

State Machines Workshop

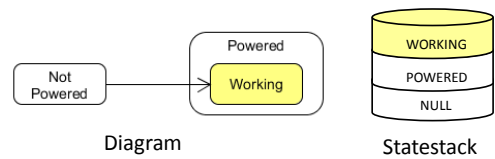
Cheatsheet

Common commands

```
// Exit the current state (this) and enter state B.
ctx.changeFromToState("transition", this, B);

// Enter substate B.
ctx.addState(B);

// Enter state B, without leaving the current state (this).
ctx.innerTransition("transition", this, B);
```

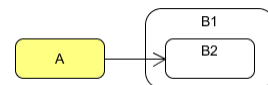


1

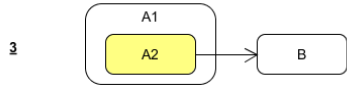


```
A {
  @Override
  public void transition(ContextBase ctx) {
    ctx.changeFromToState("transition", this, B);
  }
},
```

2



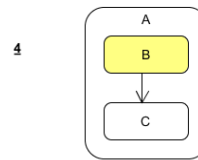
```
A {
  @Override
  public void transition(ContextBase ctx) {
    ctx.changeFromToState("transition", this, B1, B2);
  }
},
```



```

A2 {
  @Override
  public void transition(ContextBase ctx) {
    ctx.changeFromToState("transition", A1, B);
  }
},

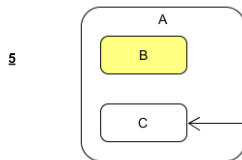
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```

B {
  @Override
  public void transition(ContextBase ctx) {
    ctx.changeFromToState("transition", this, C);
  }
},

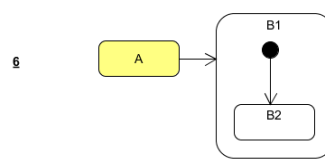
```



```

A {
  @Override
  public void transition(ContextBase ctx) {
    ctx.innerTransition("innerTransition", this, C);
  }
},

```



```

A {
  @Override
  public void transition(ContextBase ctx) {
    ctx.changeFromToState("transition", this, B1);
  }
},

B1 {
  @Override
  public void enter(ContextBase ctx) {
    ctx.addState(B2);
  }
},

```