

Collaborative software with state machines

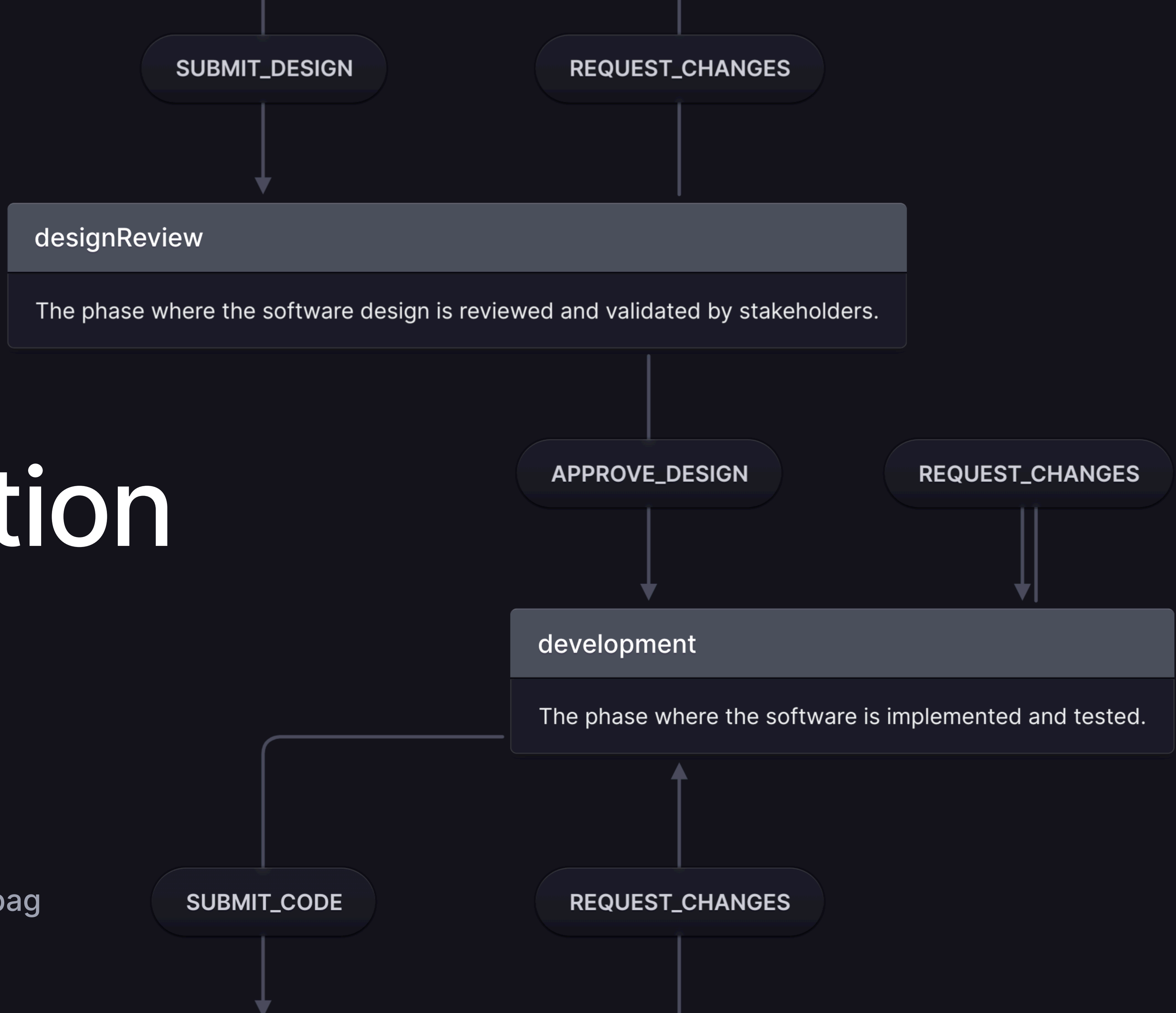


start talk

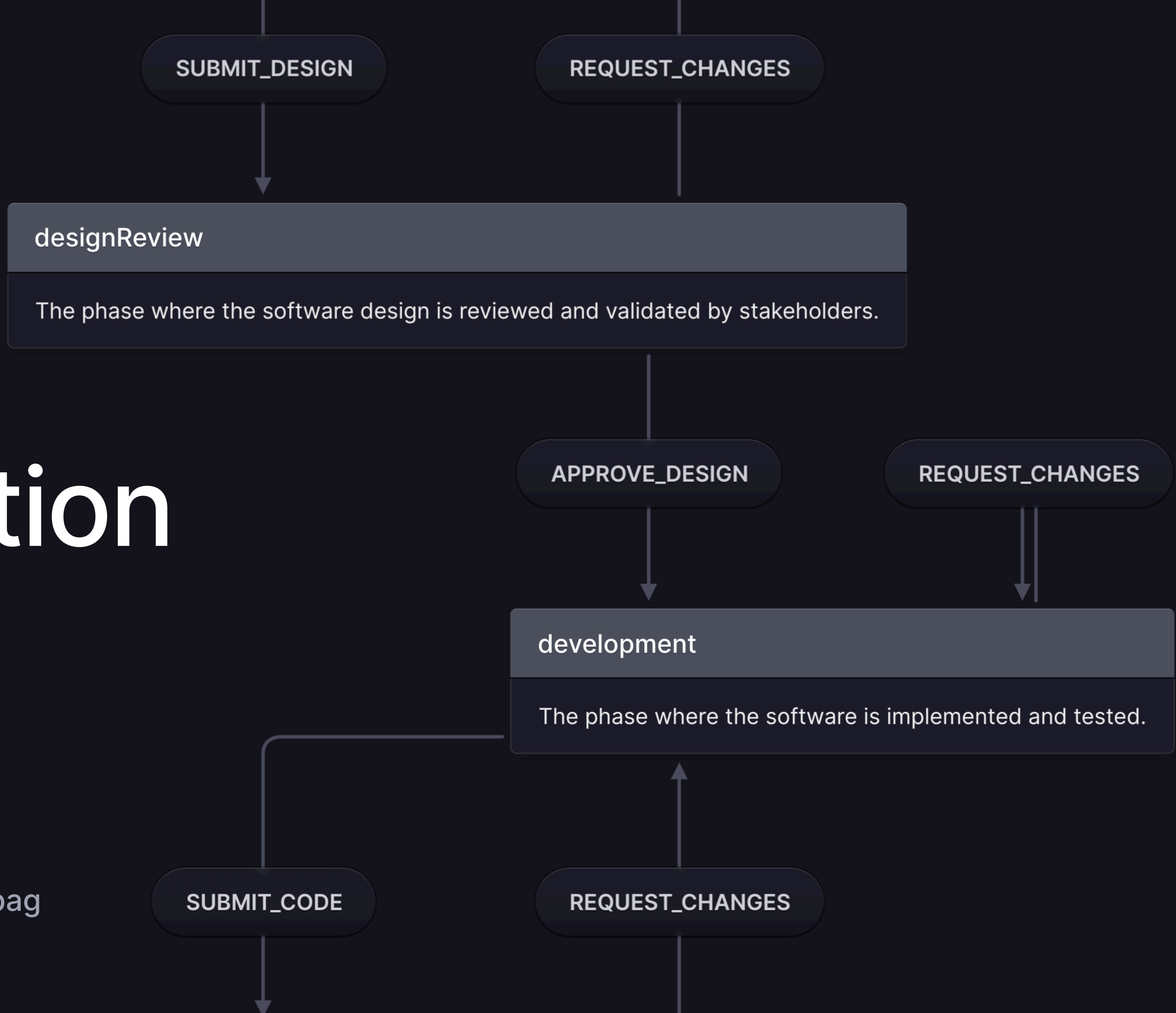


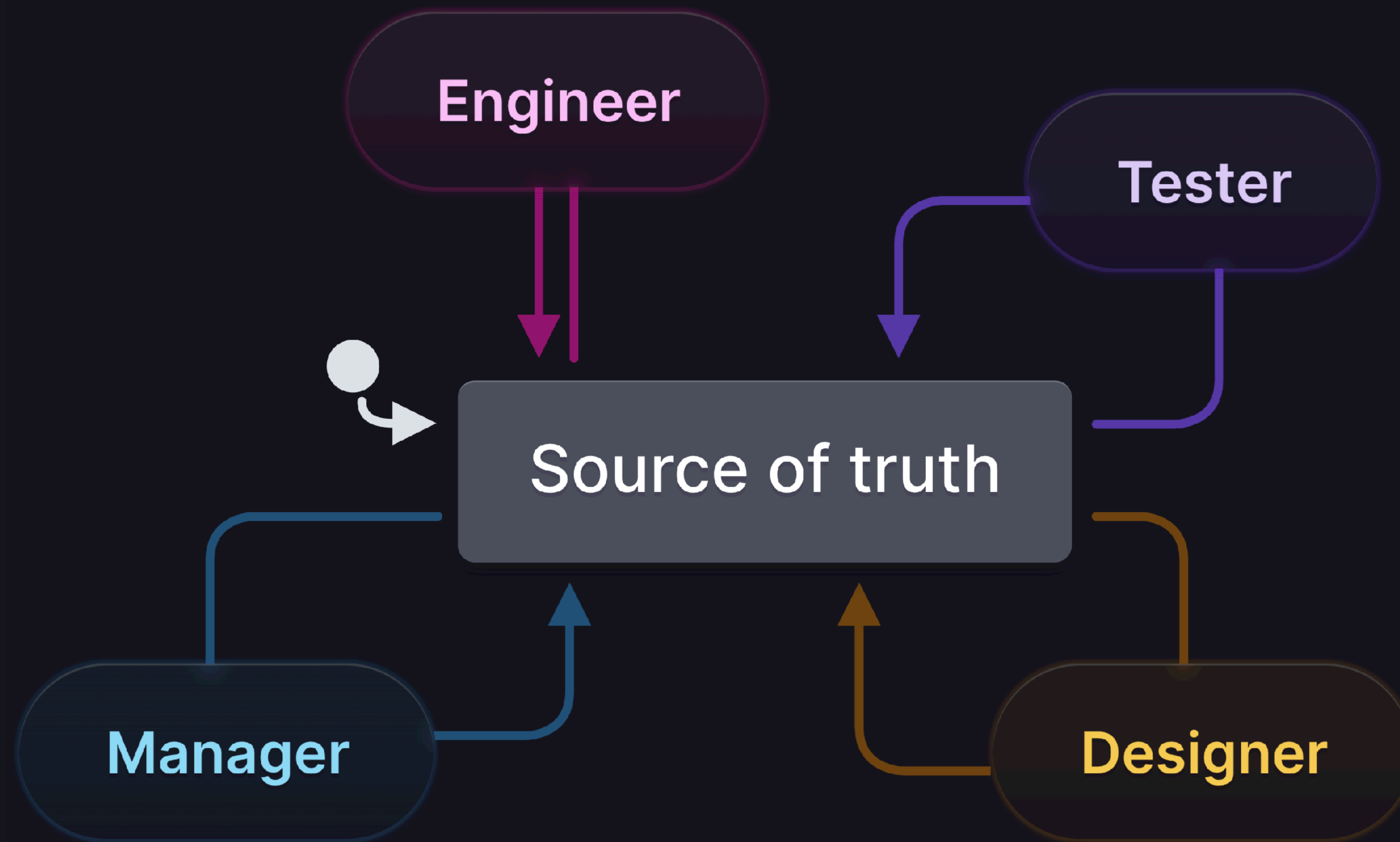
Building a white noise machine with state machines

Separation



Separation





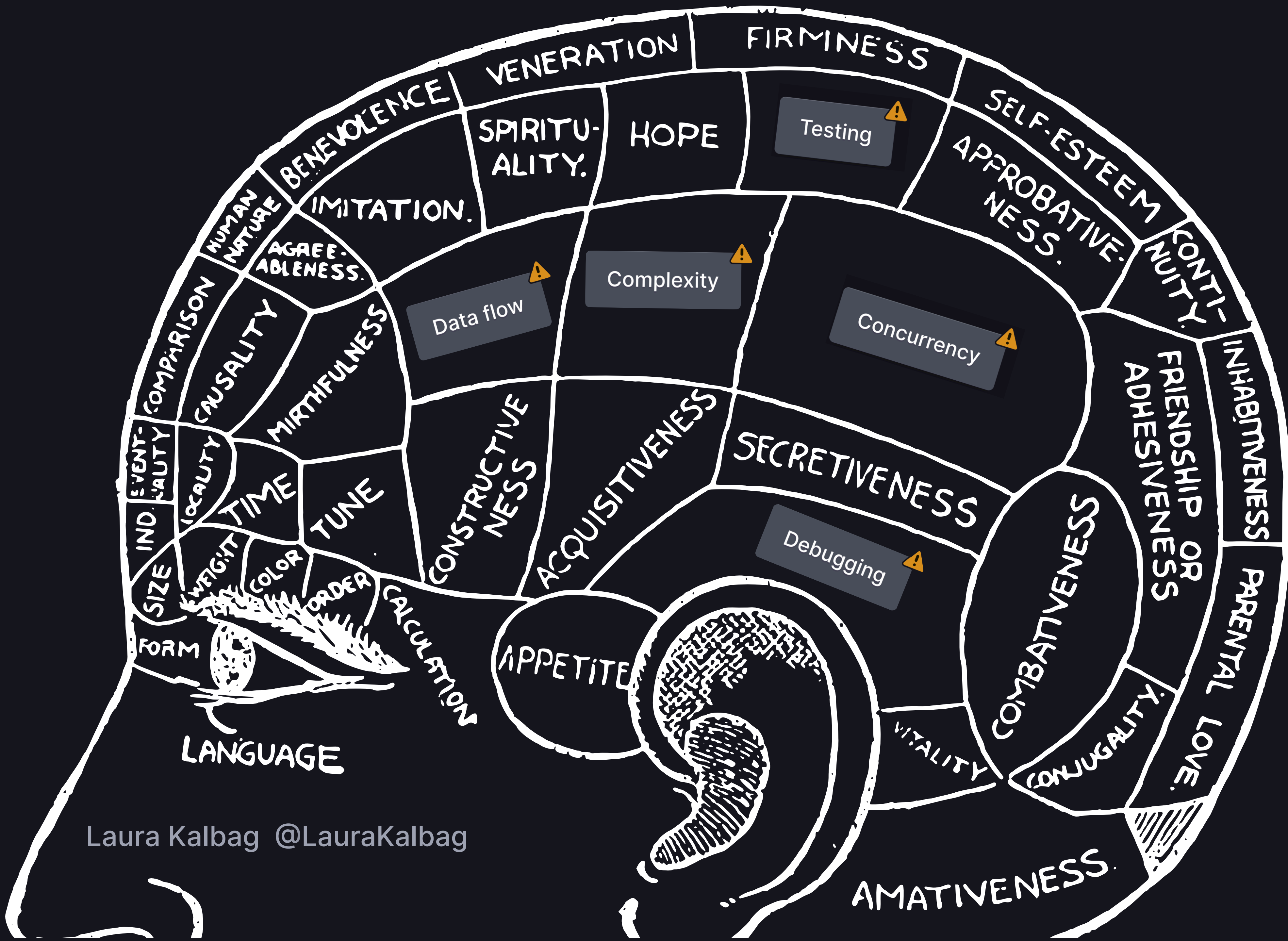
Complexity

Debugging

Data flow

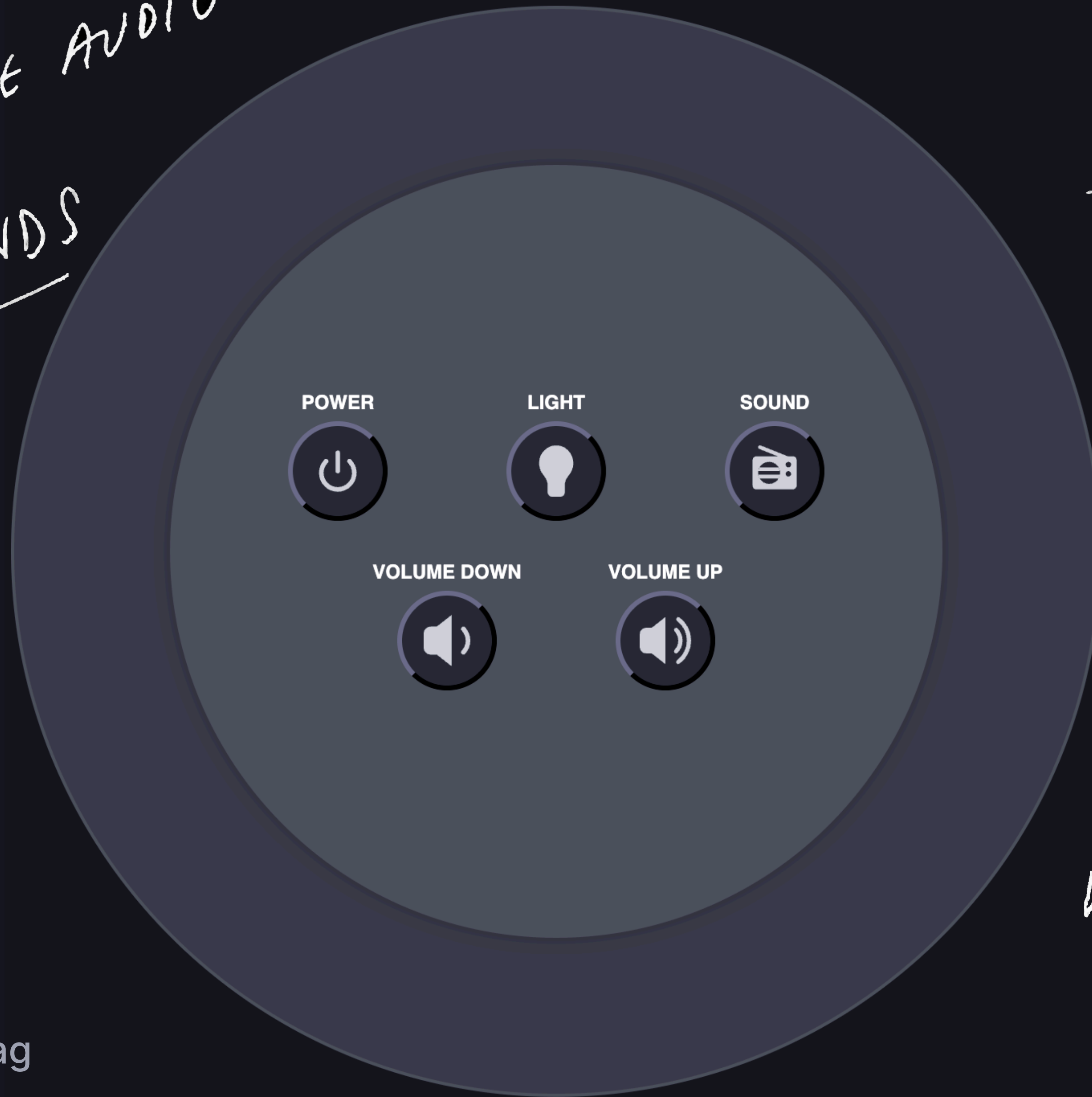
Concurrency

Testing



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ON / OFF
PLAY AUDIO / PAUSE AUDIO
WHITE NOISE SOUNDS
white noise!
waves
fan

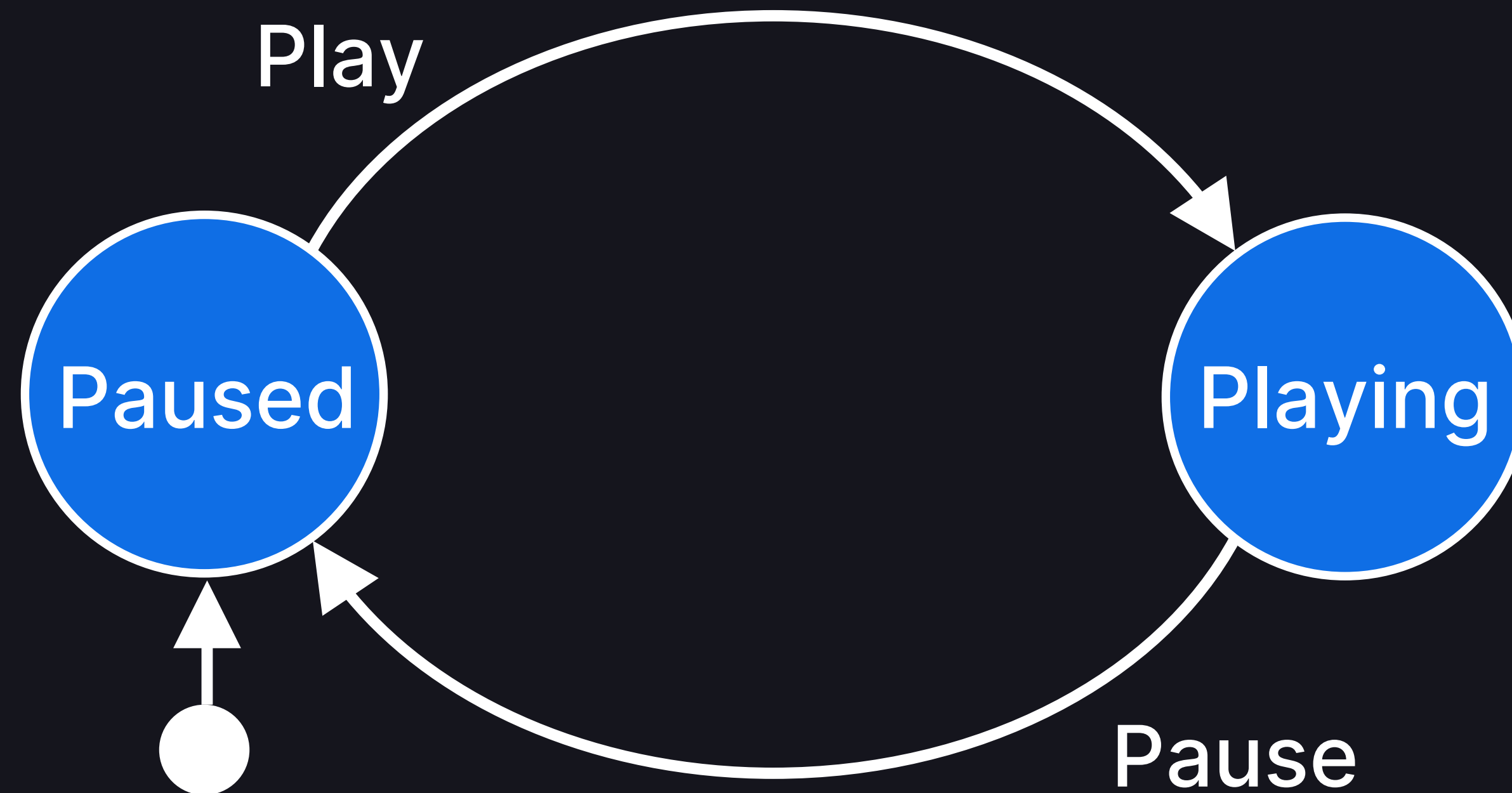


COLOURED LIGHTS

yellow
green
blue

VOLUME UP/DOWN

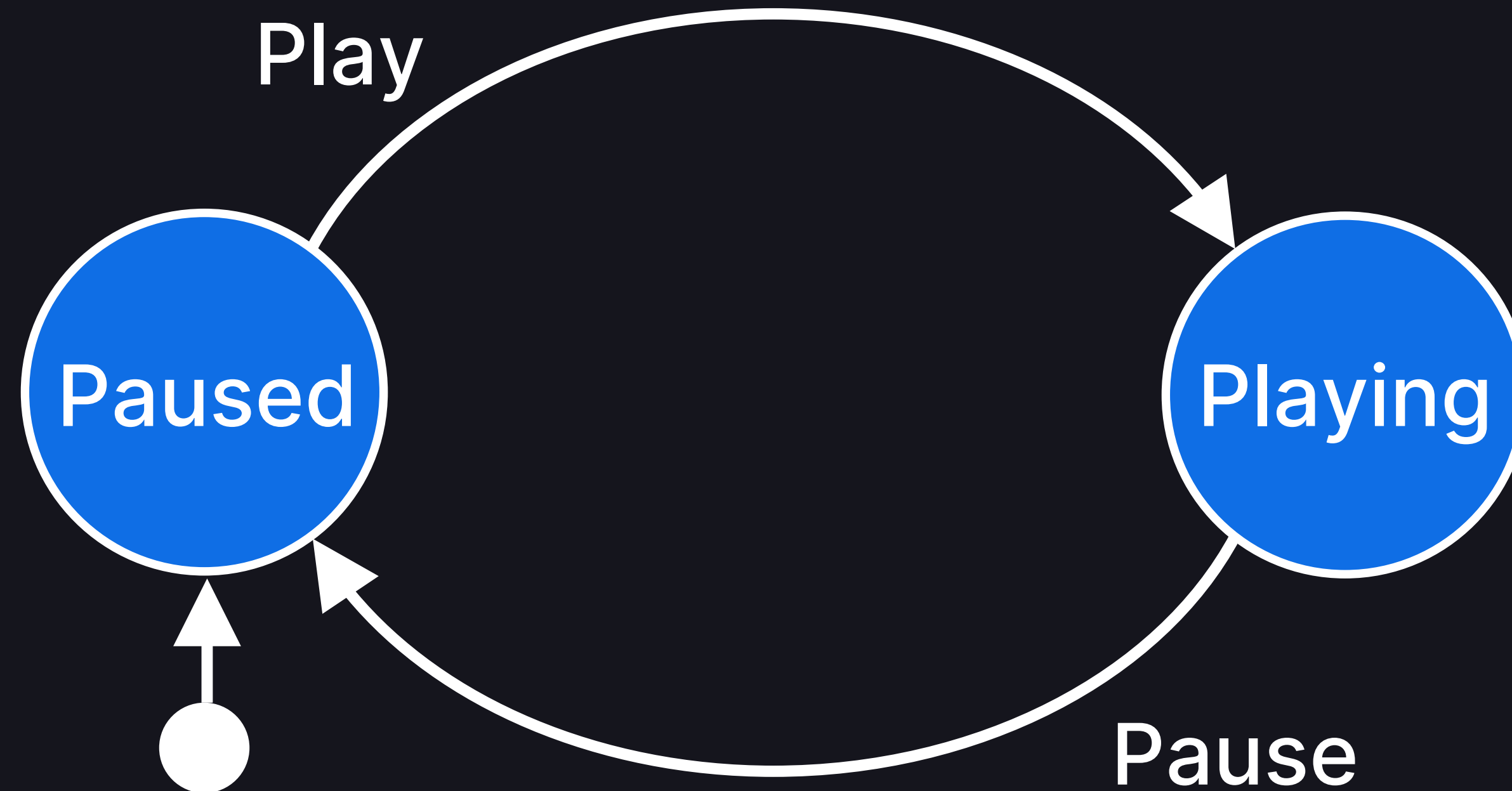
Finite state machine



Finite state machine



Finite state machine

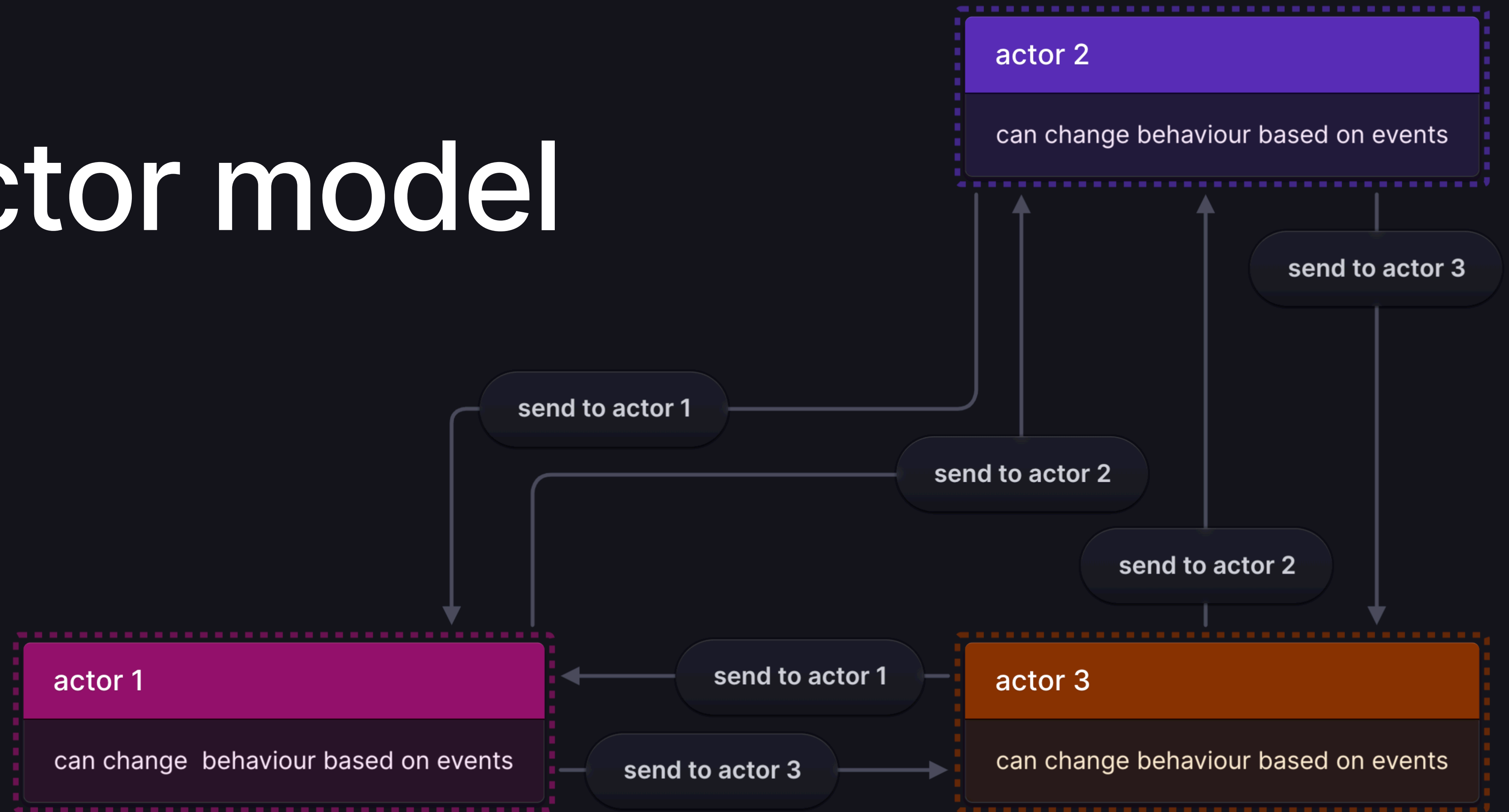


State machines can be used
anywhere in your stack.

Demo

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the actor model

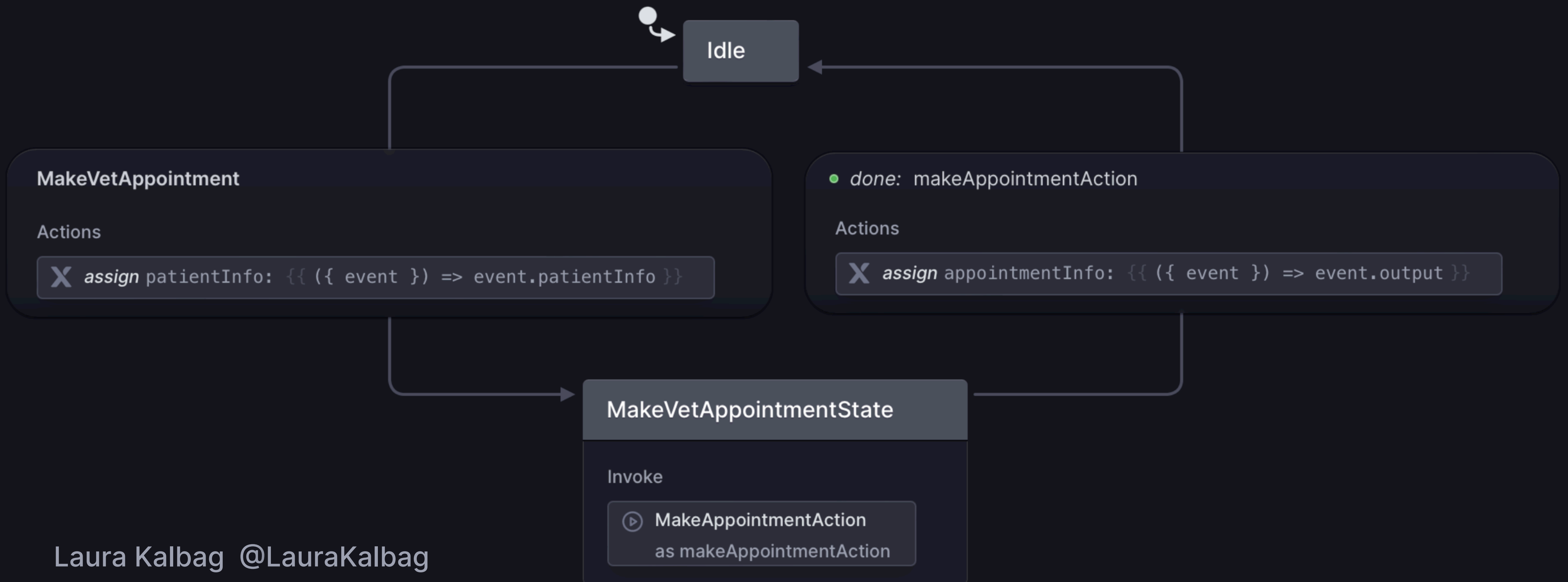


Demo

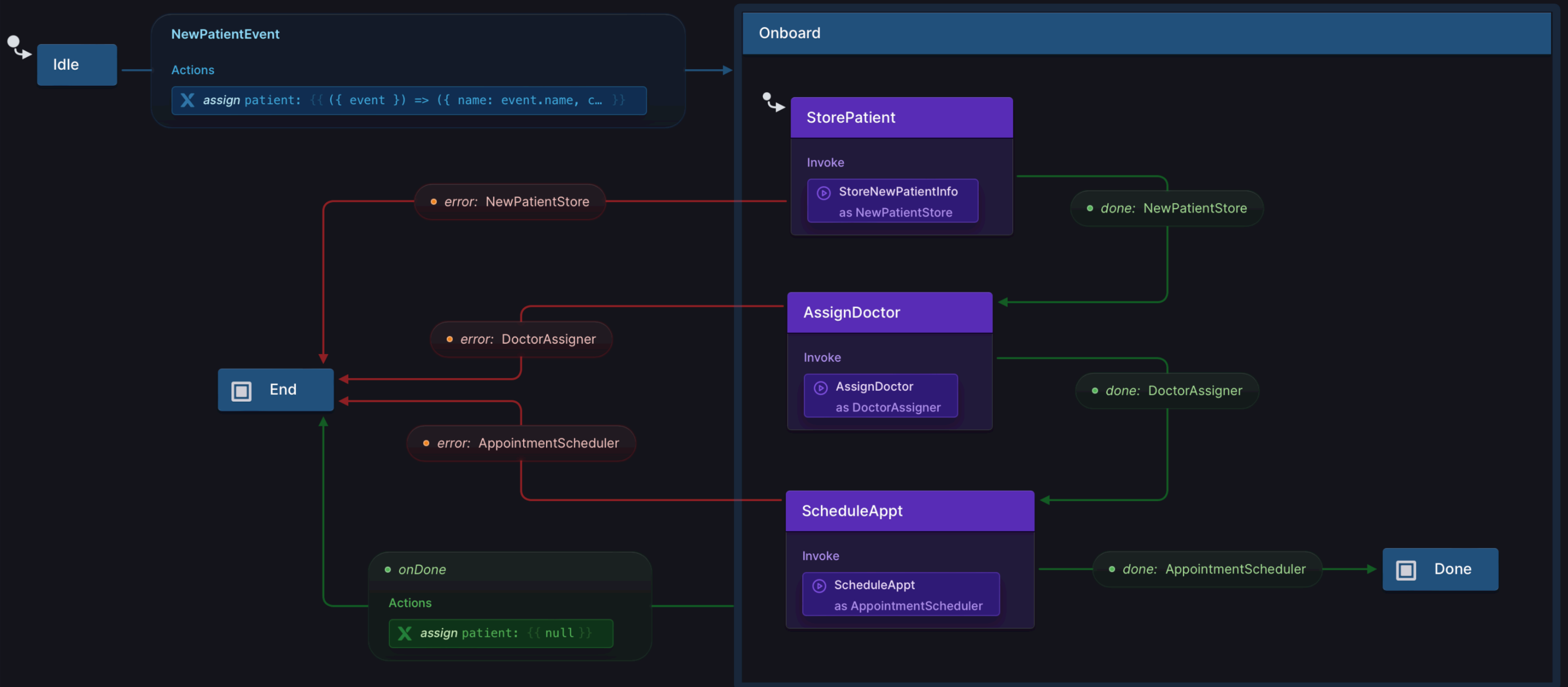
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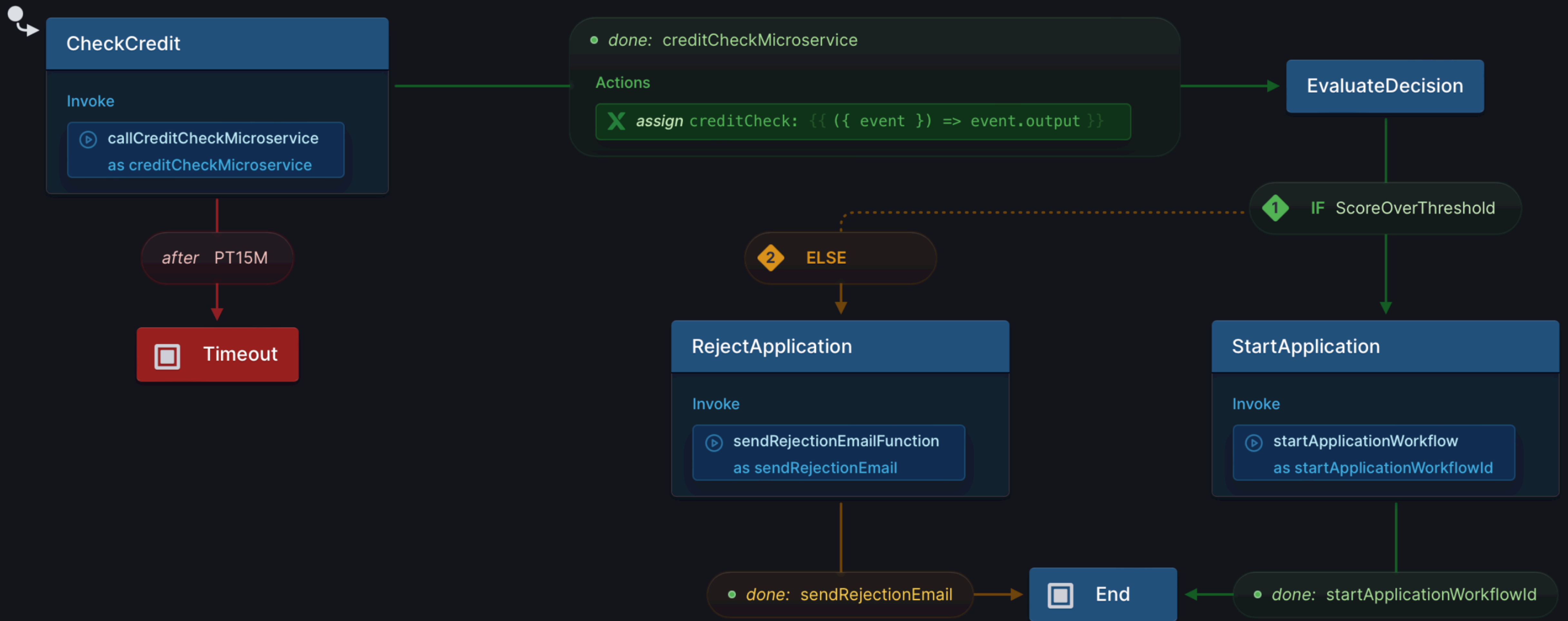
Statecharts can be used
anywhere in your stack!

Event-based actor



Patient onboarding

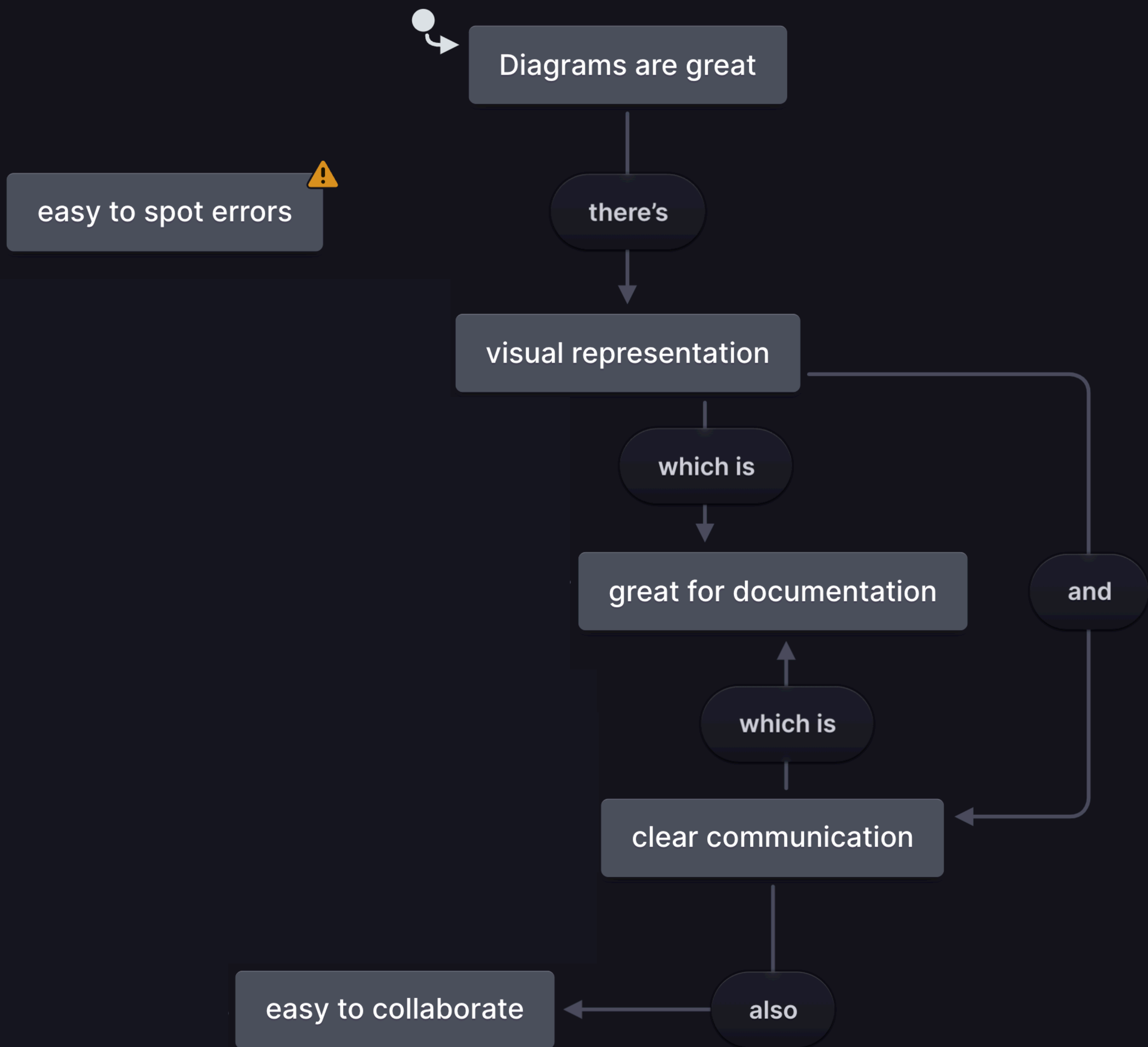




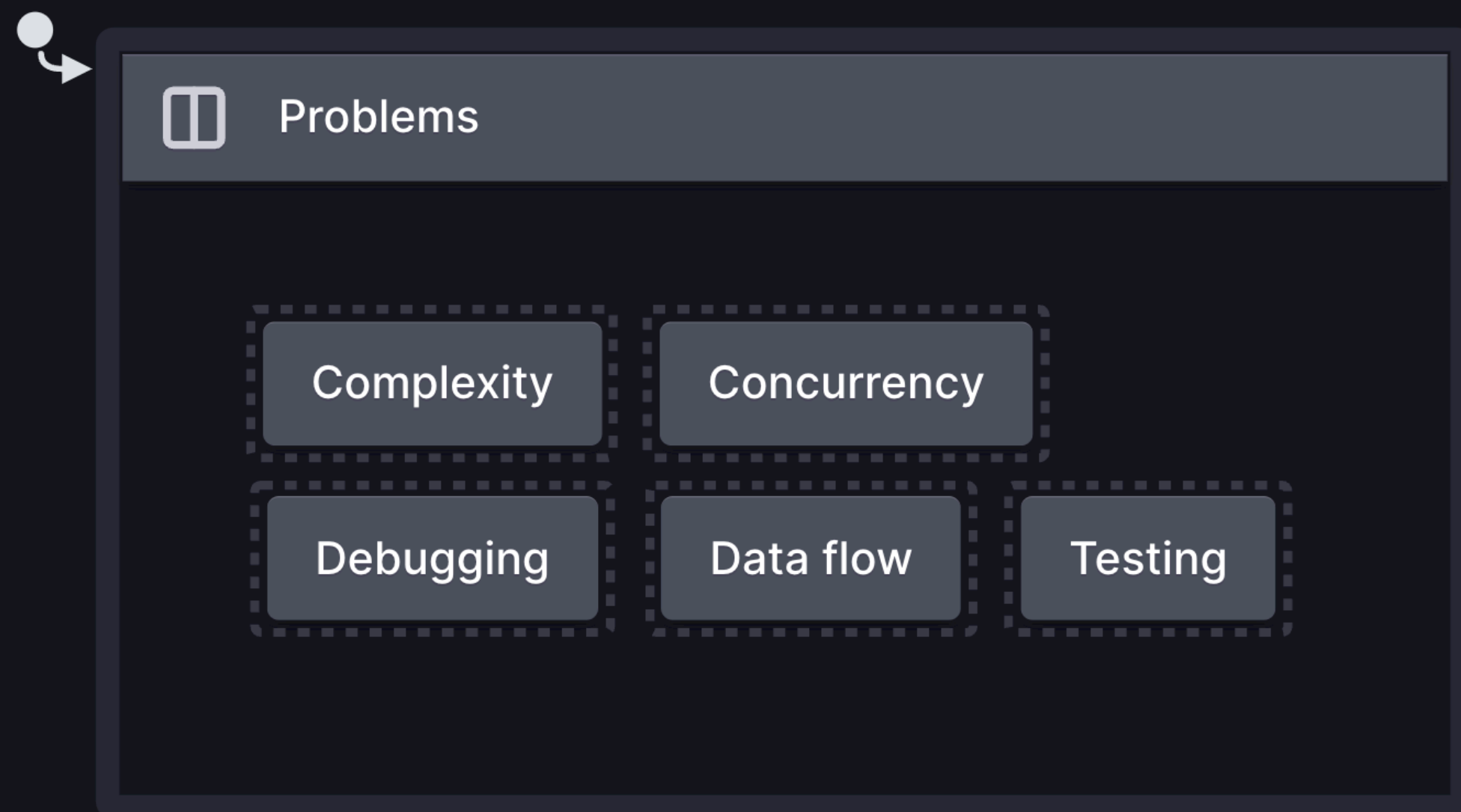
Credit check

Diagrams are great!

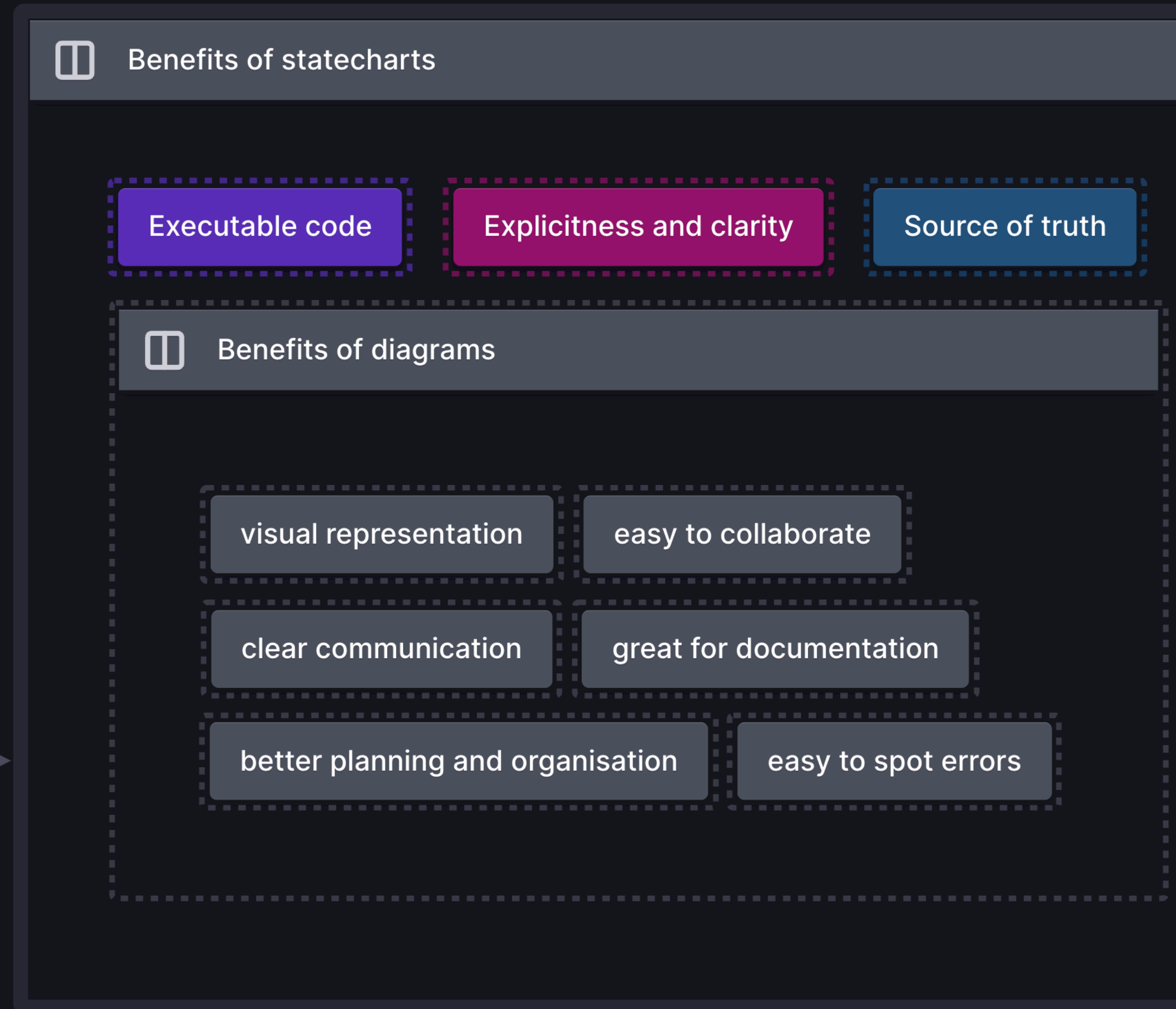
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The benefits of statecharts

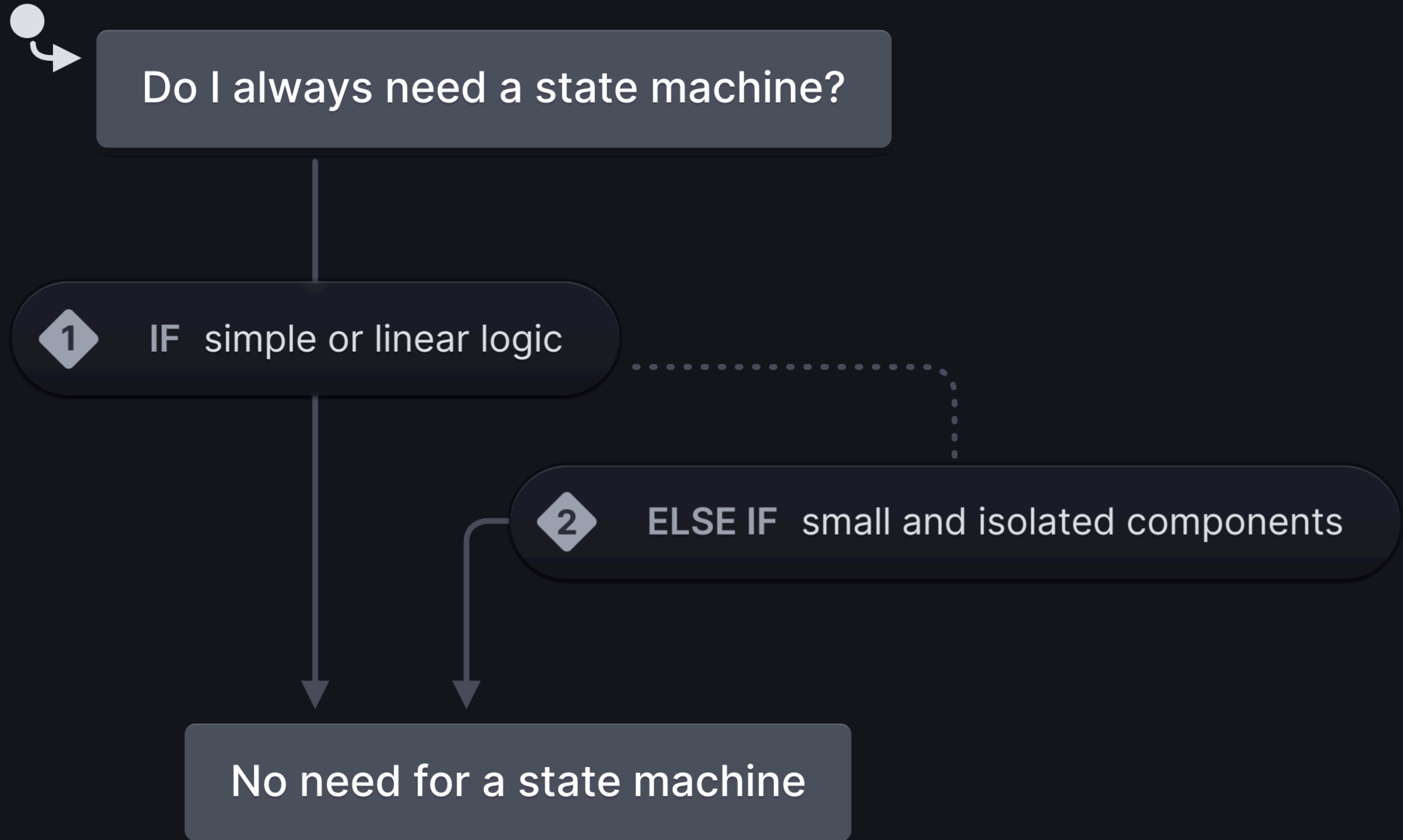


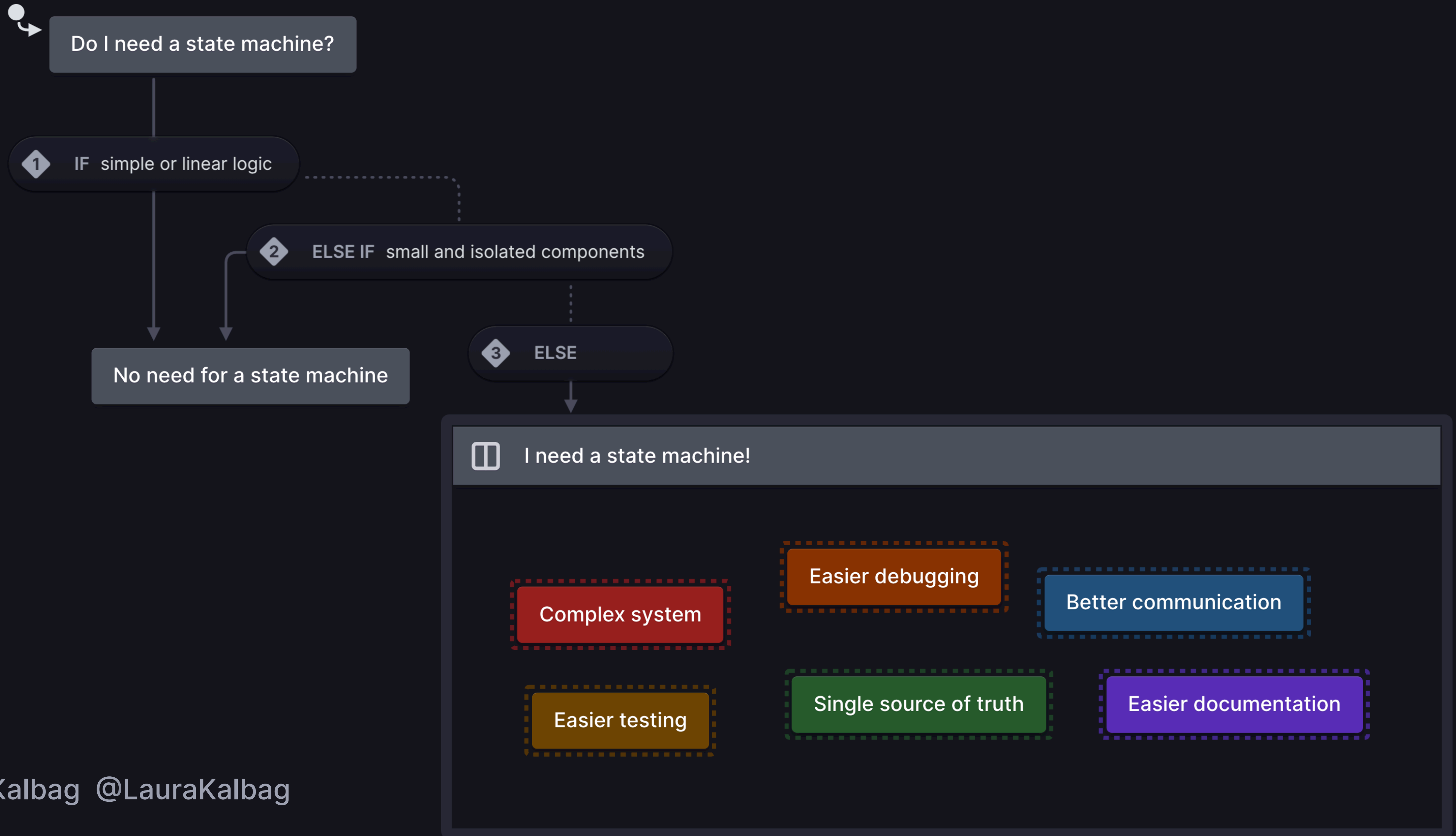
helped by



Demo

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Do I need a state machine?

IF simple or linear logic

ELSE IF small and isolated components

Everyone gets a better night's sleep with state machines.

Complex system

Easier debugging

Better communication

Easier testing

Single source of truth

Easier documentation

talk done



Thank you!



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