State Machine Diagrams

CS 2720
A state machine diagram is another behavior diagram in UML.

The state machine diagram is meant to show how events change the state of an object.
On the example state machine diagram, identify the following elements and explain their meaning:

- *initial state* and *final state(s)*
- *states* and *transitions*
- *events* and *guards*
- *activities*, including on transitions, *do* activities, *entry* activities, and *exit* activities
What are some “diagram smells” we can look for with state machine diagrams?

- Nondeterminism
- Activities in the “wrong place”
- Unreachable states
- Dead-end states