

State Transitions Diagrams

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Overview

- Definition
- Graph Theory
- Samples
- Chess

Definition

- Machine process in which events can cause the transition from one state to another
- a process that a machine goes through based on selected inputs/events

Graph Theory

- Mathematically – The Study of Graphs
 - mathematical structures used to model relations between objects from a certain collection
- In Computer Science –
 - graphs are used to represent networks of communication, data organization, computational devices, etc.

Graph Theory

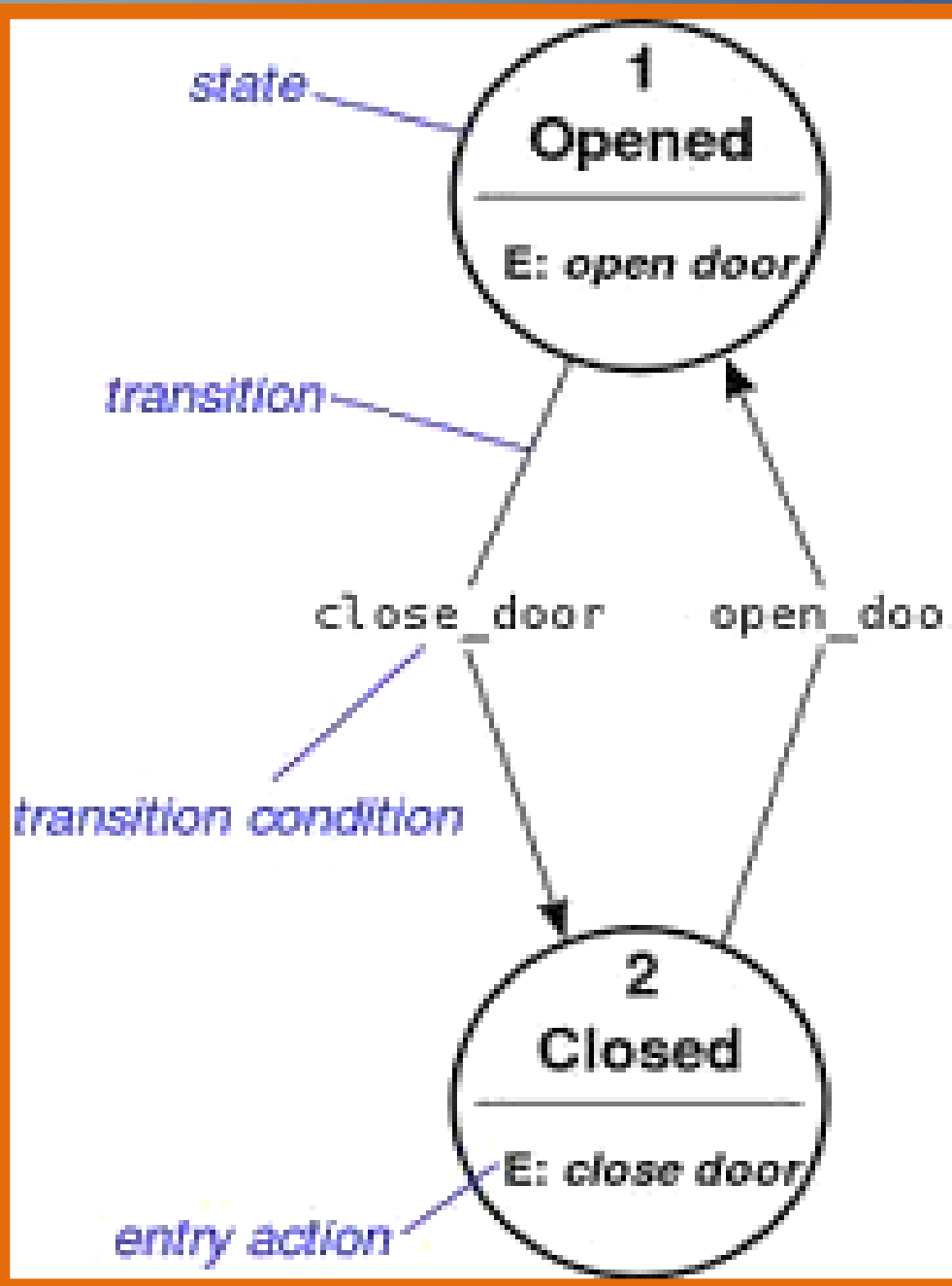
- Setup

- States

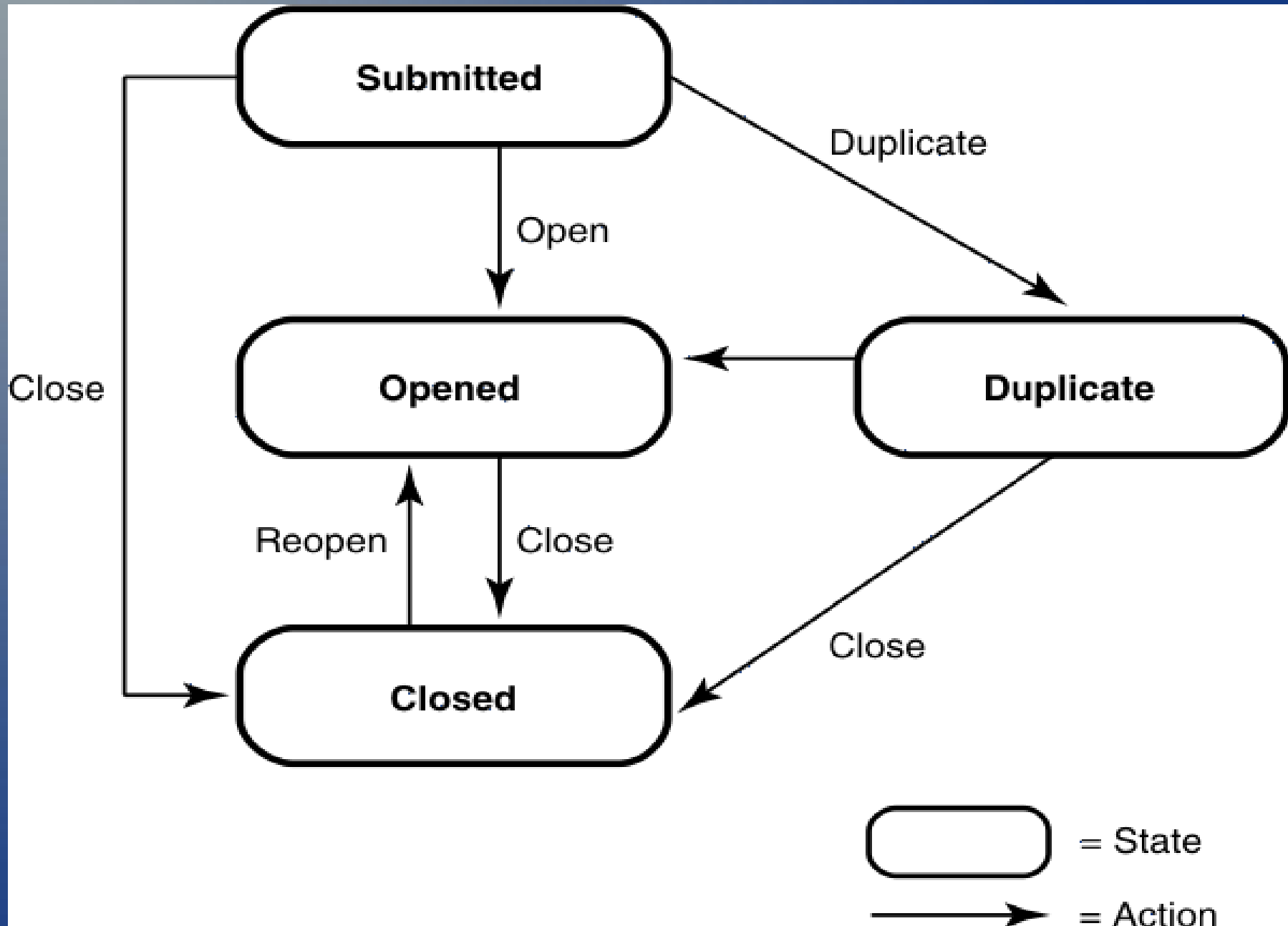
- Transition

- Transition Conditions

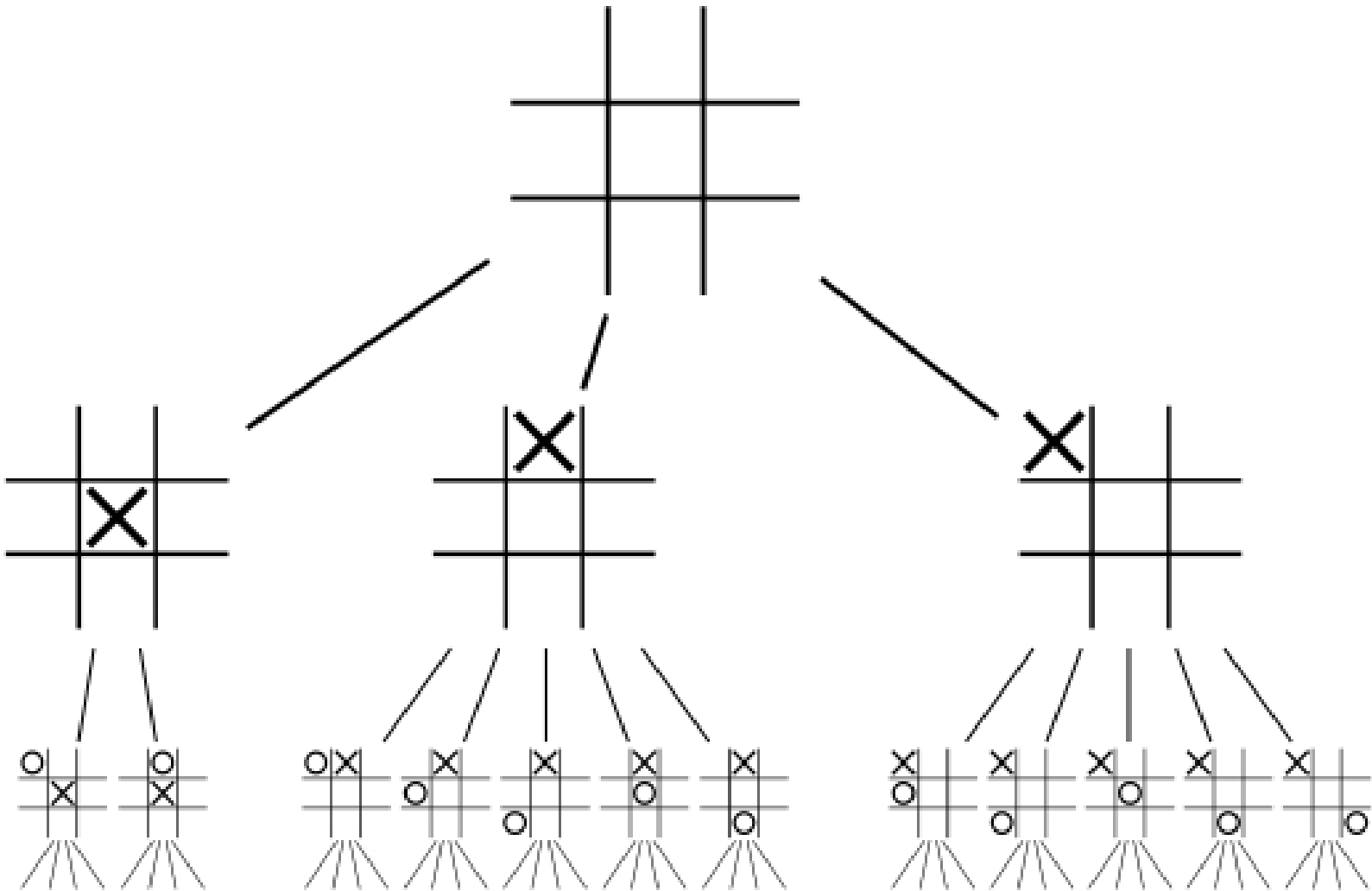
- End Result State



Sample



Sample



Sample

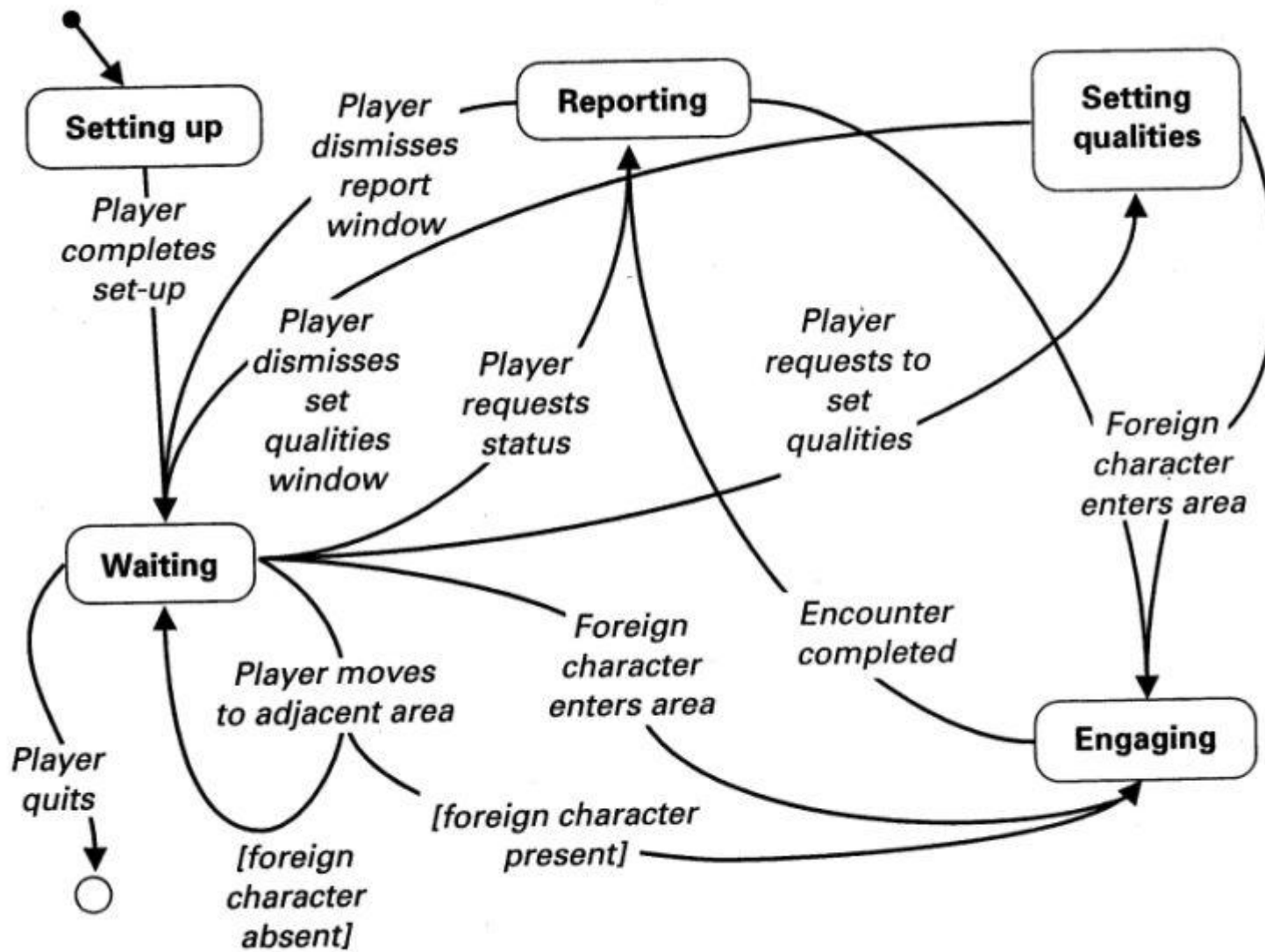
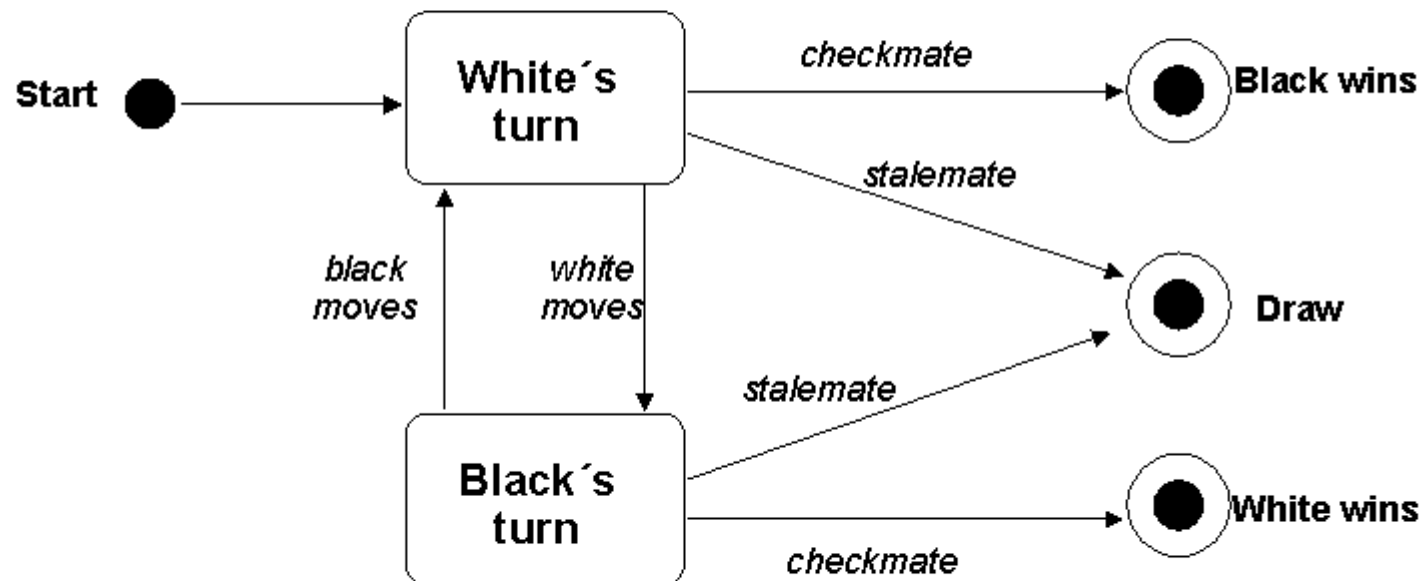


Figure 3.40 Encounter State-Transition Diagram

UML State Diagram - example

Chess game



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