

# Checking the State of an object

The following ALH API checks whether a particular object is in a specific state name.

```
boolean inState(Object_ object, String stateName)
boolean inState(String stateName)
```

Unless the object is specified, it will use the current active object, for example:

```
if (ALH.inState(ccobj, "Operating")) {
    force=ccForce
} else {
    force = acc*2
}
```



## Information

Alternatively, you can use ALH API through the fUML object syntax, with **object.in(stateName)**. For example:

- `ccobj.in("Operating");`