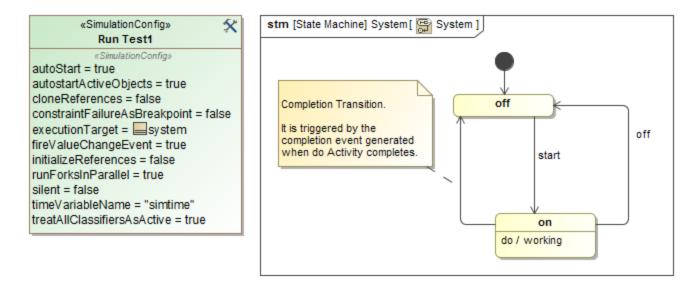
Completion Events and Transitions

Completion Events are standard UML Events which are fired during the execution of a State Machine diagram. For composite or submachine States, a completion Event will be generated when all internal Activities, e.g., **entry** and **doActivity** Behaviors, have completed execution under either of the following circumstances

- If the State is a composite State, all its orthogonal Regions have reached a FinalState.
- if the State is a submachine State, the submachine StateMachine execution has reached a FinalState.

Environment Options			2
Simulation options Change various Simulation options a	and configurations.	Visiger autor	n et.
Q Type here to filter options	Simulation		
🗄 🛐 General			
	Treat All Objects as Active	✓ true	*
Composition Inspection	Terminate Behavior on Exception Thrown	✓ true	
m m Collaboration	Initialize Numerical Value	0	
🖏 Update	Sequence Diagram Generator		
👜 Network	Record State Change	🗸 true	
	Record Value Change	✓ true	
	Record Timestamp	✓ true	
	, 🗆 fUML Engine		
	Use fUML Decision semantics	🔲 false	
Launchers	Parametric Evaluator		
E Experience	Default Parametric Evaluator	Built-in Math	
🕨 External Tools	External Solver Timeout	15	
Notifications	Mathematica Engine		Ξ
DH Cameo DataHub	Local Mathematica Directory	C:\Program Files\wolfram re	
Code Engineering	SCXML Engine	_	
	Use Fully Qualified Names in SCXML Export	V true	
	State Activation Semantics	After entry	
Macros	 Completion Events and Transitions 	V true	Ŧ
Report Wizard		Reset to Defaults	

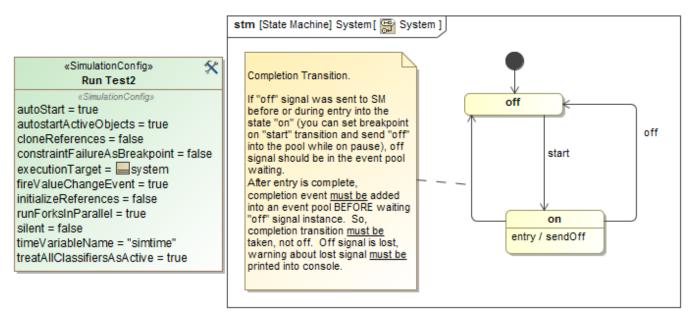
Completion Events and Transitions Environment Options.



Completion Events and Transitions in a State Machine diagram.

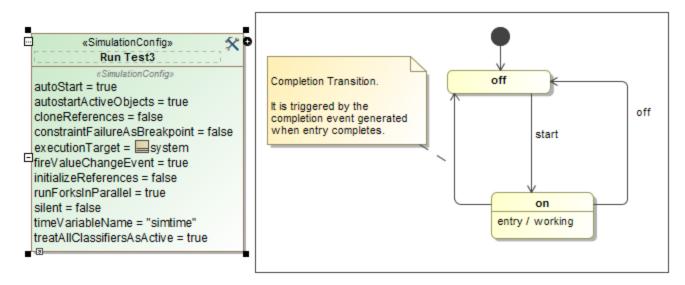
For example, in the above State Machine diagram, a Transition from the "on" State to the "off" State does not happen until a completion Event is generated. The completion Event is generated after the DoActivity Behavior completes and only then the State transits from "on" to "off".

Case 2



Completion Events and Transitions in a State Machine diagram.

In the above State Machine diagram, a completion Event is generated after the entry and sendOff Behaviors have completed.



Completion Events and Transitions in a State Machine diagram.

In the above State Machine diagram, a completion Event will be generated after the entry and working Behaviors have completed.



Related page

- State MachineState Machine diagram