Terminate

Entering a terminate pseudo state implies that the execution of the state machine by means of its context object is terminated. The state machine does not exit any states nor does it perform any exit actions other than those associated with the transition leading to the terminate pseudo state.

Related Pages

- Model Elements
- Specification Window

Related pages

- Initial state
- Final state
- Terminate
- Entry Point
- Exit Point
- Deep History
- Shallow History
- Junction
- Choice
- Fork and Join