



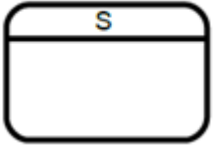
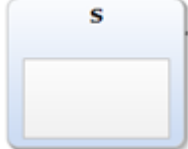
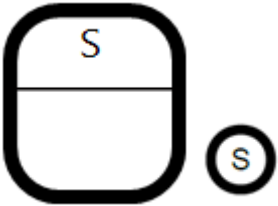

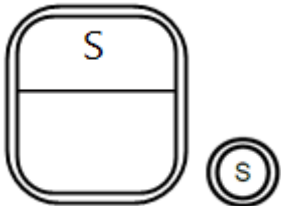

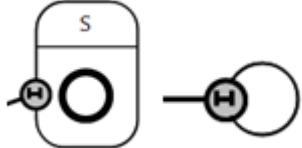

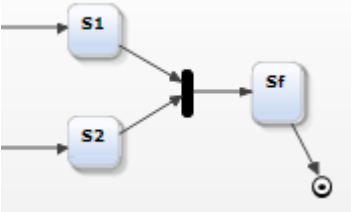
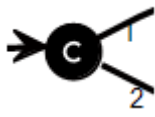
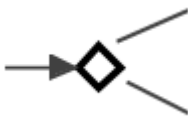


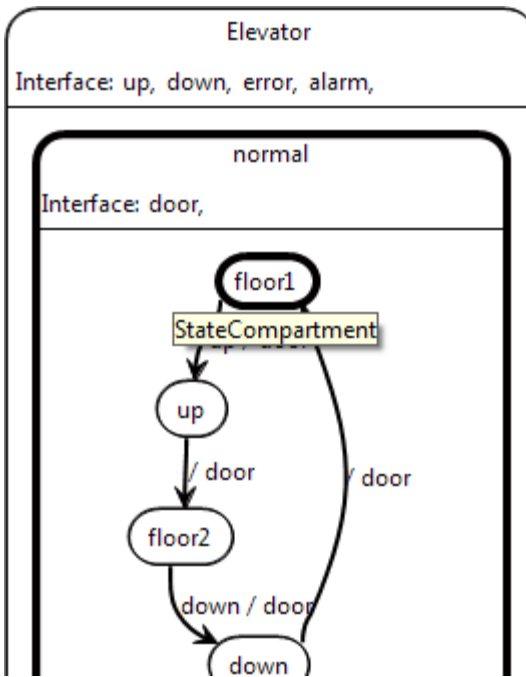
# Comparison of the graphical representation

The following table depicts a detailed comparison of the graphical representation between the KIELER SyncCharts Editor and the Yakindu SCT Editor.

	KIELER	YAKINDU	
Transition			<p><b>YAKINDU:</b> There is only one type for transitions</p> <p><b>KIELER:</b> Strong Abort, Weak Abort, Normal Termination</p>
State			
Composite State			
Initial State			<p><b>YAKINDU:</b> Initials State are pseudo states. The Initial State may not be a Composite State. An initial state can only have one outgoing transition and no incoming.</p> <p><b>KIELER:</b> Initial states are supposed to have a thicker border than normal states</p>
Final State			<p><b>YAKINDU:</b> Final States are pseudo states. The Final State may not be a Composite State</p> <p><b>KIELER:</b> Final states are depicted with a double border</p>
History			<p><b>YAKINDU:</b></p> <ul style="list-style-type: none"> <li>Shallow History: is a pseudo state. It is placed inside a region of a composite state.</li> <li>Deep History: is similar to shallow history. With a deep history the latest state of multiple nested states is remembered.-</li> </ul> <p><b>KIELER:</b> A History is a attribute of a Transition</p>
Synchronization			<p><b>YAKINDU:</b> Synchronization is a pseudo state.</p> <p><b>KIELER:</b> Synchronization not needed in KIELER</p> <ul style="list-style-type: none"> <li>No interlevel transitions</li> <li>Closest construct: normal termination</li> </ul>
Choice			

KIELER	YAKINDU
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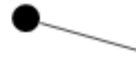
Interface declaration



default

```
interface :
in event on
in event off
in event alarm
var flash: bopolean
```

main region



**Alarm**

entry / flash = t

**S**