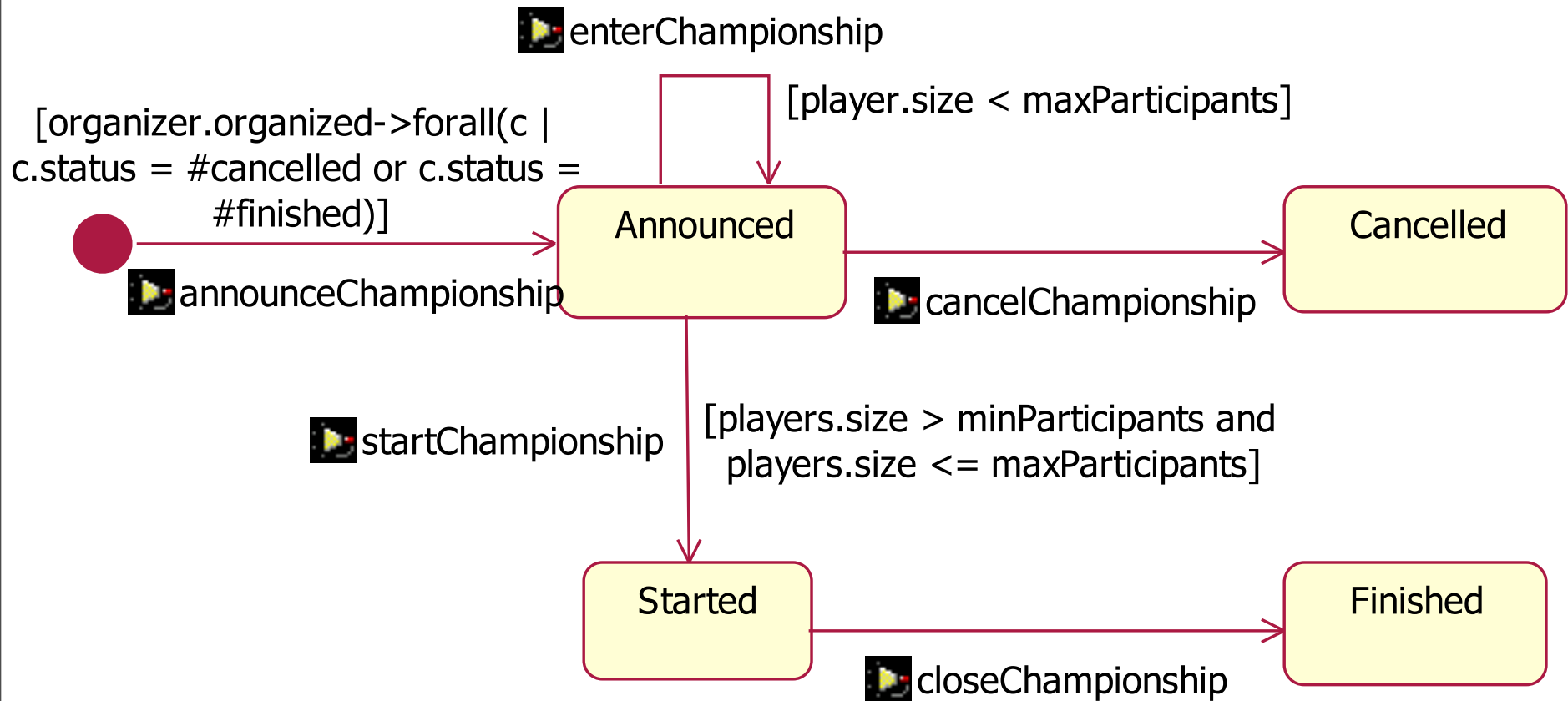


Statecharts of Entity Classes

Statechart of Championship (with events of ChampManager)



States

- Concrete state:
 - Combination of possible values of attributes
 - Can be infinite
- Abstract states: (like in statecharts)
 - Predicates over concrete states
 - One abstract state ← many concrete states
 - Hierarchical states:
 - Frequent in embedded apps (e.g. control of car brake)
 - Rare in business entities
- Implementation (of abstract state)
 - 1 query method
(no side effect, with bool return value)
 - Special attribute (of enumeration type)

Transitions

- Guards
 - OCL expressions (see next lecture on OCL)
- Events / Effects
 - Business methods of control classes
- Note:
 - Execution of a business method may trigger state changes in multiple statecharts!!!