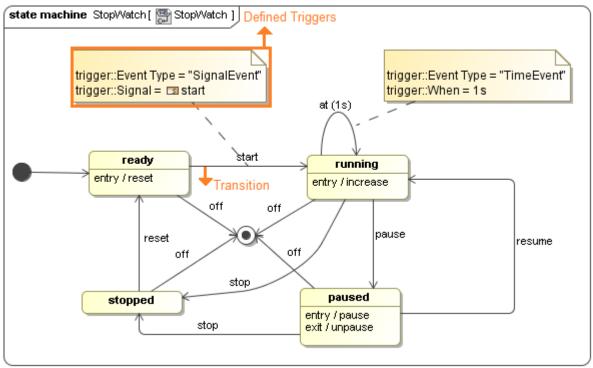
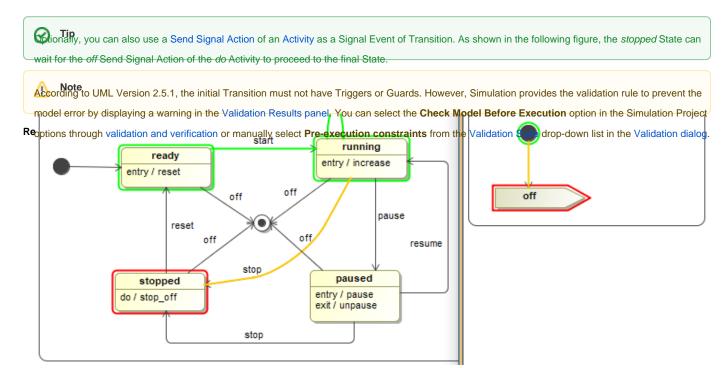
## **Defining Triggers on Transitions**

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.



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