Completion Events and Transitions

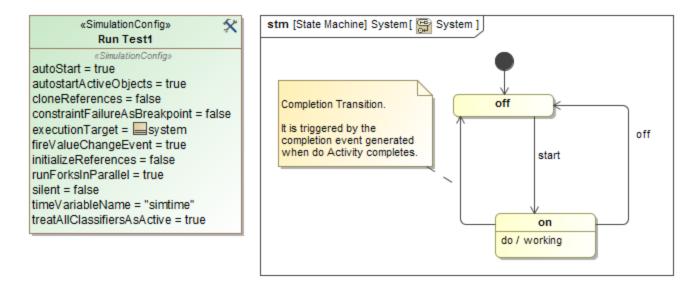
Completion Events are standard UML Events which are fired during the execution of a State Machine diagram. For composite or submachine States, a completion Event will be generated when all internal Activities, e.g., entry and doActivity Behaviors, have completed execution under either of the following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

🔀 Project Options		
Specify general project pro Specify the validation, proje options.	ct dependency checker options and other general project-specific	tagar evit mod mollin d fluggist claim et. anna (peam, chior annacchiamelle.
Q Type here to filter opt	Simulation	
 □··· Ø General ○·· Ø Browser ○·· Ø Dependency C ○· Ø Diagrams ○· Ø Diagrams ○· Ø General ○· Ø General ○· Ø Legend Adornii ○· Ø ReqIF ○· Ø Requirements 	Default Parametric Evaluator Built-in Math External Solver Timeout 15 SCXML Engine Use Fully Qualified Names in SCXM Use Fully Qualified Names in SCXM Itrue State Activation Semantics Before entry Completion Events and Transitions Itrue Simulation Script Engine External Libraries	^
✓ Simulation ✓ Suspect Links ✓ ✓ SysML ✓ ✓ Validation ✓ Diagram Info ✓ ✓	Completion Events and Transitions Specifies that a completion transition will implicitly be triggered by a completion which is generated after the entry actions and the internal activities ("do" activ have been completed. Reset to Def	vities)

The Completion Events and Transitions option in the SCXML Engine group in the Project Options dialog.

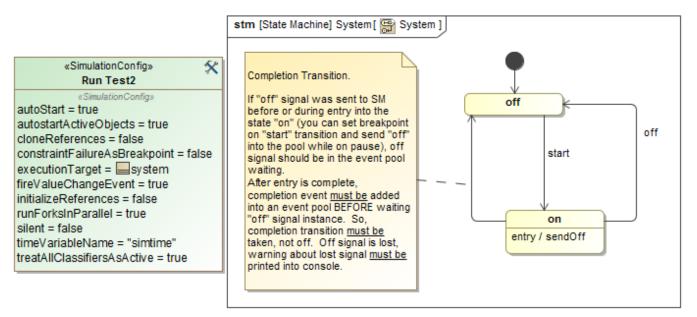
Case 1



Completion Events and Transitions in a State Machine diagram.

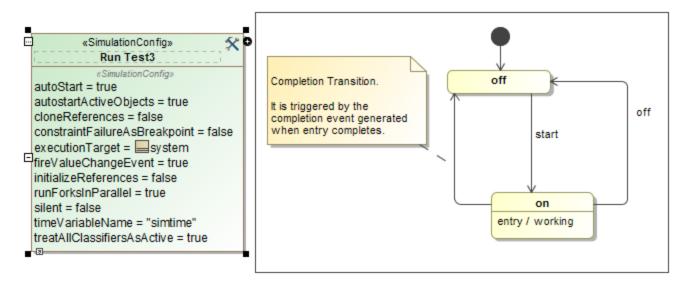
For example, in the above State Machine diagram, a Transition from the "on" State to the "off" State does not happen until a completion Event is generated. The completion Event is generated after the DoActivity Behavior completes and only then the State transits from "on" to "off".

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