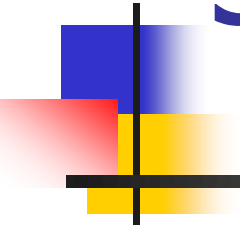
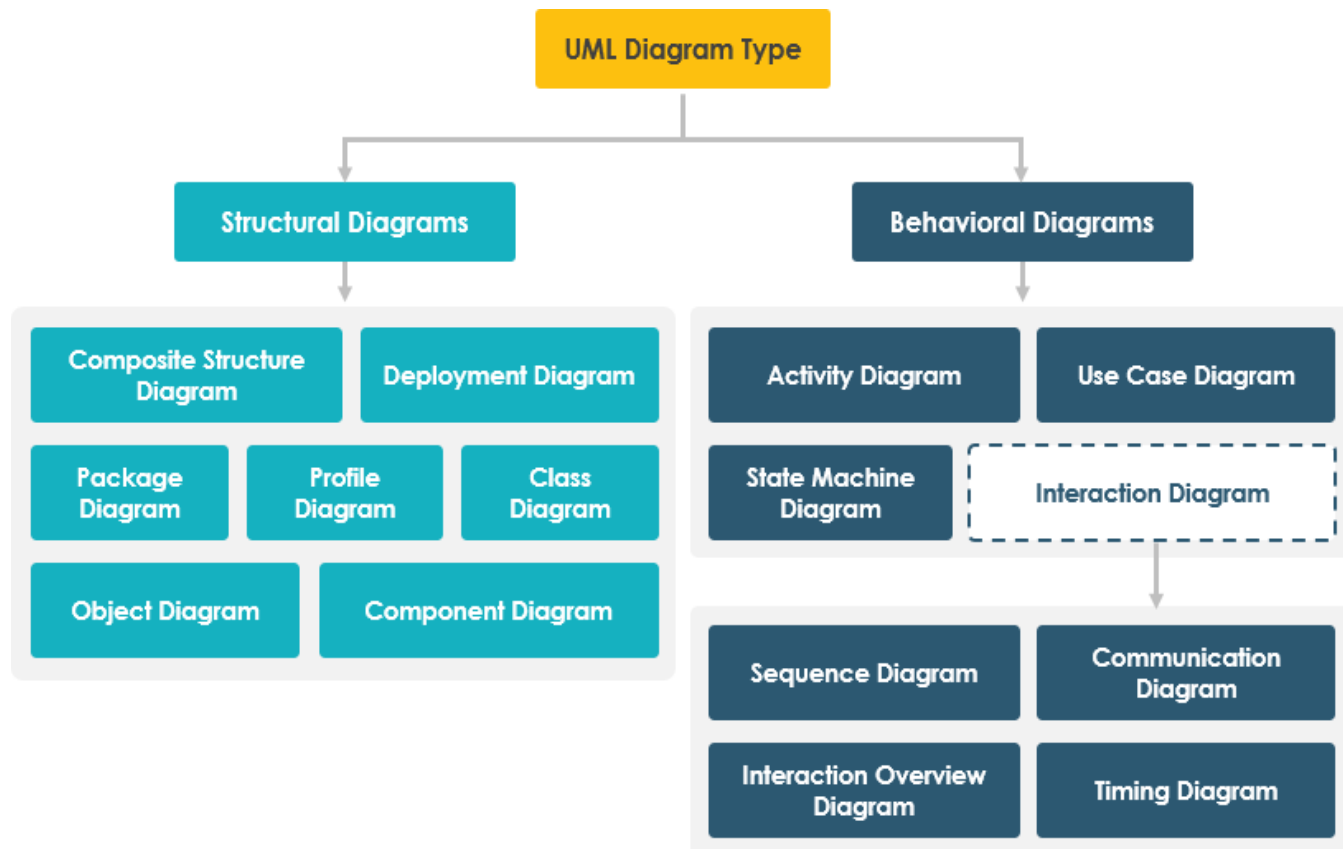


8. Dynamic Modeling using the Unified Modeling Language (UML) - **State diagram**





UML Diagram





State Diagram

“The state machine view describes the dynamic behavior of objects over time by modeling the lifecycles of objects of each class. Each object is treated as an isolated entity that communicates with the rest of the world by detecting events and responding to them. Events represent the kinds of changes that objects can detect... Anything that can affect an object can be characterized as an event.”

- *The UML Reference Manual, [Rumbaugh,99]*



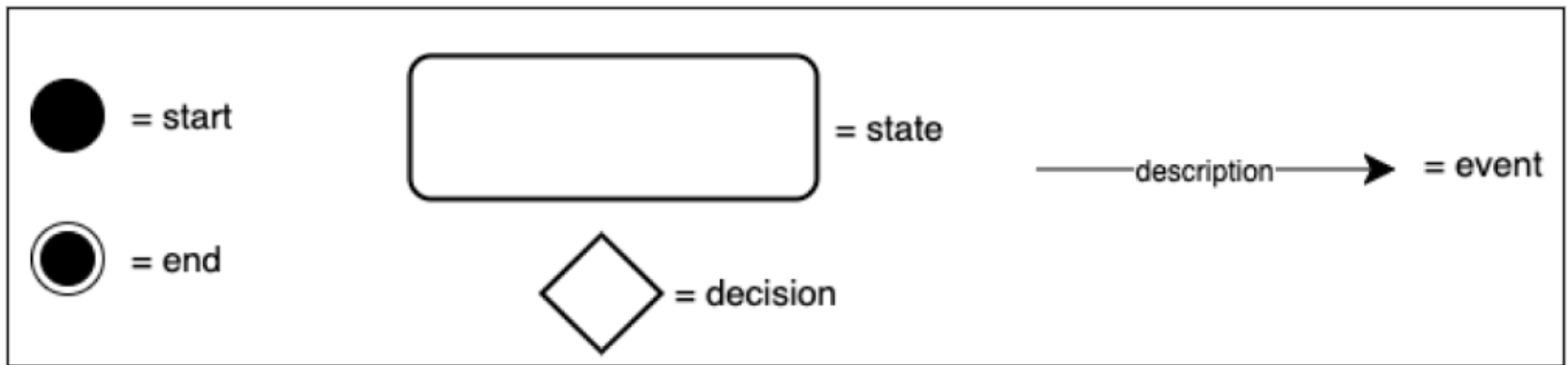
State Diagram

An object must be in some specific state at any given time during its lifecycle. An object transitions from one state to another as the result of some event that affects it.

There can be only one start state in a state diagram, but there may be many intermediate and final states.



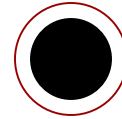
State Diagrams



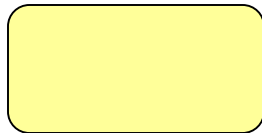
State Diagrams



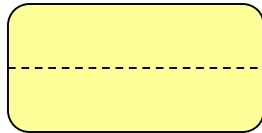
start state



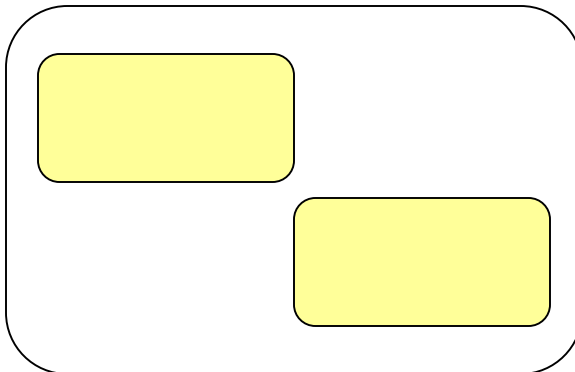
final state



simple state

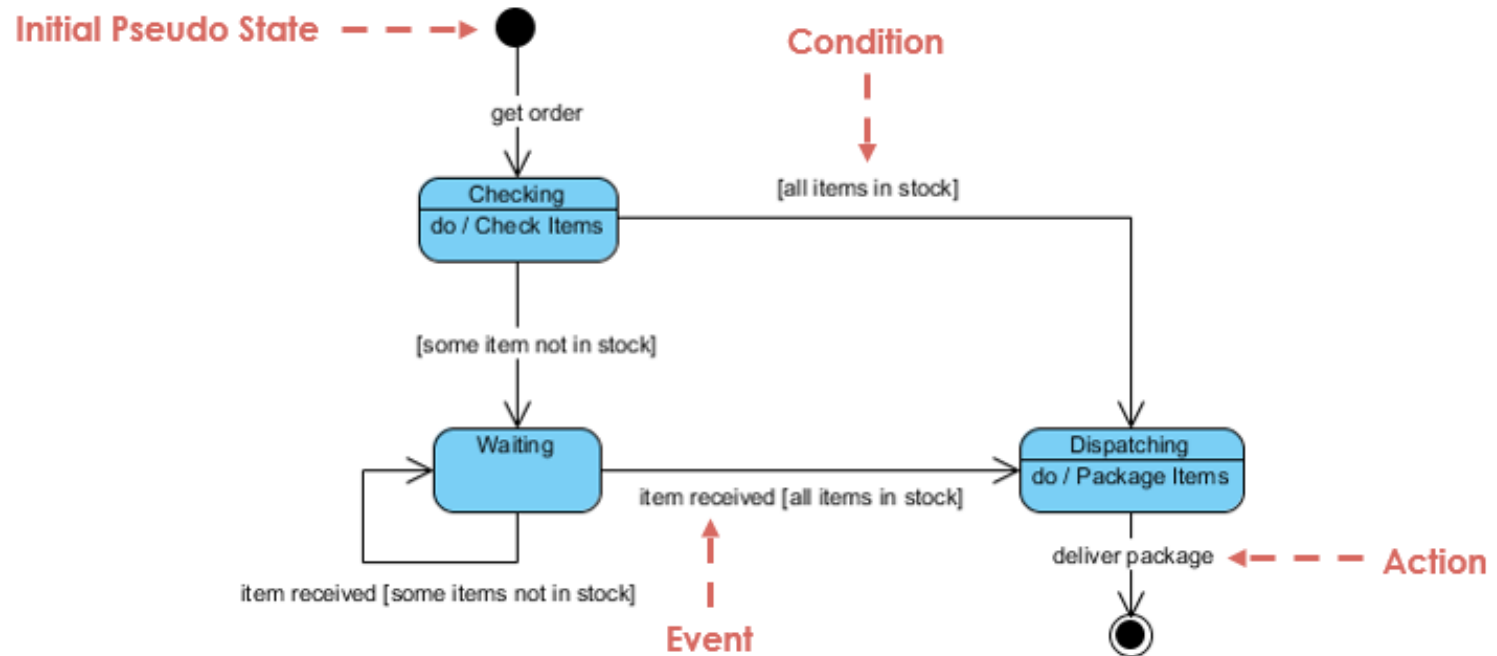


concurrent composite state

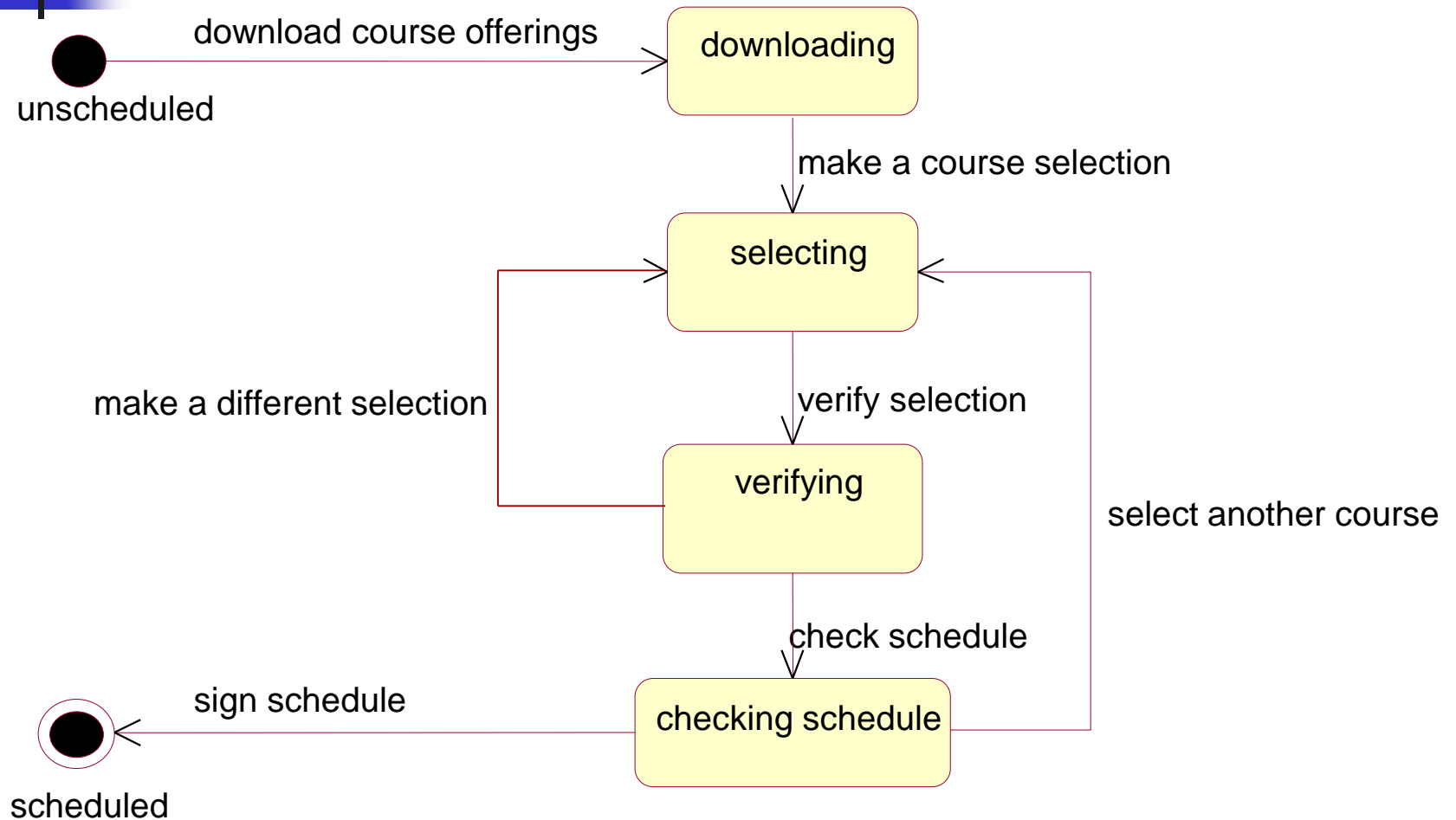


sequential composite state

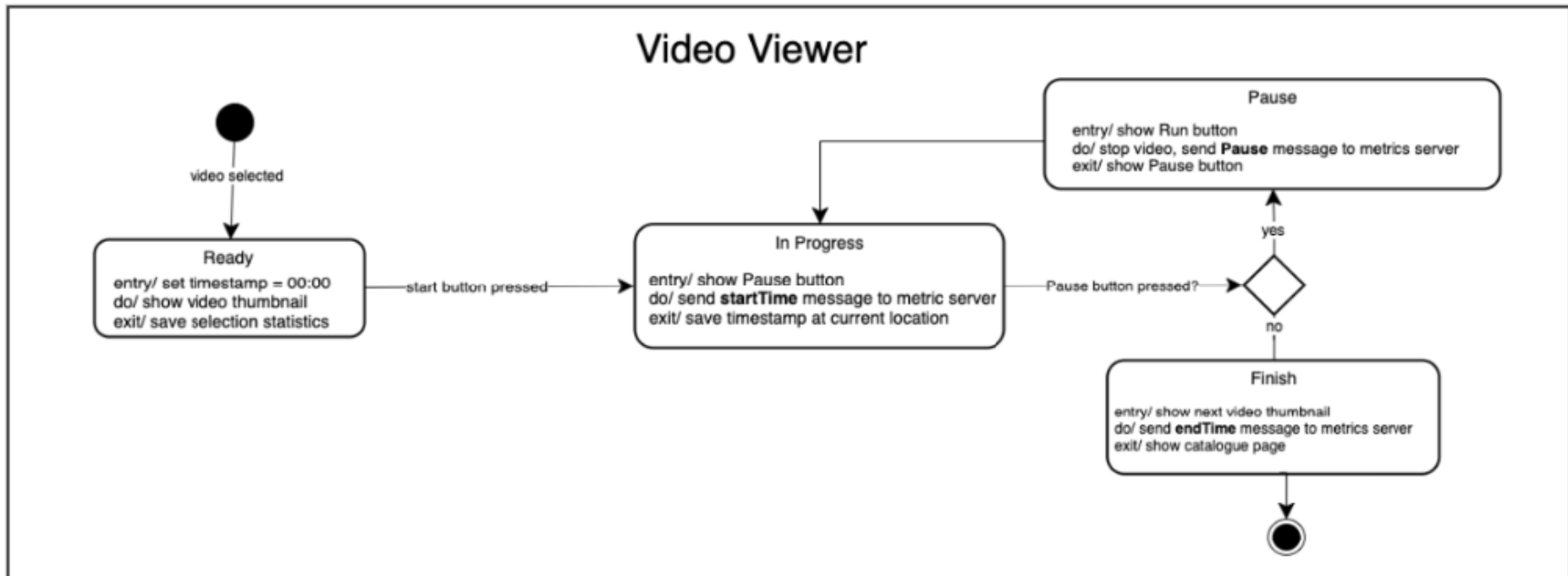
State Diagrams



State Diagrams



State Diagrams





State Diagrams – Exercise #1 (Elevator System)

- The **state machine diagram** depicts the following states of an **elevator**:
 - Idle
 - Moving Down
 - Moving Up
 - Stopping
 - Door Opening
 - Door Closing
 - Next Stop Processing
 - Open Door

