

StateMachineDetector

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StateMachineDetector

Kind: Class

Source: `atlوريا-monorepo/packages/doc-automation/src/v2/stages/stage-01-parse/state-machine-detector.ts`

State Machine Detector

Methods

Method	Signature	Returns
<code>detect</code>	<code>detect(entities: Entity[])</code>	<code>DetectedStateMachine[]</code>
<code>linkTransitions</code>	<code>linkTransitions(stateMachines: DetectedStateMachine[], entities: Entity[])</code>	<code>void</code>

Where it refuses work

- `StateMachineDetector` stops the work with an early return when `!isStatusEnum` .
- `StateMachineDetector` stops the work with an early return when `states.length < 2` .
- `StateMachineDetector` stops the work with an early return when `!code.includes('createMachine') && !code.includes('Machine(')` .
- `StateMachineDetector` stops the work with an early return when `states.length === 0` .
- `StateMachineDetector` stops the work with an early return when `funcMatch` .
- `StateMachineDetector` stops the work with an early return when `arrowMatch` .