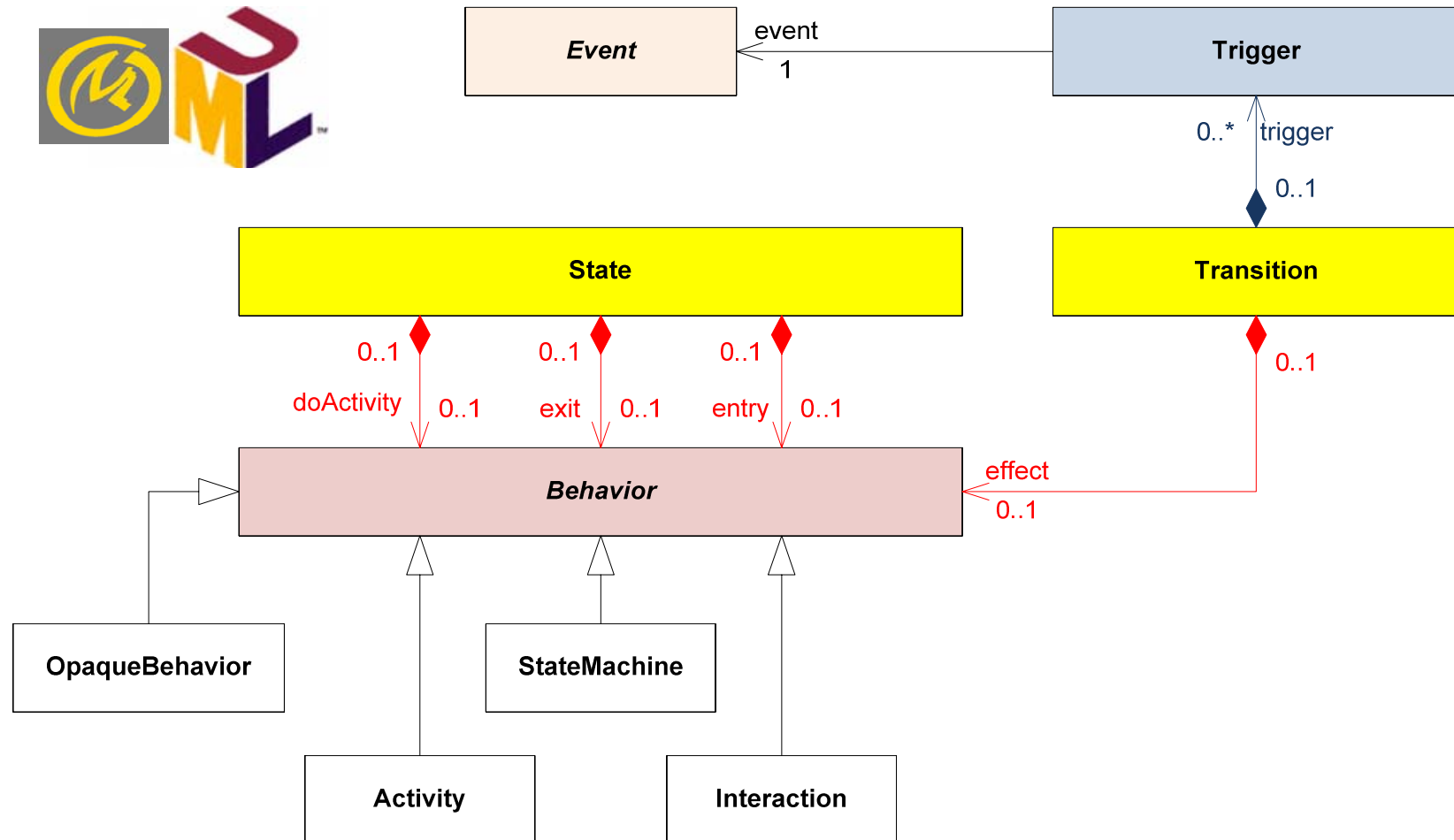


UML State Machines

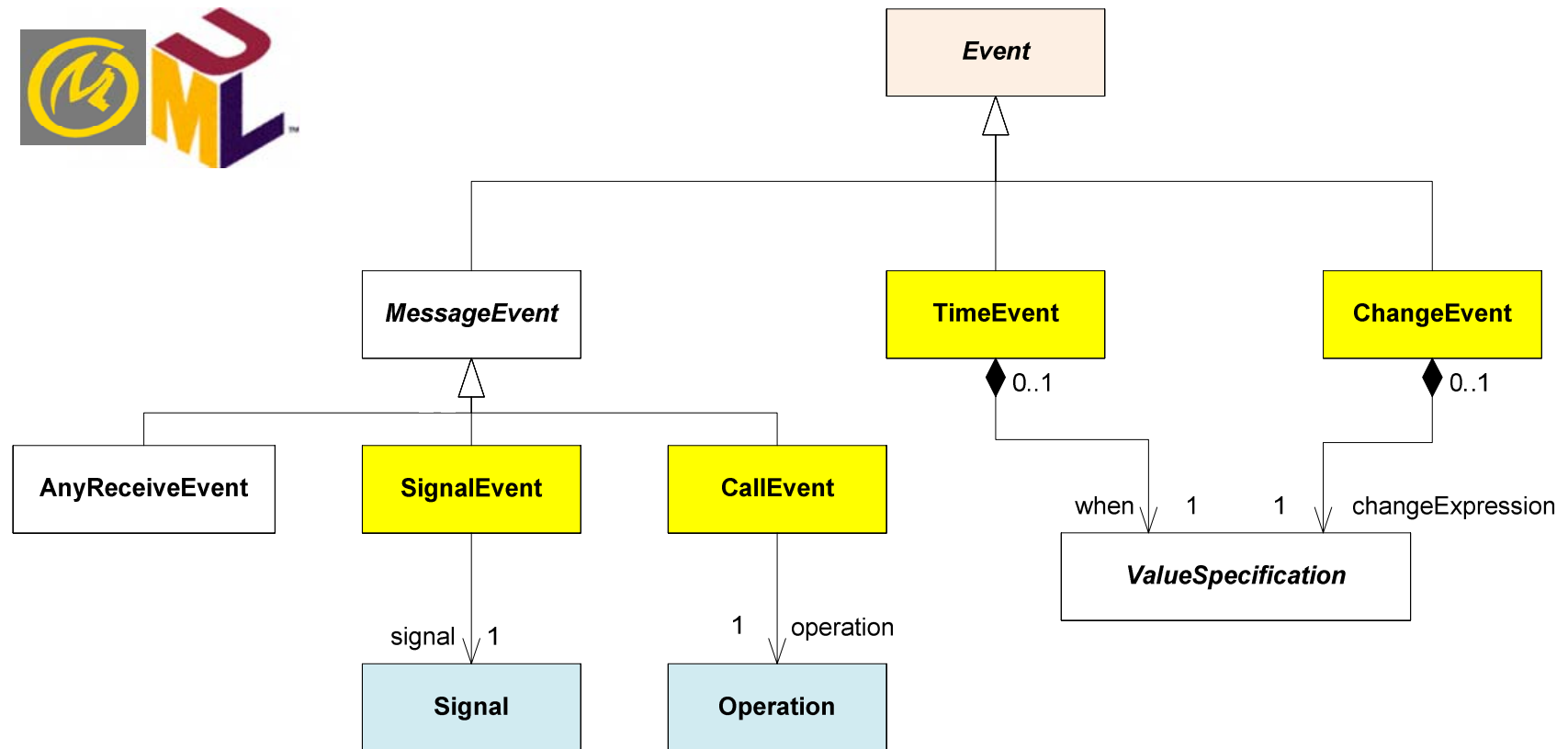
(Complements)

entry/exit/doActivity/effect



Events (1)

One **Event** must be associated with a **Trigger**



Events (2)

- AnyReceiveEvent

A transition trigger associated with AnyReceiveEvent specifies that the transition is to be triggered by the **receipt of any message that is not explicitly referenced** in another transition from the same vertex.

- SignalEvent

A signal event represents the **receipt of an asynchronous signal**. A signal event may cause a response, such as a state machine transition as specified in the classifier behavior of the classifier that specified the receiver object, if the signal referenced by the send request is mentioned in a reception owned or inherited by the classifier that specified the receiver object.

- CallEvent

A call event represents the **reception of a request to invoke a specific operation**. A call event is distinct from the call action that caused it. A call event may cause the invocation of a behavior that is the **method of the operation** referenced by the call request, if that operation is owned or inherited by the classifier that specified the receiver object.

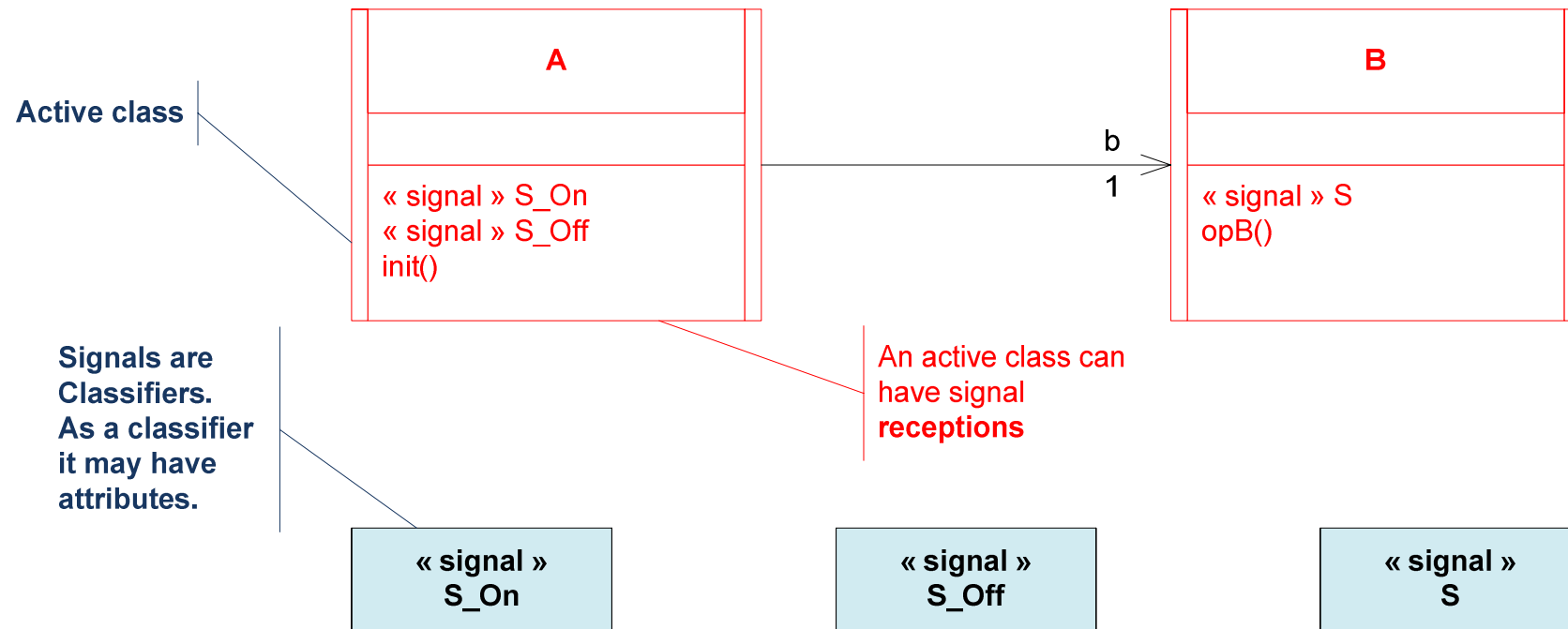
- TimeEvent

A time event specifies **a point in time** by an expression. The expression might be absolute or might be relative to some other point in time.

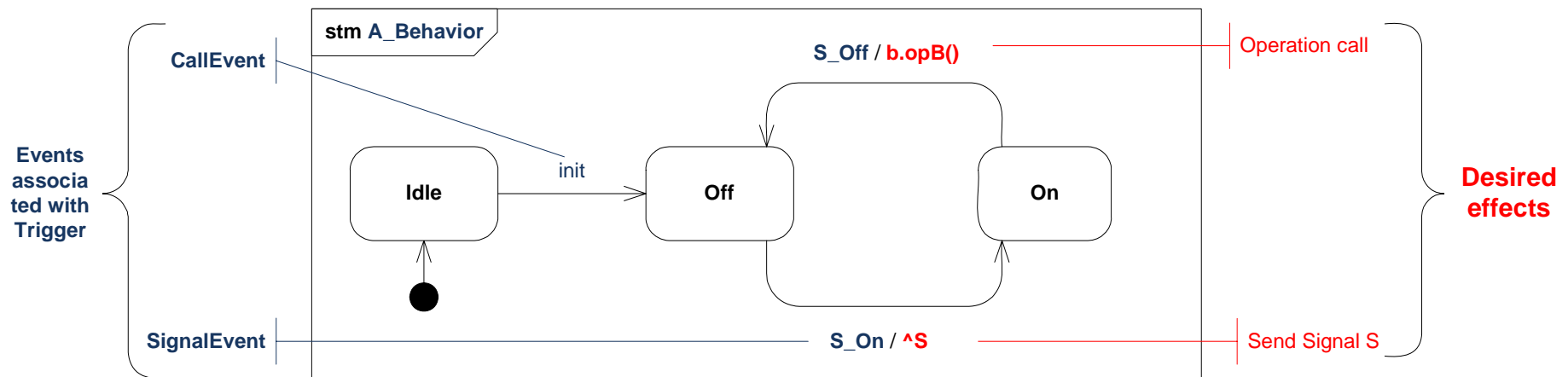
- ChangeEvent

A change event **occurs when a Boolean-valued expression becomes true**. For example, as a result of a change in the value held in a slot corresponding to an attribute, or a change in the value referenced by a link corresponding to an association. A change event is raised implicitly and is *not the result of an explicit action*.

Active classes & signals



Issue with Effects



- Effects are **Behaviors**
- But, **signal sending** and **operation call** are not Behaviors, they are **Actions** (resp. `SendAction` and `CallOperationAction`).
- A solution: to put these actions in **Activities**.