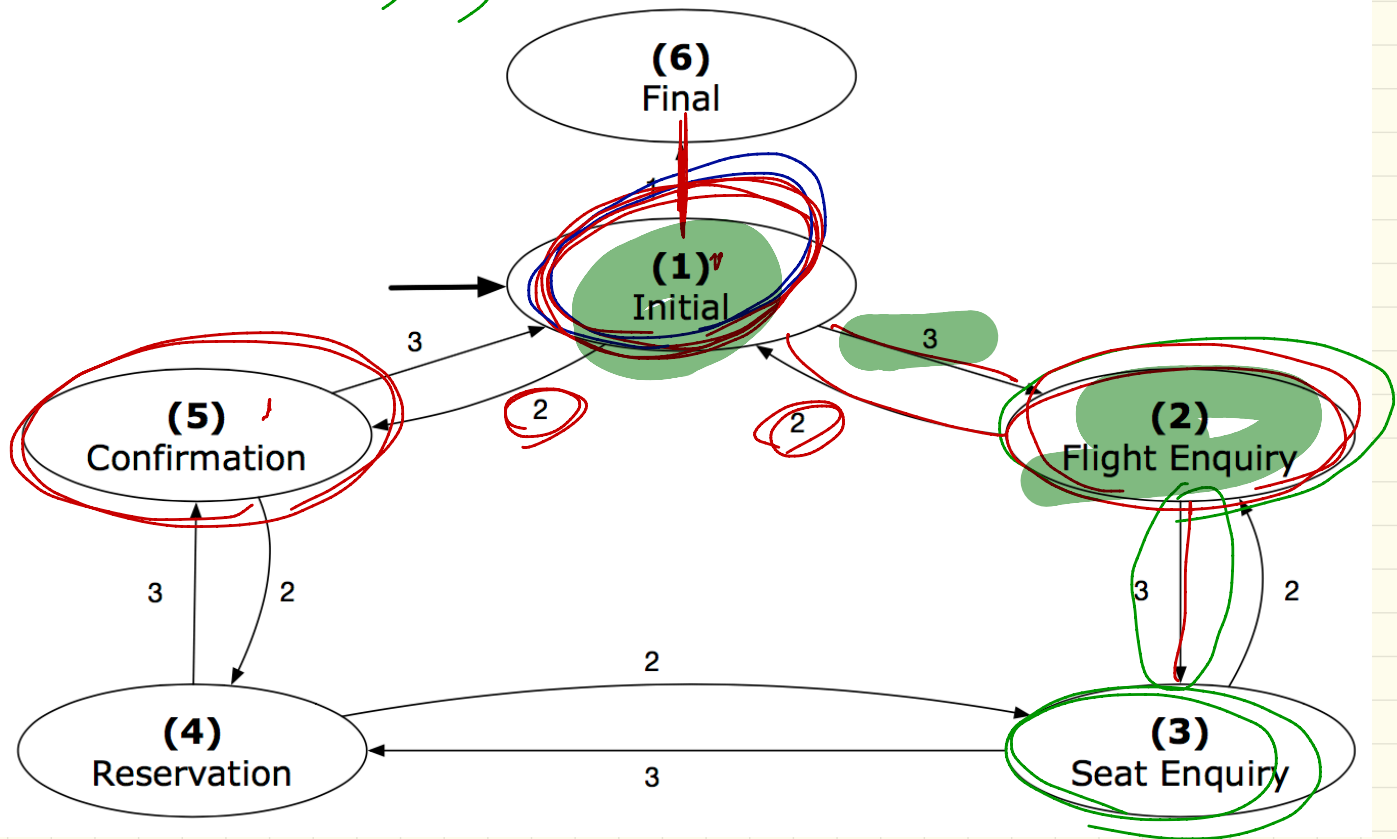


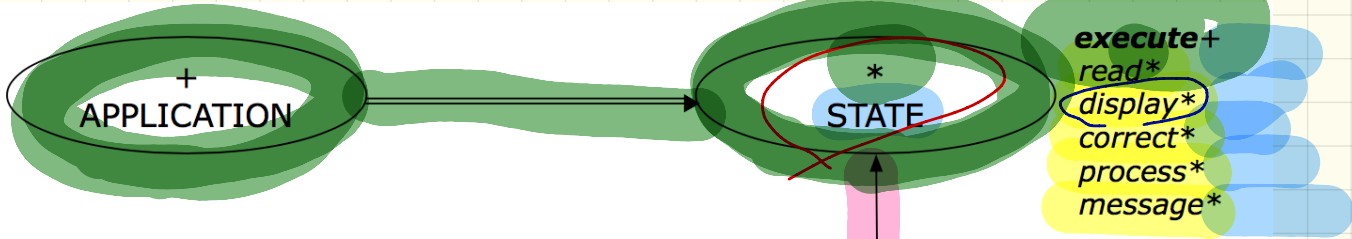
Lecture 15

Wednesday Nov. 1

transition (2, 3) = 3



SRC STATE \ CHOICE	1	2	3
1 (Initial)	6	5	2
2 (Flight Enquiry)	-	1	3
3 (Seat Enquiry)	-	2	4
4 (Reservation)	-	3	5
5 (Confirmation)	-	4	1
6 (Final)	-	-	-



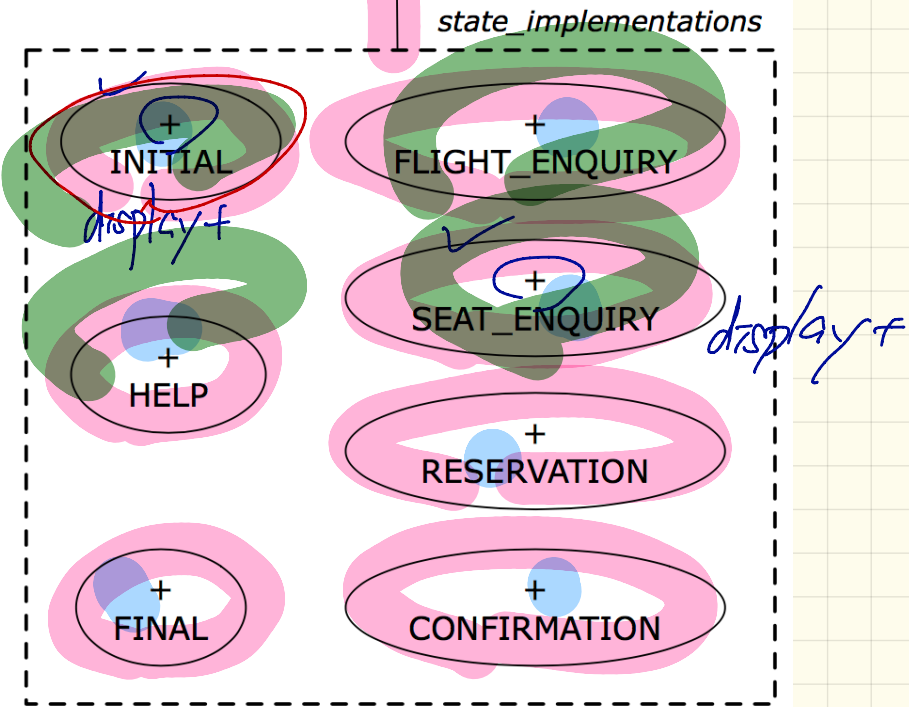
S: STATE

create {INITIAL} s. make

s. display

create {S-E} s. make

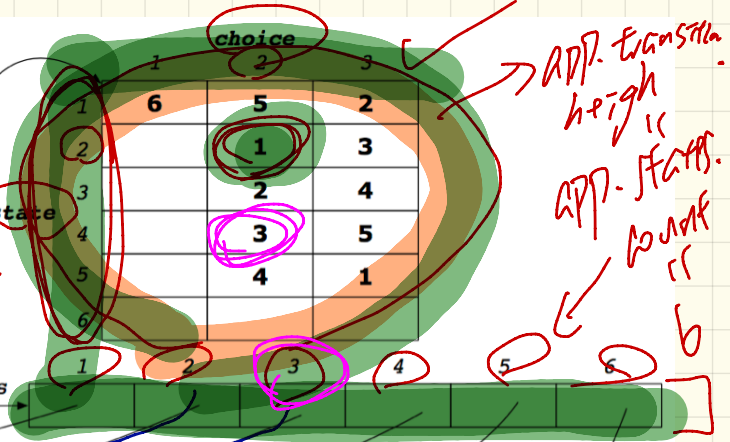
s. display



APP. TRANSITION (2, 2)

app.states [2]. display
 app.states [3]. display

version in F-E
 version in S-E



app.states



states : ARRAY [STATE]

States can be store into array.

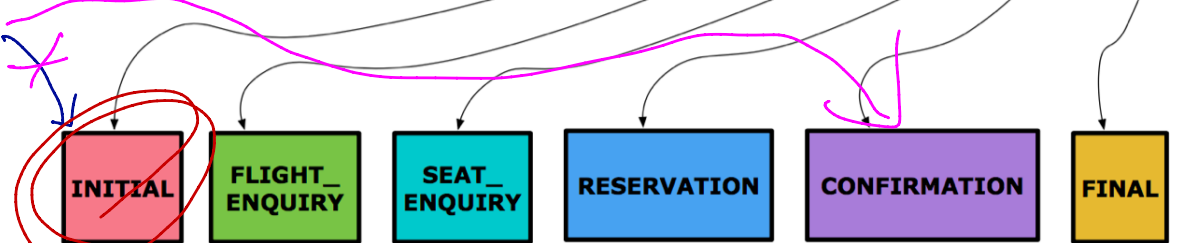
↳ each item has ST STATE
 ∴ polymorphism objects whose types are descendants of

app.put_transition(6, 1, 1)
 ↙ ↘
 target state source state

	1	2	3
1	6	5	2
2		1	3
3		2	4
4		3	5
5		4	1
6			



current state



APPLICATION current_state: STATE

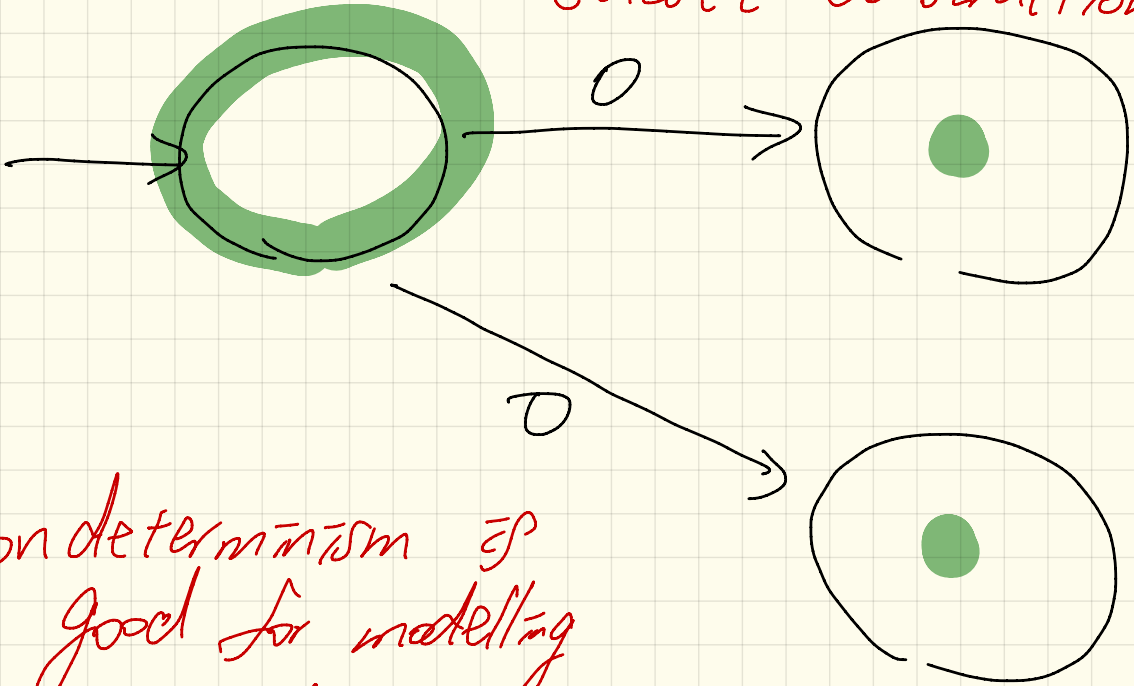
initial := 1

choice : 2
 transition.item(1, 2)
 current_state := 5
 states[5]

current_state := states[i]

current_state.except → version in INITIAL

Subset Construction



Non-determinism is good for modelling but not for programming (i.e. not predictable).

Cabinet

chassis

chassis

card

chassis

P.S.

dvd-room-drive

card