

Checking States

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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");`

Getting the current State of a runtime object

You can use the following API to retrieve a current State of a specified object. If the object has more than one active State, it recognizes which the runtime State is, and finds it.

```
State getState(Object_ object)
```

The following code fragment shows how to get the current state of a specified object using ALH API.

```
ALH.getState(o);
```

It returns the Instance of the following

```
com.nomagic.uml2.ext.magicdraw.statemachines.mdbehaviorstatemachines.State.
```

Checking a visited State

You can check whether a specified State was visited by calling the following command.

```
boolean wasInState(String stateName)
```

The following code fragment shows how to check whether a specified State of State Machine, e.g., *State1*, was visited through ALH API.

```
ALH.wasInState("State1");           // Returns true or false.
```

Checking if an Activity Diagram is being simulated