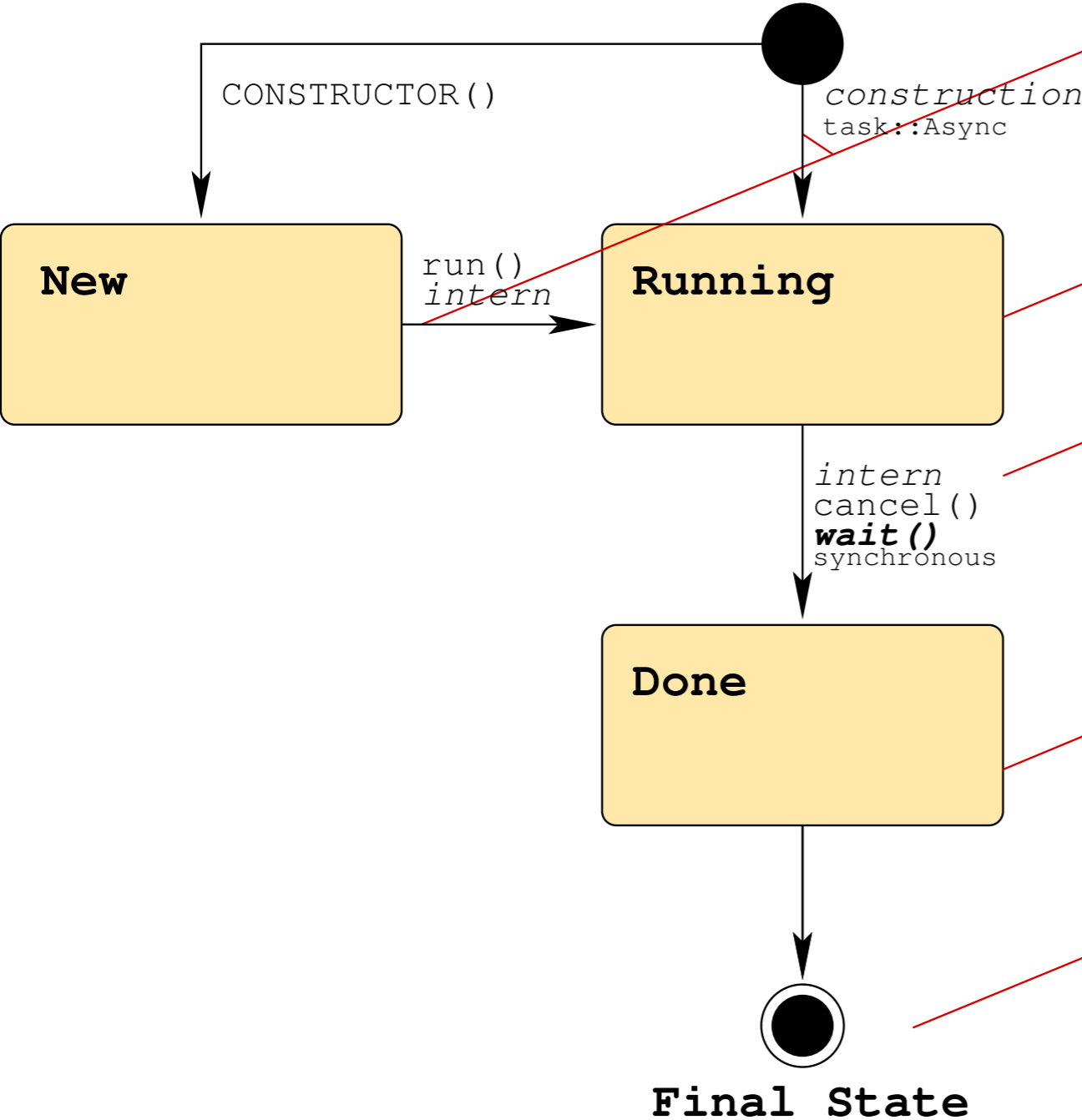**State Diagram Legend:**

All stateful objects start with an initial state, and have an immediate transition into another state.

Initial State

Allowed state transition, directional.

CONSTRUCTOR()

construction
task::Async

State, named.

New

run()
intern

Running

Description of a state transition:
intern	transition caused by the backend
method()	method causing the transition
wait()	method not causing the transition, but reacting on it
note	descriptive note

intern
cancel()
wait()
synchronous

Done

The last state transition any stateful object can undergo is into a final state. That state cannot be left until object destruction.

All states with transitions to 'Final State' are called 'Final States'.

Final State