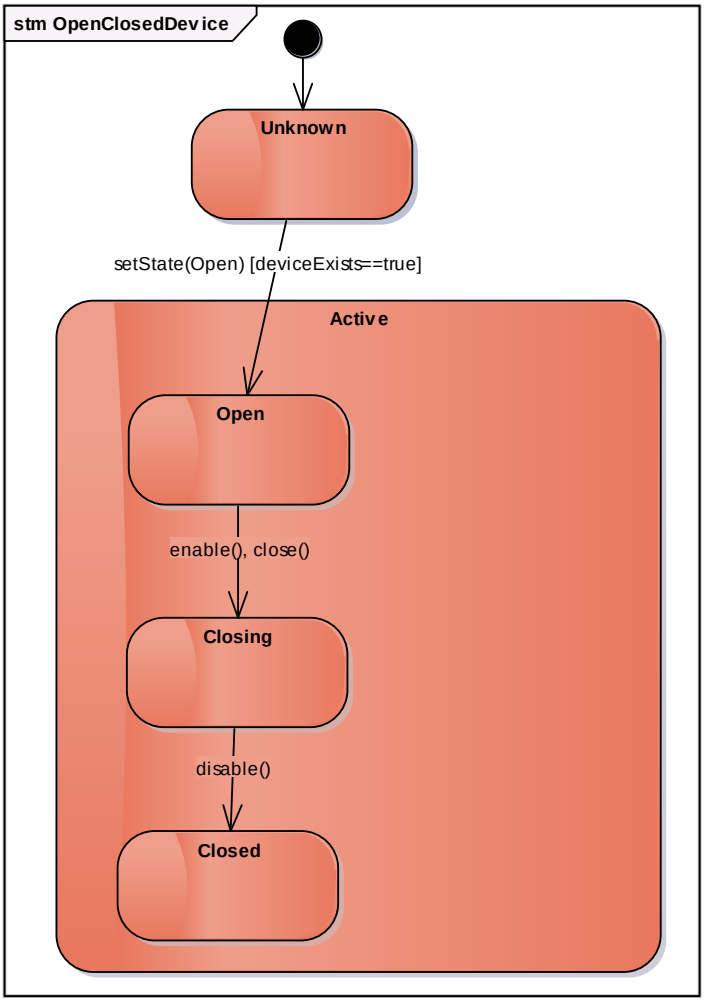
Learning UML

O'Reilly

Exercises – Protocol State Machines

If you have followed along, you should have a statemachine diagram called *OpenClosedDevice*. Your diagram should look something like this.



Add the state *Opening* to the diagram inside the *Active* state.

Add a transition from *Closed* to *Opening* and set the triggers to be *enable()* linked to the *enable()* operation of *Device* and *close()* linked to the *close()* operation of *OpenClosedDevice*.

Add a transition from Opening to Open and set the trigger to be *disable()* linked to the *disable()* operation of *Device*.

Add a state outside the Active state called *Removed*. Draw a transition from the boundary of the *Active* state to *Removed* and set the trigger to be *setRemoved(true)* and link it to the relevant operation of *Device*.

Add a history pseudostate inside *Active* and draw a transition to it from *Removed*. Set the trigger to be *setRemoved(false)* and link it to the relevant operation of *Device*.

Add a final state outside *Active* and draw a transition to it from Removed with the trigger *delete()*.

Your diagram should look something like this.