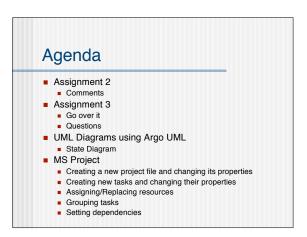
Discussion Session Week 9 - Fall 2007 Instructor: Michele Rousseau TA: Rosalva Gallardo



State Diagrams show the dynamic behavior of: A class instance, or Whole system Concepts*: An event occurs at a point in time and transmits information from one object to another An action occurs in response to an event and cannot be interrupted An activity is an operation with certain duration that can be interrupted by another event A guard is a logical condition placed before a transition that returns either a true or a false

