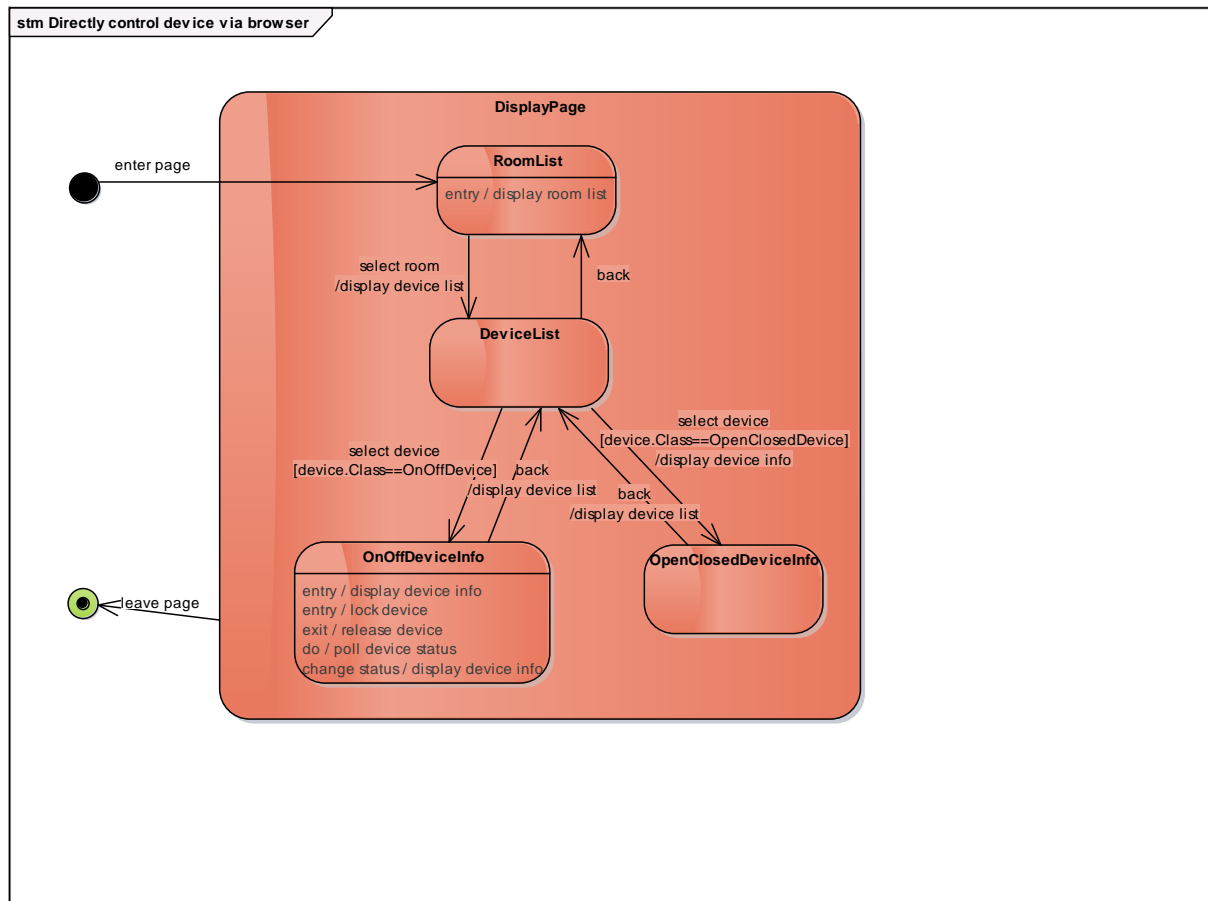


# Learning UML

O'Reilly

## Exercises – Behaviours in States

If you have followed along, you should have a state machine diagram called *Directly control device via browser*.



Now you will add entry and exit behaviours to *DeviceList* and *OpenClosedDeviceInfo*.

Add an entry behaviour called *display device list* to *DeviceList*. Remove the behaviour from the three transitions into that state that show it.

Add the following behaviours to *OpenClosedDevice*.

*entry / display device info*

*entry / lock device*

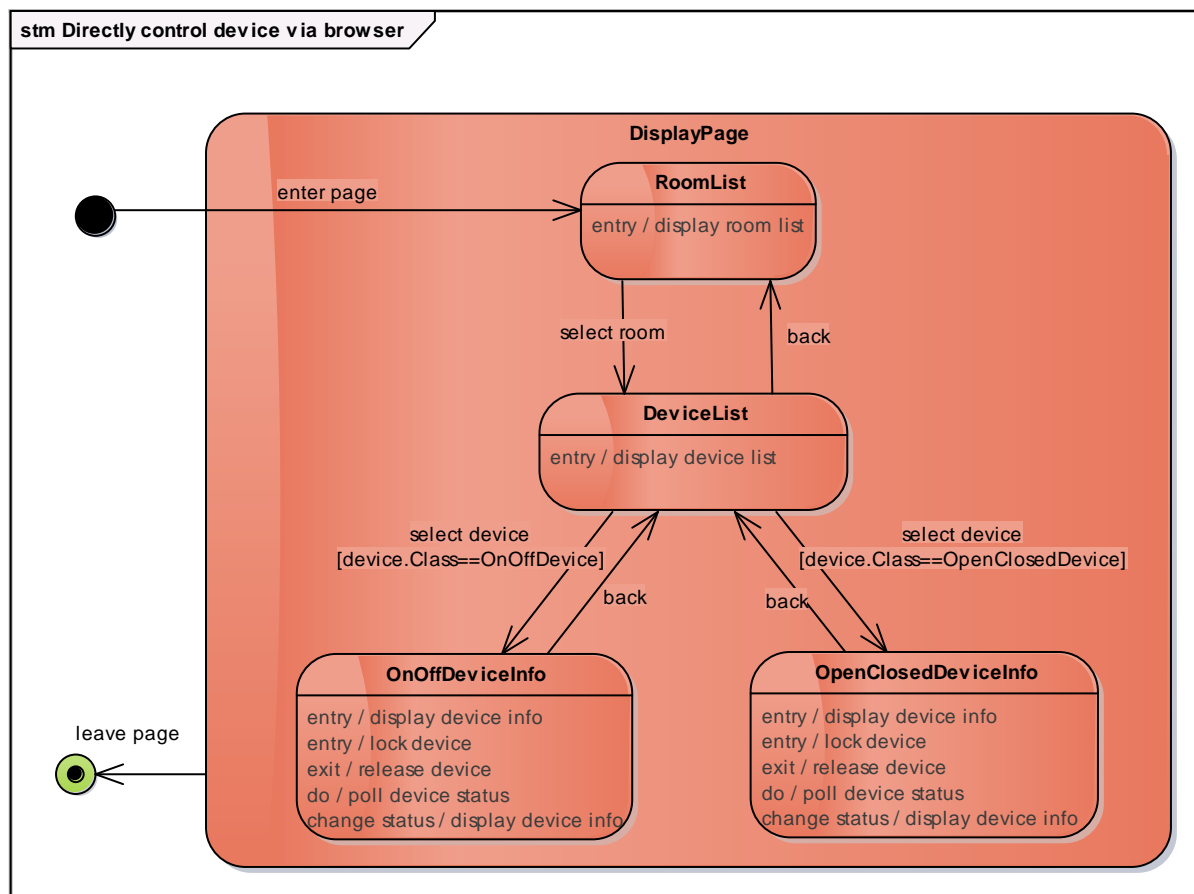
*exit / release device*

*do / poll device status*

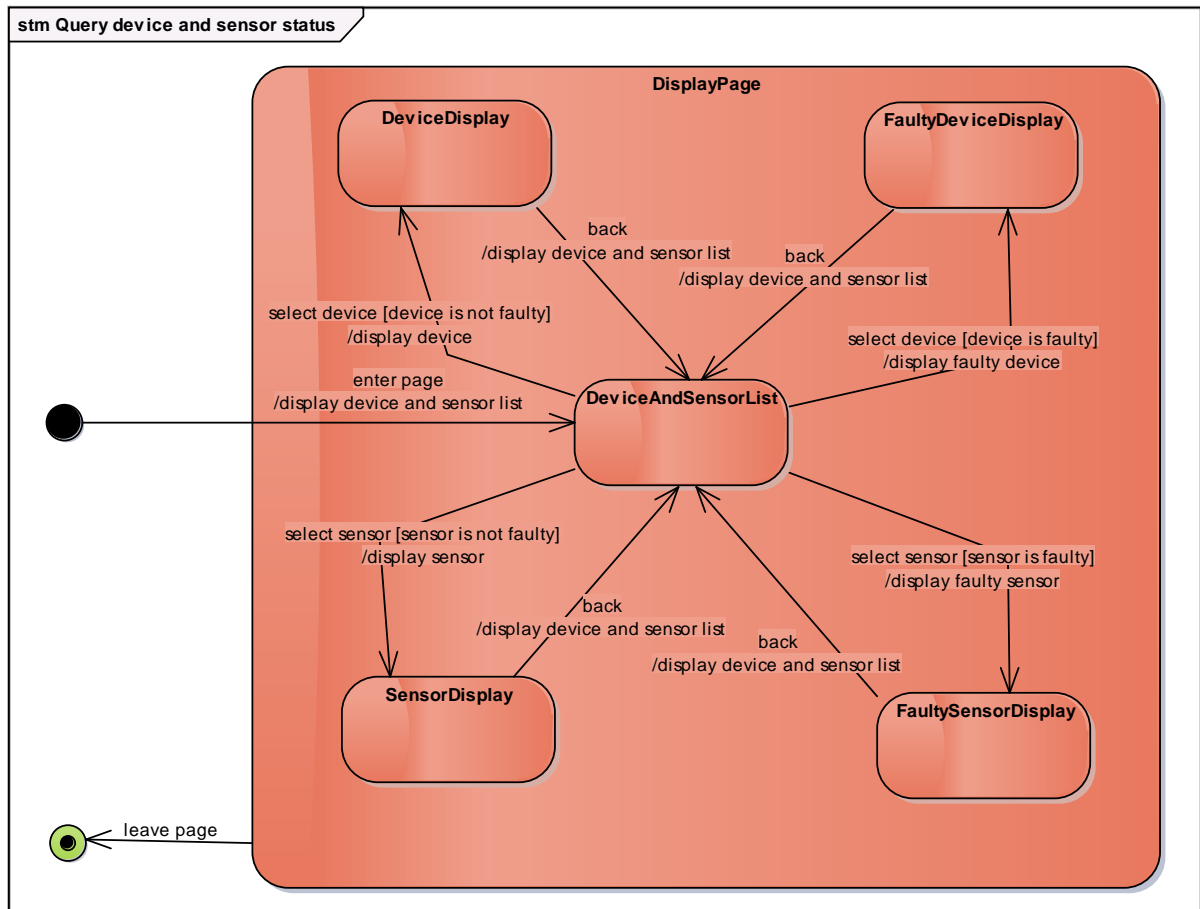
*change status / display device info*

Remove the transition behaviour *display device info*.

Your diagram should look something like this.



You should have a statemachine diagram called *Query device and sensor status*. Your diagram should look something like this.



Simplify the transitions on the diagram by moving all the behaviours into the states as entry behaviours.

The resulting diagram should look something like this.

