



State modeling

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Where are we?

Notation	Purpose
Class diagrams	Domain & application modeling
Use case diagrams/use cases	User-system interaction modeling
Sequence diagrams	User-system & system-system interaction modeling
Statecharts	Object behavior modeling
Petri nets	Concurrent systems & process modeling
Decision trees & DMN	Decision modeling

Capturing Object Behavior

- ▶ Typically the state of an object changes in response to stimuli (“events”)
- ▶ Scholarship application:
 - ▶ A student creates the application (draft)
 - ▶ The student can withdraw it (withdrawn)
 - ▶ Or the student can submit it (submitted)
 - ▶ It can still be withdrawn!
 - ▶ A secretary can cancel it because of eligibility rules (cancelled)
 - ▶ A committee accepts or rejects it (accepted or rejected)
 - ▶ If accepted the student can still withdraw it?!
 - ▶ If accepted, the accounting department disburses it (disbursed)

State Machine

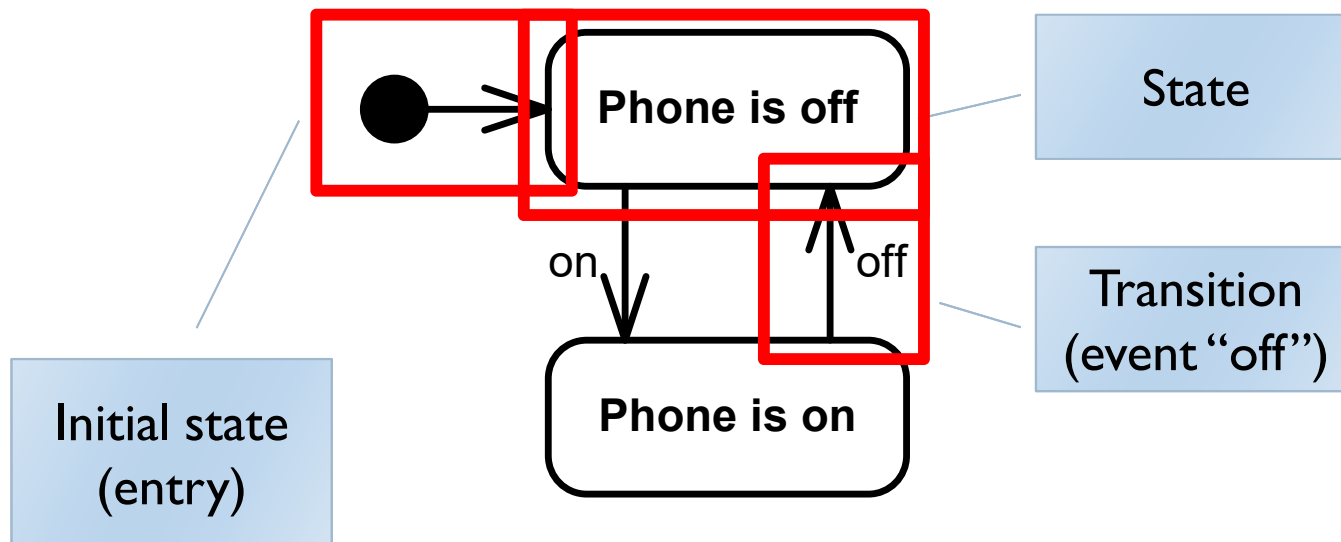
- ▶ A machine whose output behavior is not only a direct consequence of the current input, but of some past history of its inputs
- ▶ Characterized by an internal **state** which represents this past experience



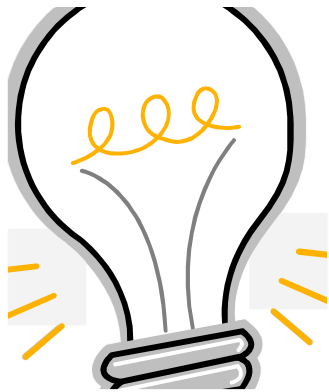
If the phone is ON, then pushing this button will turn it off

If the phone is OFF, then pushing this button will turn it on

State Machine (Automaton)

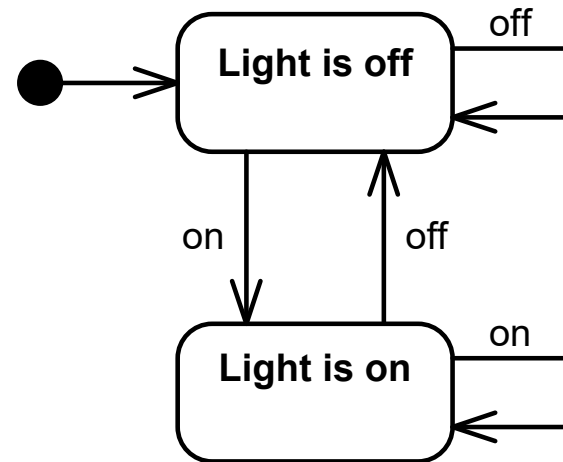


Another example



ON

OFF

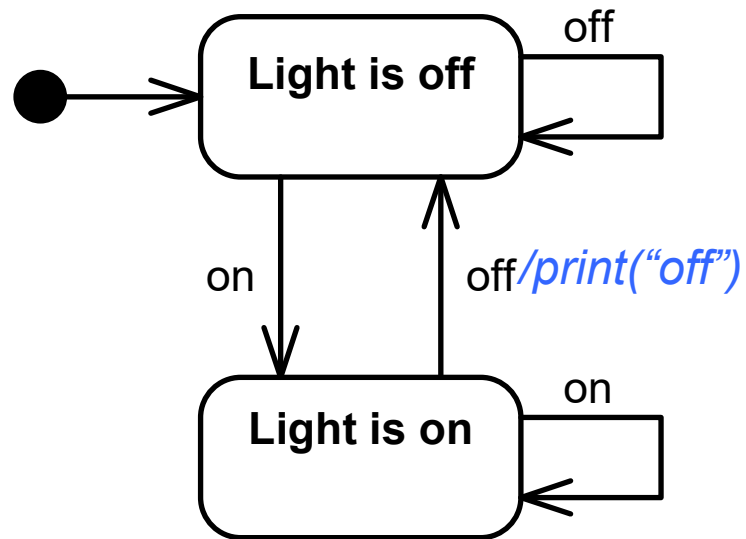


Exercise 1

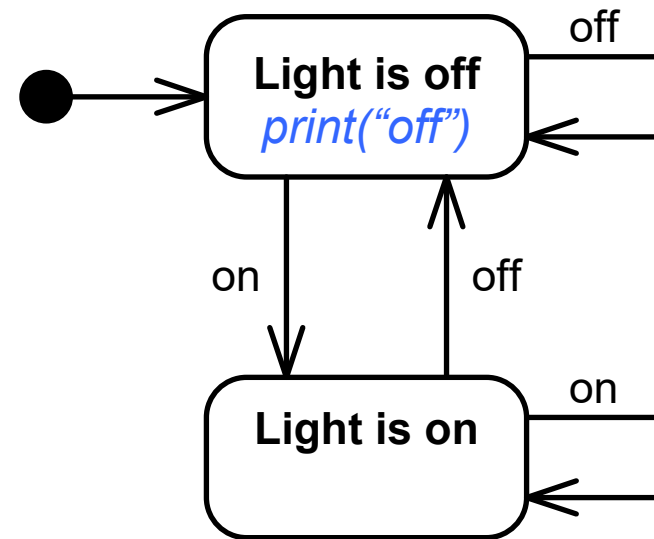
- ▶ **Model the scholarship application as a state machine**
 - ▶ The student creates the application (draft)
 - ▶ The student can withdraw it (withdrawn)
 - ▶ Or the student can submit it (submitted)
 - ▶ It can still be withdrawn!
 - ▶ A secretary can cancel it because of eligibility rules (cancelled)
 - ▶ A committee accepts or rejects it (accepted or rejected)
 - ▶ If accepted the student can still withdraw it
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Actions on the State Machine

- ▶ State changes can induce side-effect actions



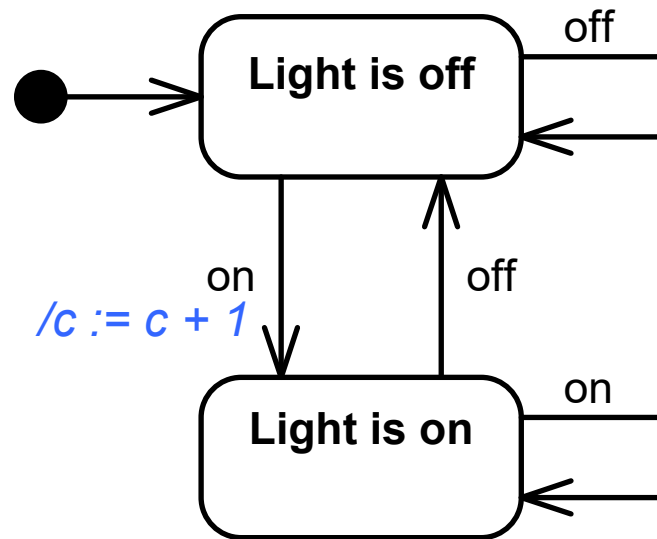
Mealy automaton



Moore automaton

Extended State Machines

- ▶ State machine with variables



c: Integer

Exercise 2

- ▶ Consider the state machine of an answering machine
 - ▶ Add the following events and actions: Call detected, Answer call, Play announcement, Record message, Caller hangs up, Announcement complete



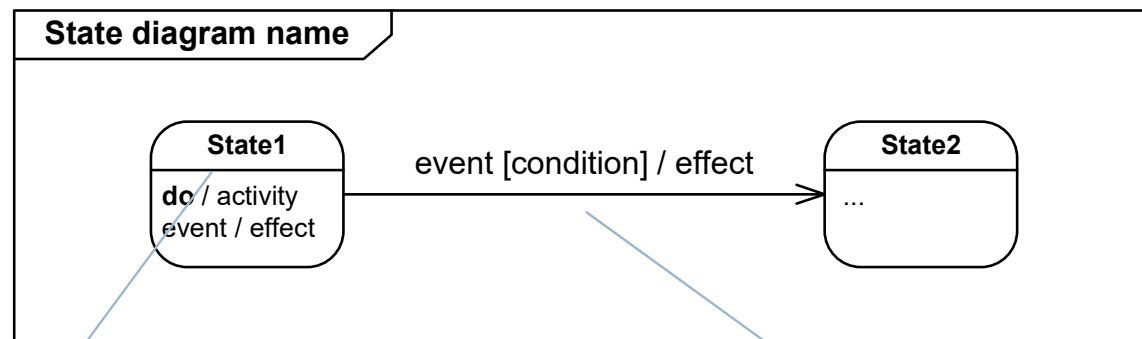
- ▶ Revise the state machine so that the machine answers after five rings.

Statecharts

- ▶ The statecharts notation extend state machines with:
 - ▶ Various types of events and conditions
 - ▶ State hierarchy (statecharts inside statecharts)
 - ▶ Concurrency
 - ▶ Other “cool” features we’ll see...
- ▶ Part of UML
- ▶ Heavily used in SysML

Statecharts: The basics

A state model consists of one or more state diagrams

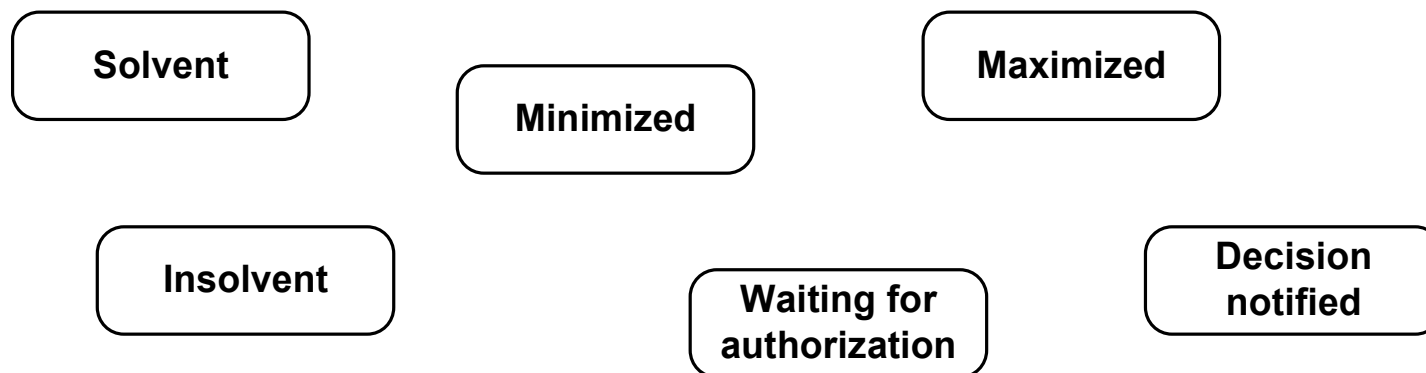


State

Transition

States

- ▶ A state is an abstraction of attribute values and links of a particular object
 - ▶ An object has a finite number of possible states
 - ▶ It can only be in one state at a time



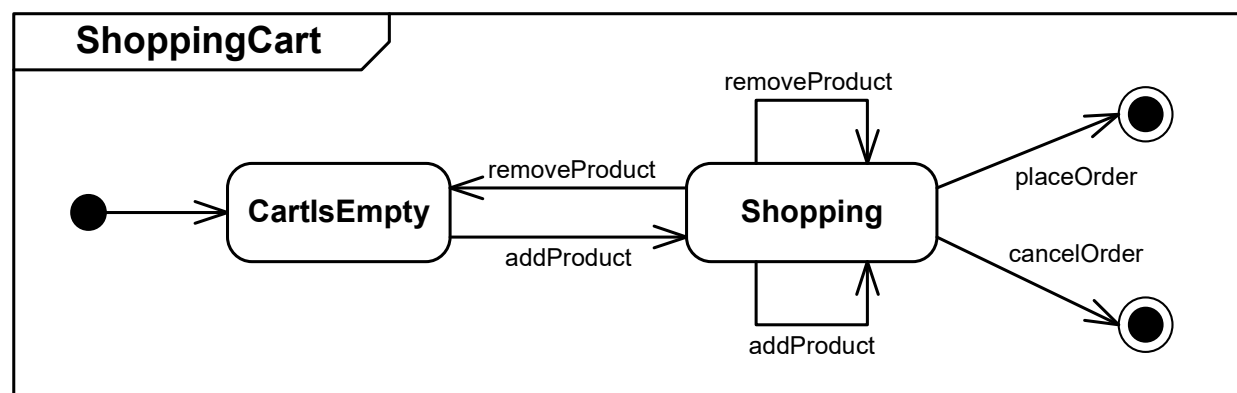
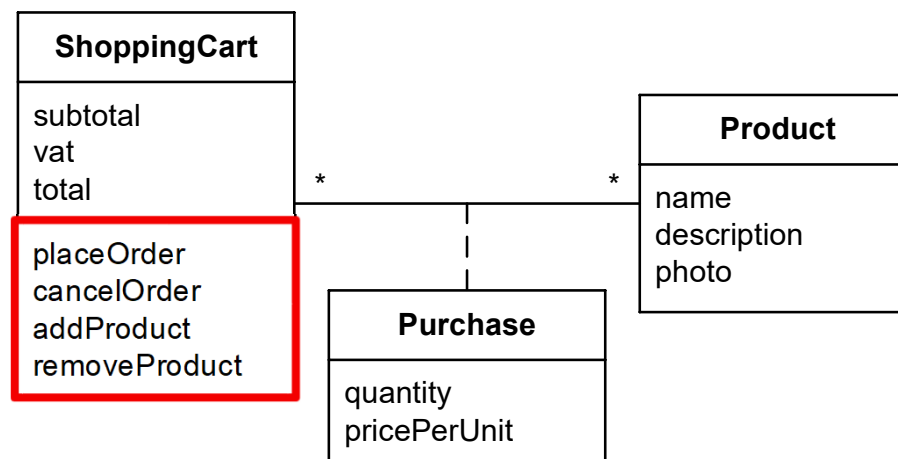
Events

- ▶ An event is a “stimulus” that can trigger a state change of an object

- ▶ Kinds of events
 - ▶ Call event
 - ▶ Signal event
 - ▶ Change event
 - ▶ Time event

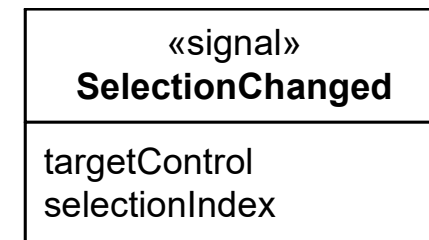
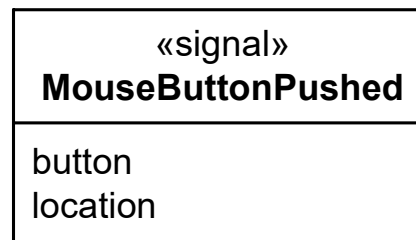
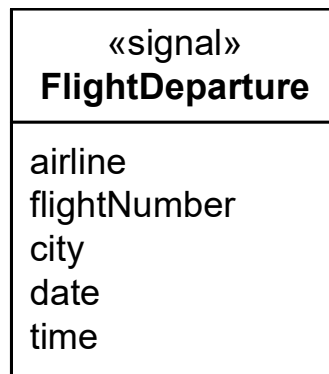
1. Call events

- ▶ A call event represents the reception of a request to invoke a specific operation



2. Signal Event

- ▶ A signal is an explicit one-way transmission of information from one object to another
 - ▶ A signal event is asynchronous
 - Ⓜ A call event is a two-way synchronous communication
- ▶ Signal events can be specified as UML classes



3. Change events

- ▶ A change event is an event that is caused by the satisfaction of a boolean expression
 - ▶ UML specifies that the expression is continually tested
 - Ⓢ An implementation would not continuously check the expression, but at least often

Examples:

- when (room temperature < heating set point)
- when (room temperature > cooling set point)
- when (battery power < lower limit)
- when (tire pressure < minimum pressure)

4. Time event

- ▶ A time event is an event that is caused by the occurrence of an absolute time or the elapse of a time interval

Examples absolute time:

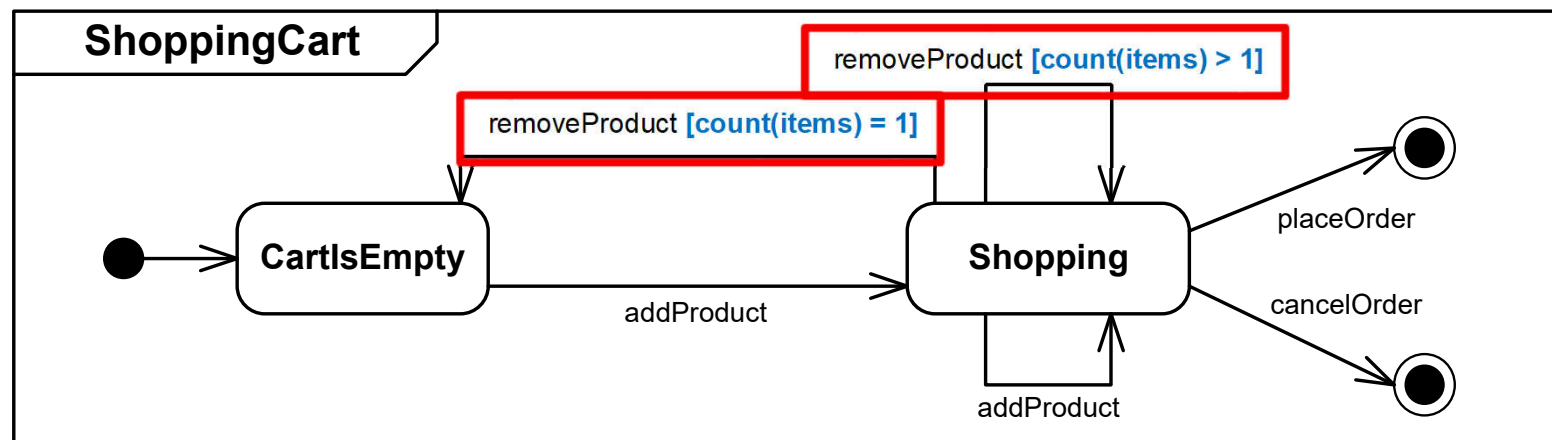
- at (January 1, 2010)
- at (20:00)

Examples time interval:

- after (10 seconds)
- after (10 days)

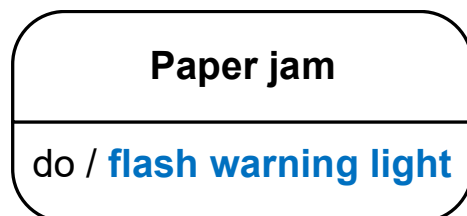
Guard conditions

- ▶ A transition is the change from one state to another
 - ▶ E.g. A phone line transitions from “Ringing” state to “Connected” when somebody picks the phone up
- ▶ A boolean expression can be used to add constraints in the firing of a transition
 - ▶ Interesting when more than one transition can be selected at a given time



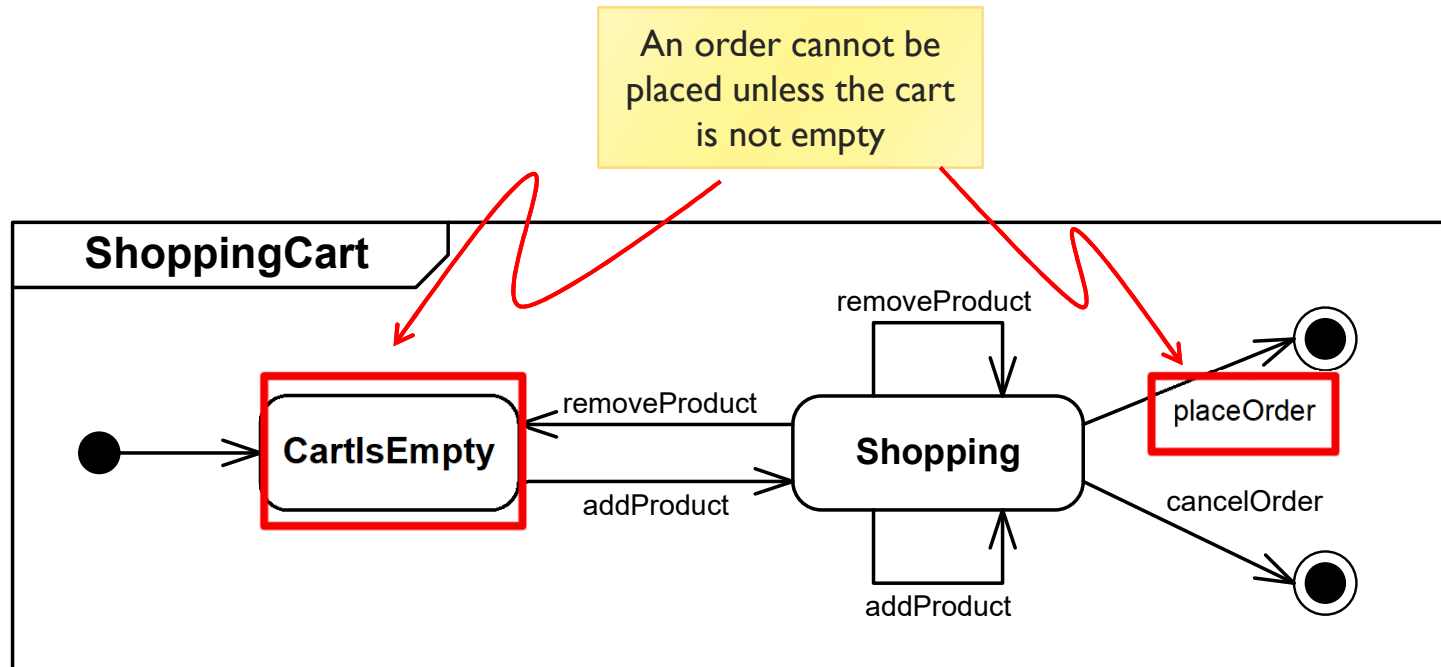
Transition effects and do-activities

- ▶ Mealy automata actions correspond to UML statecharts' transition effects
 - ▶ A transition effect can be an assignment or the call to an operation

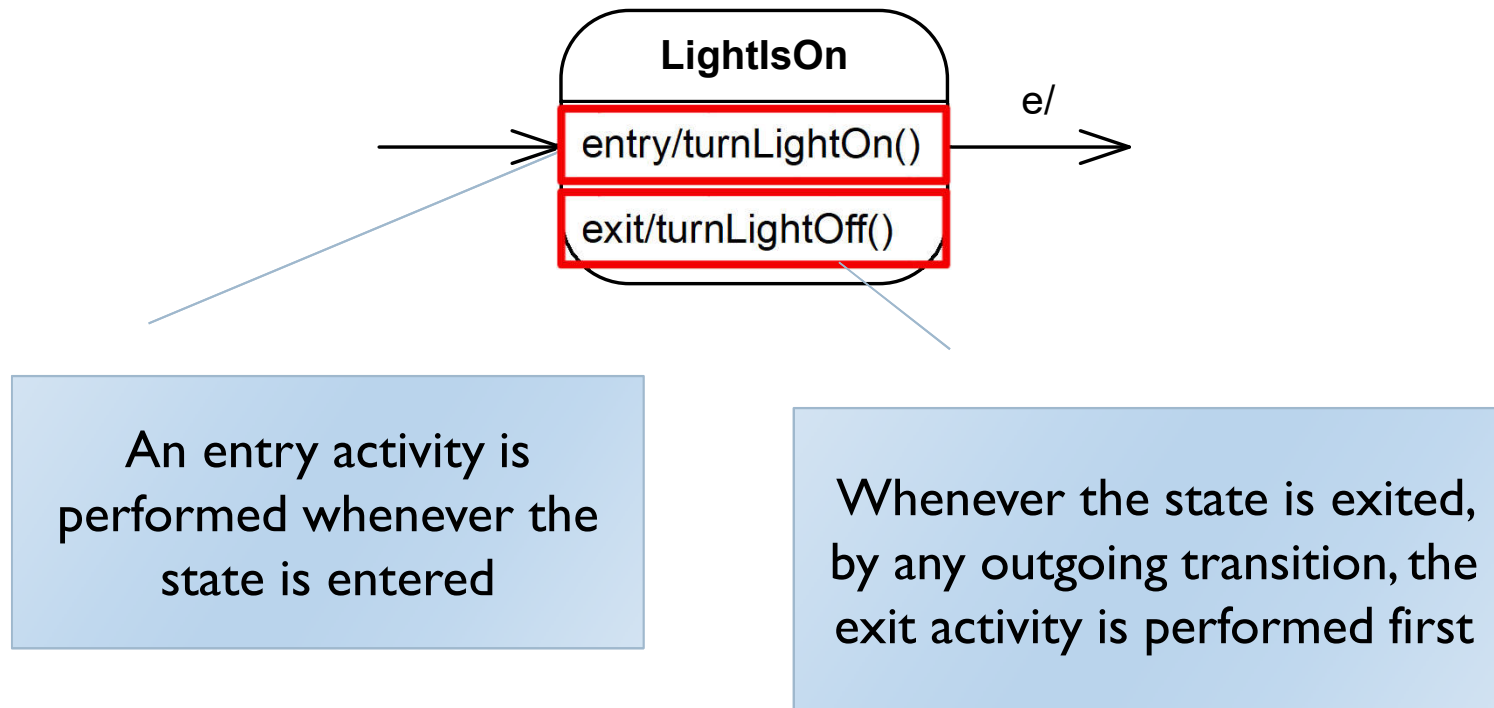


- ▶ UML statecharts can also specify actions attached to state nodes (as for Moore automata)
 - ▶ A “do-activity” is an activity that should execute continuously for an extended time

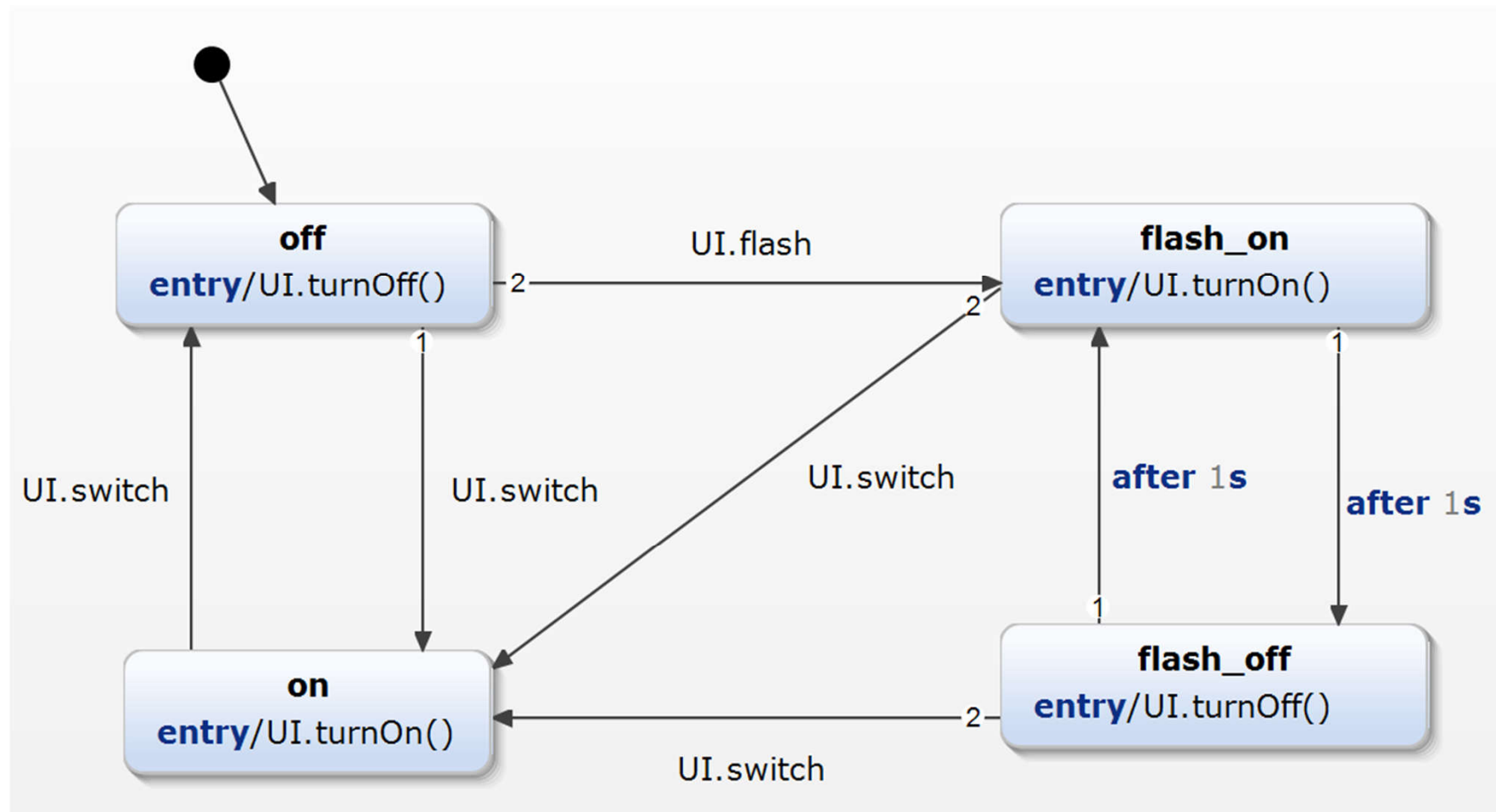
Exercise 3: complete this statechart



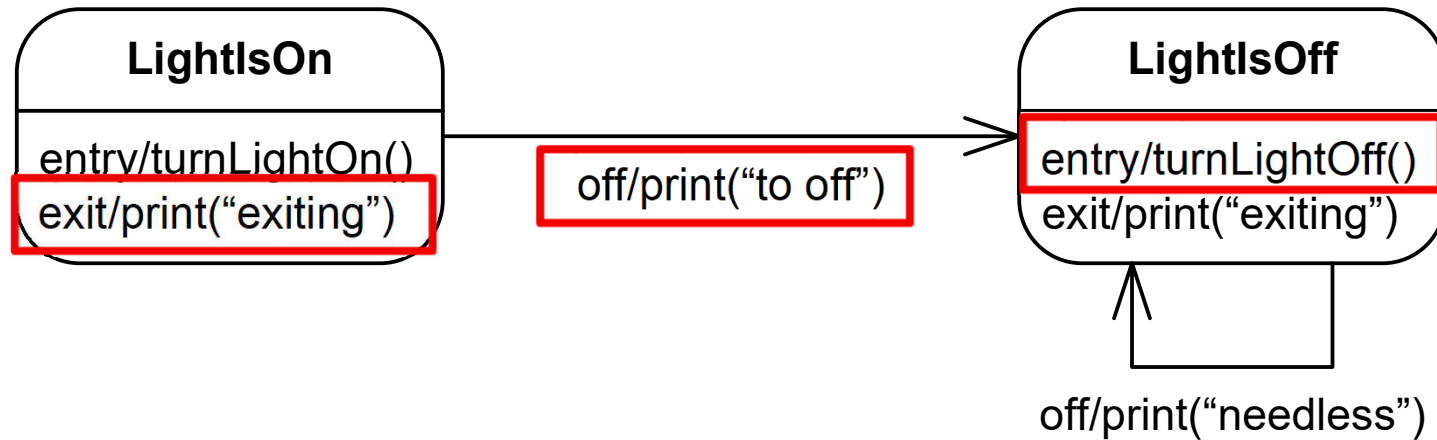
Entry/Exit Activities



Example: Flashing Light Bulb (to be developed in the practice session)



Order of activities



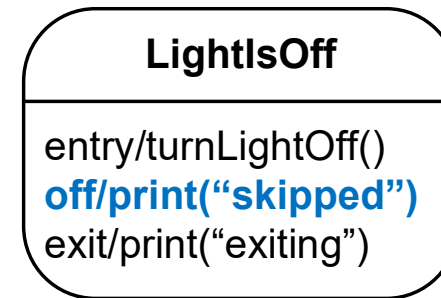
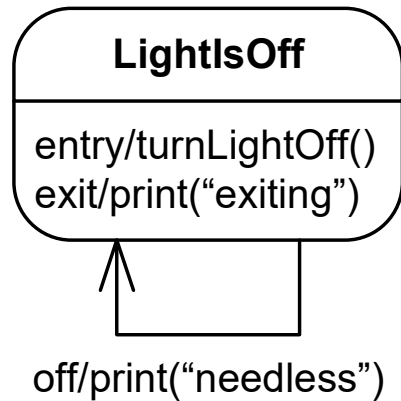
After first "off" event

- print("exiting")
- print("to off")
- turnLightOff()

After second "off" event

- print("exiting")
- print("needless")
- turnLightOff()

Event handling and self-loops



In this case "off" event is handled bypassing both the entry and exit activities

- `print("skipped")`

Readings & Resources

Material covered in lectures:

- ▶ This week: Blaha & Rumbaugh, Chapter 5
- ▶ Next week: Blaha & Rumbaugh, Chapter 6

For the practice sessions:

- ▶ Yakindu StateCharts Tool (SCT)
 - ▶ <http://statecharts.org/download.html>

Exercise 4 (next week)

- ▶ Prepare the state diagram for a washing machine
 - ▶ On / Off button
 - ▶ Start button (but no stop button)
 - ▶ Feedback is given on the current stage (soaking, rinsing, draining, drying)
 - ▶ Three washing programs
 - ▶ Regular
 - ▶ Delicate (no soaking)
 - ▶ Super delicate (no soaking, no drying)
 - ▶ Off can be clicked only before starting, or after finishing

Exercise 5 (next week)

A simple digital watch has a display and two buttons to set it, the A button and the B button. The watch has two modes of operation, display time and set time. In the display time mode, the watch displays hours and minutes, separated by a flashing colon.

The set time mode has two submodes, set hours and set minutes. The A button selects modes. Each time it is pressed, the mode advances in the sequences: display, set hours, set minutes, display, etc. Within the submodes, the B button advances the hours or minutes once each time it is pressed. Buttons must be released before they can generate another event. Prepare a state diagram of the watch.