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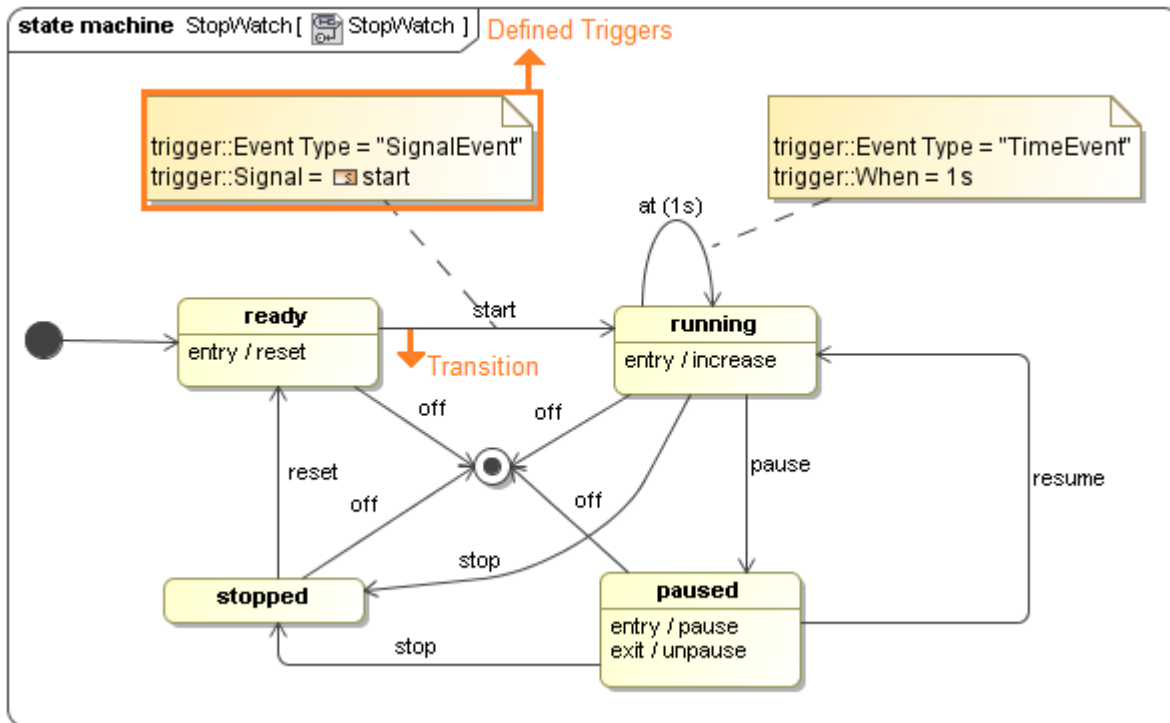
If you want a runtime object to change its State on a Transition, you need to define a Trigger on the Transition by assigning an Event Type to a Transition. A runtime object will change its State when it receives a Trigger on the Transition. A Trigger can be a Signal Event, a Time Event, or a Change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

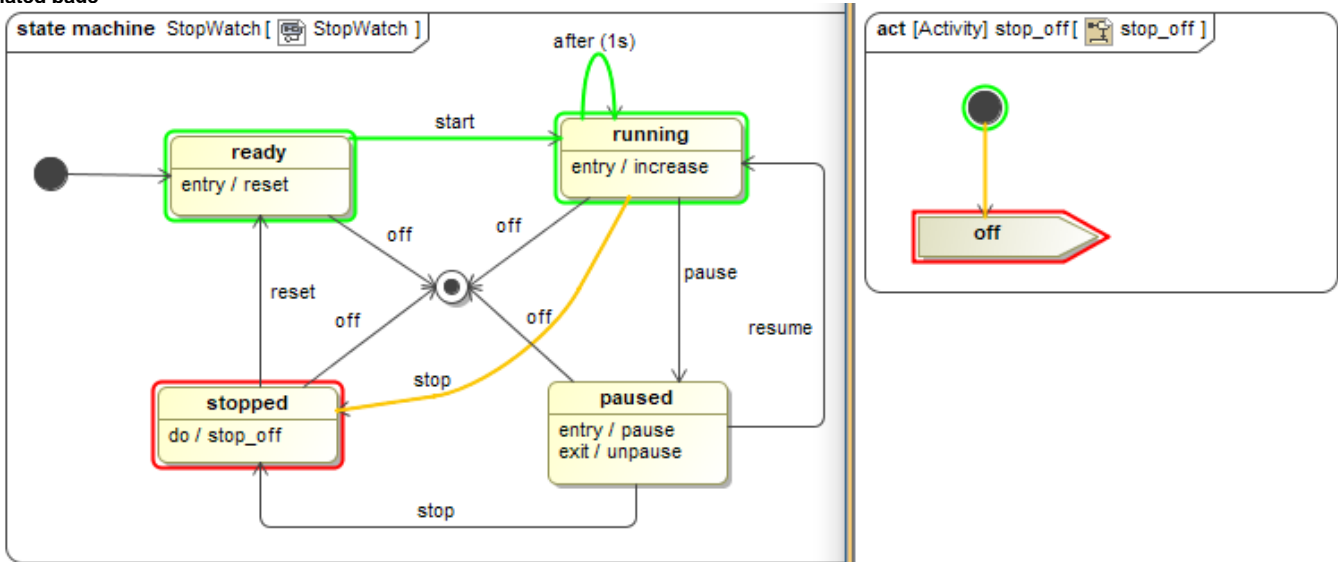The StopWatch's State Machine diagram with defined Triggers on the Transitions.

> **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.

Related page

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