



Practical UML Statecharts in C/C++: Event-Driven Programming for Embedded Systems

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CRC Press, 2008. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Preface PART I STATECHARTS Chapter 1 Whirlwind Tour of Programming with Statecharts 1.1 Why Bother? 1.2 The Traditional Event-Action Paradigm 1.3 State Machines? A Better Way of Programming 1.3.1 The Time Bomb Example 1.3.2 The Calculator Example 1.5 Object-Oriented Analogy 1.6 The Event-driven Framework 1.6 Summary Chapter 2 A Crash Course in Statecharts 2.1 The Essence of Finite State Machines 2.2 The Essence of UML Statecharts 2.3 Examples of State Models 2.4 Summary Chapter 3 Standard State Machine Implementations 3.1 State Machine Interface 3.2 Nested switch Statement 3.3 State Table 3.4 State Design Pattern 3.5 Optimal FSM Implementation 3.6 State Machines and C++ Exception Handling 3.7 Role of Pointer-to-Member Functions 3.8 Implementing Guards, Junctions, and Choice Points 3.9 Implementing Entry and Exit Actions 3.10 Dealing with State Hierarchy 3.11 Summary Chapter 4 QEP: A Minimal Hierarchical Event Processor 4.1 General Structure of the QEP Event Processor 4.2 An Annotated Example (QHsm) 4.3 QEP Structure 4.3.1 QEP Source Code Structure 4.3.2 Internal Representation of a State Machine 4.3.3 Initialization of a State Machine 4.3.4 Dispatching Events to a FSM 4.3.5 Executing a Transition...



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