Transition Encyclopedia Article

Transition

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The term transition refers to the property of objects in **object-oriented programming**. Specifically, transition refers to the change in an object's state (the way an **object** is, as determined by the properties of the object) due to the **action** of other objects on it. This can also be referred to as state transition.

An example of transition from the real world concerns the filling of a glass. Initially the state of the glass is empty. A jug of water is used to pour water into the glass. This action of the jug changes the state of the glass from empty to full. If someone pours the water out of the glass, then the state of the glass has been changed yet again, this time back to the original state. Thus, the state of an object (the glass) is affected by the performance of actions associated with other objects.

In object-oriented **programming**, defining all the possible states of a system can be exceedingly complex, because of the myriad of object interactions that might occur. Defining the possible interactions within object classes is commonly done using state transition diagrams.

Programming transition is described as a "goto" **function**. This can be accomplished using the following **operation**: <tab>proceed state. The "state" **attribute** contains the specified **value**. This **argument** defines the new state and so invokes a transition.

In the **Java** programming language, a method called transition specifies a transition from one generation to the next. Functions involved in this type of transition include loops, "if" statements, or the construction of arrays for storing tables.