

Protocol State Machine diagram

A Protocol State Machine is always defined in the context of a classifier. It specifies which [Operations](#) of the classifier can be called, in which [State](#), and under which condition, thus specifying the allowable call sequences on the classifier's operations.

The Protocol State Machine presents the possible and permitted [Transitions](#) on the instances of its context classifier, together with the [Operations](#) that carry the [Transitions](#).

In this manner, an instance lifecycle can be created for a classifier, by specifying the order in which the [Operations](#) can be activated and the [States](#) through which the instance progresses during its existence.

The Protocol State Machine diagram is created for use with the Protocol State Machine and the Protocol Transitions.

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