Completion Events and Transitions

Completion Events are standard UML Events which are fired during the execution of a State Machine diagram. For composite or submachine States, a completion Event will be generated when all internal Activities, e.g., **entry** and **doActivity** Behaviors, have completed execution under either of the following circumstances

- If the State is a composite State, all its orthogonal Regions have reached a FinalState.
- if the State is a submachine State, the submachine StateMachine execution has reached a FinalState.

Environment Options			2
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🗄 🛐 General			
	Treat All Objects as Active	✓ true	*
	Terminate Behavior on Exception Thrown	✓ true	
Collaboration	Initialize Numerical Value	0	
🖏 Update	Sequence Diagram Generator		
👜 Network	Record State Change	🔽 true	
	Record Value Change	✓ true	
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Completion Events and Transitions Environment Options.



Completion Events and Transitions in a State Machine diagram.

For example, in the above State Machine diagram, a Transition from the "on" State to the "off" State does not happen until a completion Event is generated. The completion Event is generated after the DoActivity Behavior completes and only then the State transits from "on" to "off".

Case 2



Completion Events and Transitions in a State Machine diagram.

In the above State Machine diagram, a completion Event is generated after the entry and sendOff Behaviors have completed.



Completion Events and Transitions in a State Machine diagram.

In the above State Machine diagram, a completion Event will be generated after the entry and working Behaviors have completed.



Related page

- State MachineState Machine diagram