

Lifecycle

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Discussion

A lifecycle describes how a thing progresses through states over time. A lifecycle identifies the states a thing enters, the events that cause state changes, the transitions between states, and the conditions that govern those transitions.

A lifecycle applies to business objects, data objects, reports, trades, obligations, requirements, policies, messages, implementation artefacts, and other governed things whose status changes over time.

A lifecycle differs from a status value. A status value identifies one state at one point in time. A lifecycle defines the state progression, valid transitions, prohibited transitions, and rules that govern movement from one state to another.

Lifecycle semantics defines the meaning of the lifecycle states, events, transitions, and transition constraints.

Definition

sequence of states, events, and transitions through which a thing progresses over time

Source

DIDO Solutions usage, informed by state-machine modelling, business process modelling, software architecture, and lifecycle governance practice.

Note

A lifecycle provides structure for state progression. Lifecycle semantics provides the meaning of the states, events, transitions, and constraints within that structure.

Example

An FX trade lifecycle includes states such as Proposed, Rejected, Confirmed, Settled, and Cancelled. The lifecycle defines valid transitions such as Proposed to Confirmed and Confirmed to Settled. The lifecycle prohibits invalid transitions such as Proposed directly to Settled when

confirmation is required before settlement.

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