|  |  |
| --- | --- |
| QN= | \_\_\_\_\_\_ captures the set of all situations where some variable characterizing the controlled item always has the same value regardless of other characterizing variables, whose values may differ from one situation in this set to the other. |
| a. | A SM state |
| b. | A state transition |
| c. | A Guard |
| d. | An event |
| ANS: | A |
| PTS: | 1 |
| UNIT: | 4 |
| MIX CHOICES: | YES |

|  |  |
| --- | --- |
| QN= | In state diagram, a condition or an expression enclosed in brackets (e.g. [all available]) on the connection link between states called\_\_\_\_\_. |
| a. | A guard |
| b. | A state transition |
| c. | A SM state |
| d. | An event |
| ANS: | A |
| PTS: | 1 |
| UNIT: | 4 |
| MIX CHOICES: | YES |

|  |  |
| --- | --- |
| QN= | In state diagram, \_\_\_\_\_\_\_\_\_\_is sufficient condition for transition firing, whereas \_\_\_ is a necessary condition for firing. |
| a. | a guard/ event occurrence |
| b. | event occurrence/a guard |
| ANS: | B |
| PTS: | 0.5 |
| UNIT: | 4 |
| MIX CHOICES: | YES |