

P5 Resource States

Description

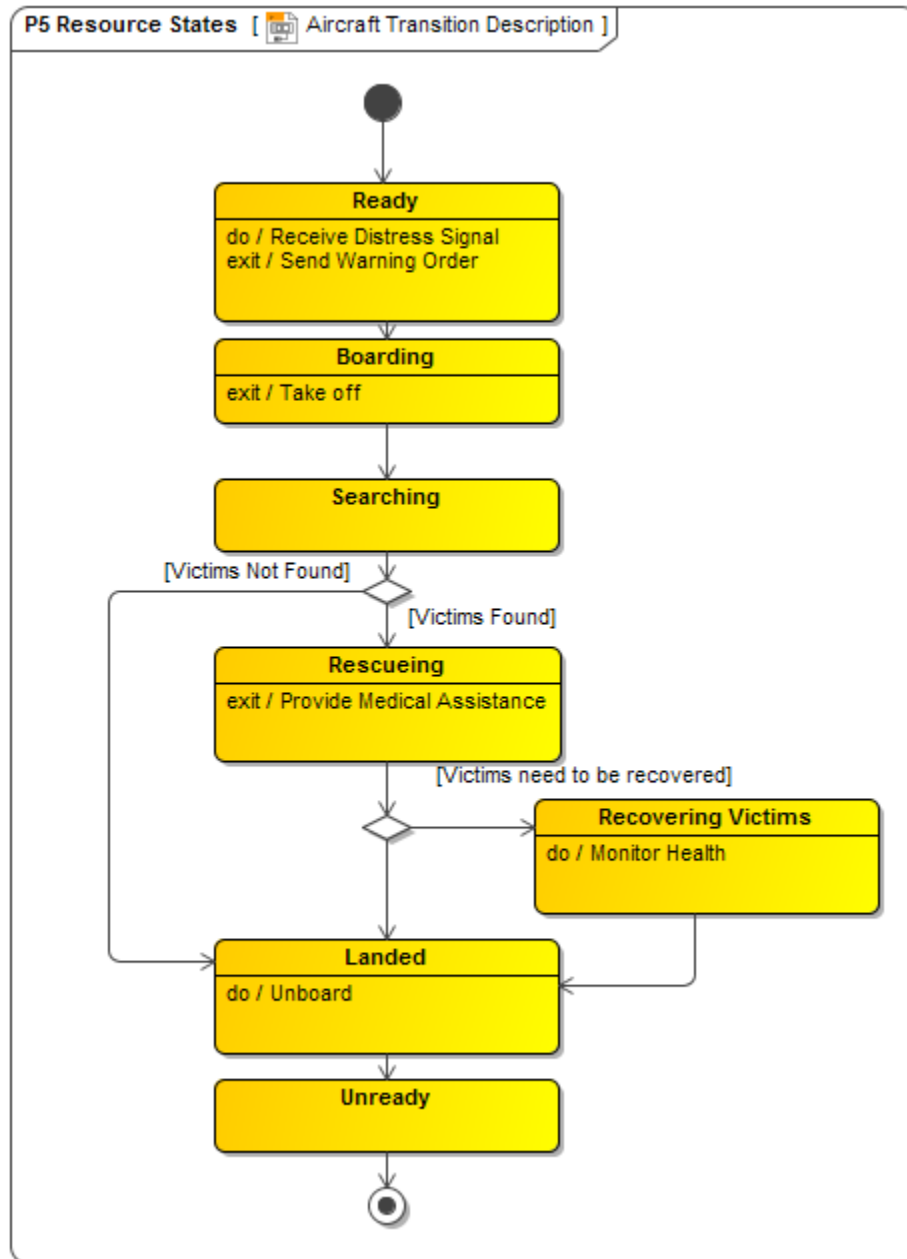
The P5 Resource States view describes how Resources change state in response to events and other stimuli. The P5 view identifies the states a Resource can be, the allowable changes between those states, and the triggers that cause the state changes.

The P5 view may be used to:

- Define states, events and state transitions (behavioural modelling).
- Identify constraints (input to System Requirements Document).

Implementation

The P5 view can be represented using a P5 Resource States diagram which is based on the UML State Machine diagram.



Related elements

- [Resource State Description](#)
- [State](#)
- [Resource Artifact](#)
- [Software](#)
- [Capability Configuration](#)

- [Organization](#)
- [Post](#)

Related procedures

- [Allocate Activities to State Internal Behaviors](#)