

Team 302

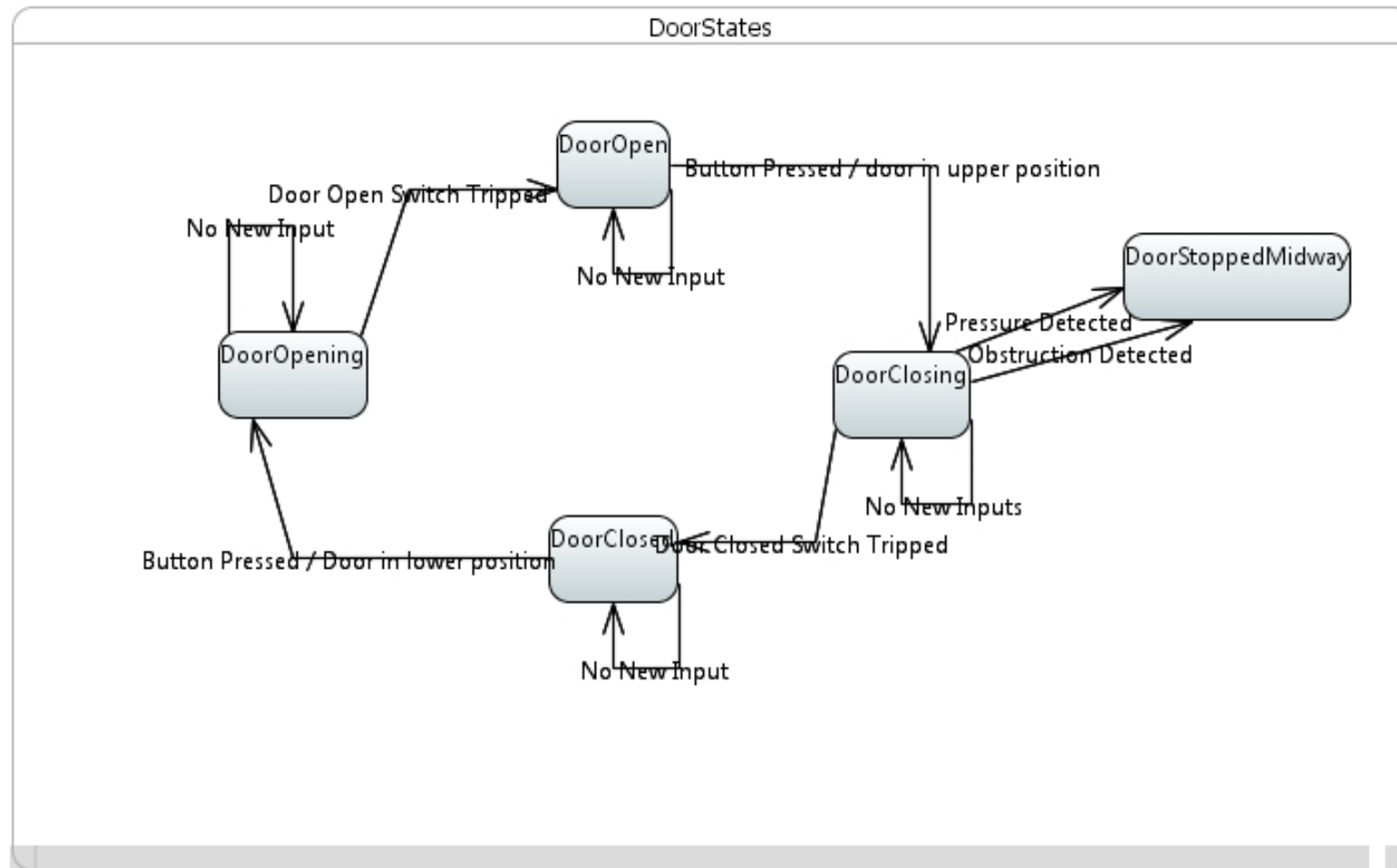
Unified Modeling Language (UML) – State Diagrams



State Diagrams

- The Item can be in one condition (state) at a time
- The transitions from one state to another is known
- Actions may change the state (but not a given as some actions cause it to stay in the state)
- Can simplify complex things (things can only transition certain ways)
- See <http://gameprogrammingpatterns.com/state.html> for a good example

State Diagrams



Activity

- Create a State Machine for the ball handling mechanisms for the 2016 Competition Robot
- Try using Papyrus plug-in within eclipse or StarUML