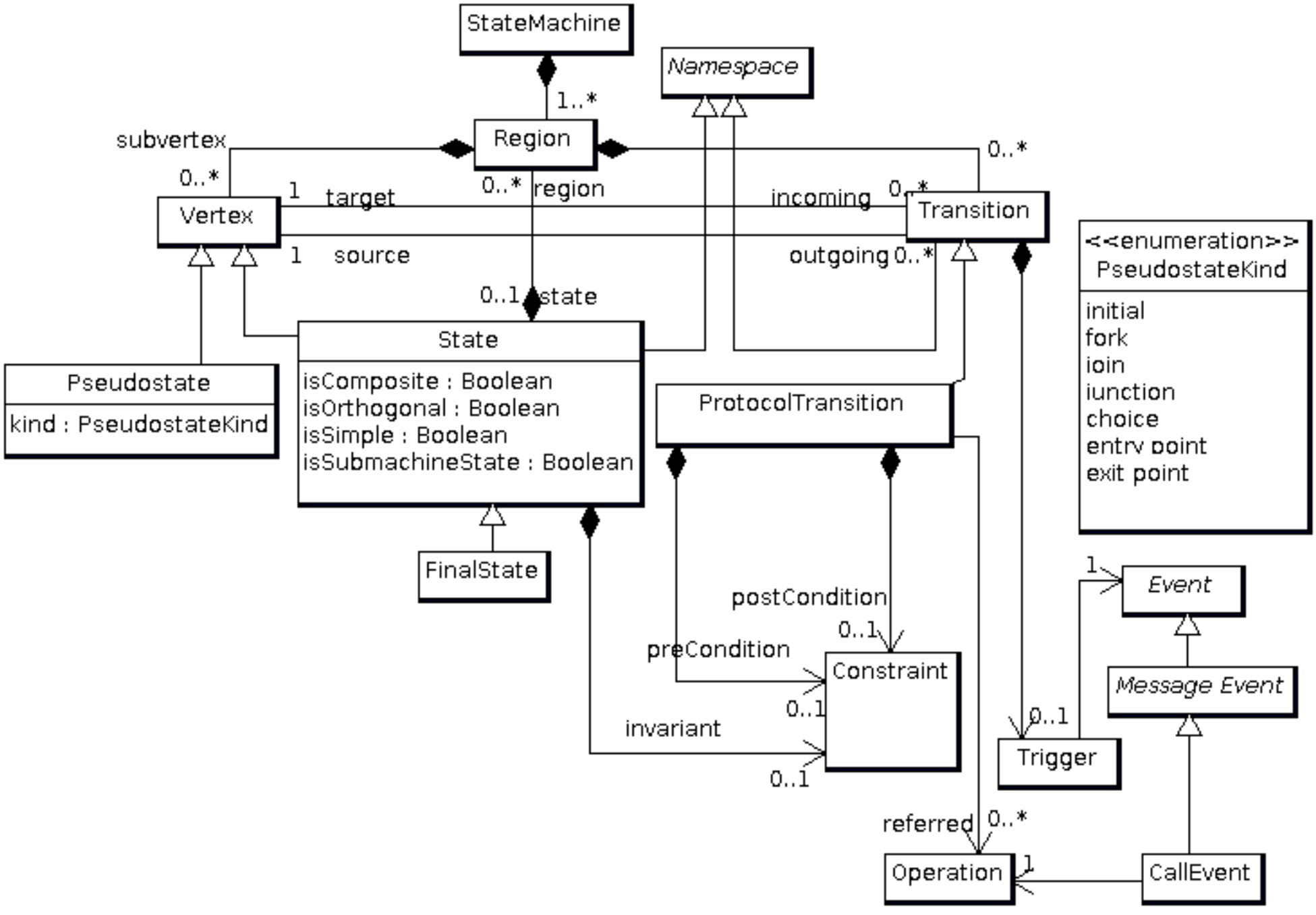
StateMachine
Namespace
1..*
Region
subvertex
0..*
0..*
region
0..*
Vertex
1
target
incoming
0..*
Transition
1
source
outgoing
0..*
0..1
state
State
isComposite : Boolean
isOrthogonal : Boolean
isSimple : Boolean
isSubmachineState : Boolean
Pseudostate
kind : PseudostateKind
FinalState
ProtocolTransition
<<enumeration>>
PseudostateKind
initial
fork
ioin
iunction
choice
entry point
exit point
postCondition
0..1
preCondition
Constraint
0..1
invariant
0..1
1
Event
Message Event
0..1
Trigger
referred
0..*
Operation
1
CallEvent