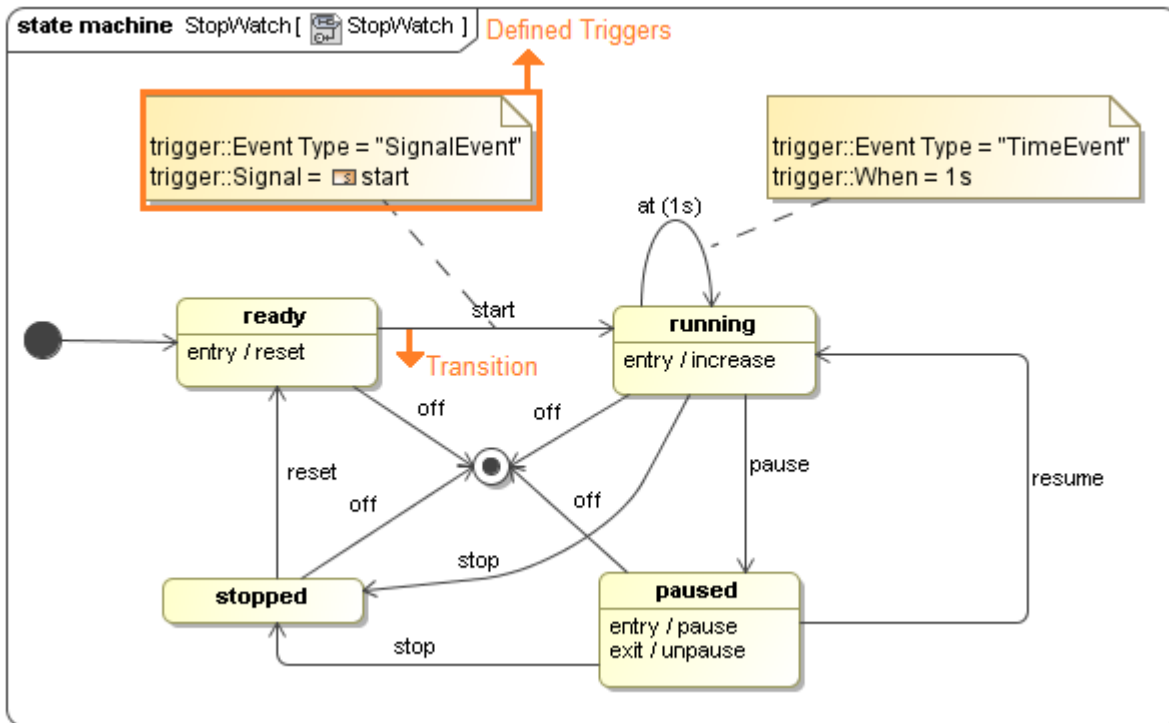


# Defining Triggers on Transitions

If you want a [runtime object](#) to change its [State](#) on a [Transition](#), you need to define a [Trigger](#) on the Transition by [assigning an Event Type to a Transition](#). A runtime object will change its State when it receives a Trigger on the Transition. A Trigger can be a [Signal Event](#), a [Time Event](#), or a [Change Event](#).



The StopWatch's State Machine diagram with defined Triggers on the Transitions.



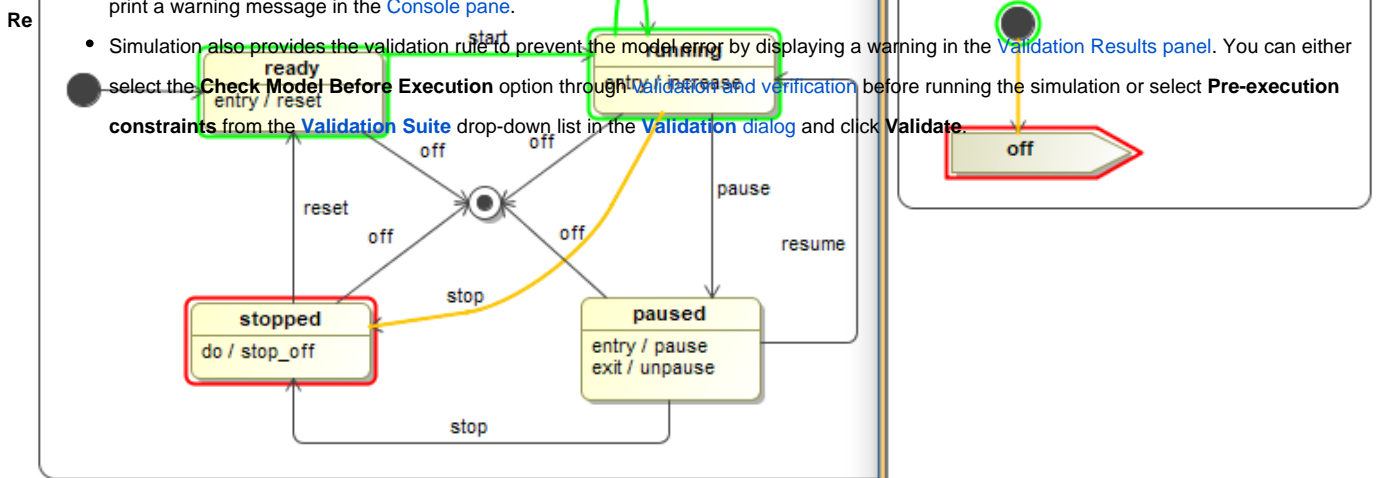
Tip

Optionally, you can also use a [Send Signal Action](#) of an [Activity](#) as a Signal Event of Transition. As shown in the following figure, the *stopped* State can wait for the *off* Send Signal Action of the *do* Activity to proceed to the final State.



Warning

- According to UML Version 2.5.1, the initial Transition must not have Triggers or Guards. If the Initial Transition violates the rule, Simulation will print a warning message in the [Console pane](#).



The off Send Signal Action of the do Activity as a Signal Event of Transition.