

Lifecycle State

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Discussion

A Lifecycle State identifies the condition of a modeled thing at a specified time during its existence.

A Lifecycle State provides a stable semantic representation of the modeled thing between applicable transitions. A change from one Lifecycle State to another may be caused, authorized, observed, or recorded by a [Lifecycle Event](#).

A Lifecycle State may identify:

- The modeled thing to which the state applies
- The assigned state
- The time or period during which the state applies
- The event that caused or recorded entry into the state
- The preceding state
- The permitted succeeding states
- The rule authorizing the transition
- Evidence supporting the state assignment
- Provenance describing how the state assignment was established

A Lifecycle State is distinct from a [Lifecycle Stage](#). A Lifecycle Stage represents a broader phase of a lifecycle and may contain multiple Lifecycle States.

A Lifecycle State is also distinct from a Lifecycle Event. A Lifecycle State represents a condition that applies at a specified time or during a specified period. A Lifecycle Event represents an occurrence that may cause, authorize, observe, or record a transition between states.

A Lifecycle State may be specialized for a particular kind of modeled thing. Examples include:

- [Operational Lifecycle State](#)
- [Logical Node Lifecycle State](#)
- Agreement Lifecycle State
- Transaction Lifecycle State
- Contract Lifecycle State
- Payment Lifecycle State
- Settlement Lifecycle State

Definition

condition of a modeled thing at a specified time during its existence

Source

Adapted from:

- [Lifecycle Semantics](#)
- [Lifecycle Stage](#)
- [Lifecycle Event](#)
- [Operational Lifecycle](#)
- [Operational Lifecycle State](#)
- [Logical Node Lifecycle State](#)
- [OMG Systems Modeling Language Version 2.0](#)
- [ISO/IEC/IEEE 15288:2023, Systems and software engineering — System life cycle processes](#)
- [ISO/IEC/IEEE 24748-1:2024, Systems and software engineering — Life cycle management — Part 1: Guidelines for life cycle management](#)

This defines *Lifecycle State* as the general concept specialized by Operational Lifecycle State, Logical Node Lifecycle State, Agreement Lifecycle State, and other domain-specific lifecycle-state concepts.

Note

- A Lifecycle State applies to an identified modeled thing
- A Lifecycle State identifies a condition at a specified time or during a specified period
- A modeled thing may occupy different Lifecycle States at different times
- The applicable lifecycle model defines the permitted Lifecycle States
- The applicable lifecycle model defines the permitted transitions among Lifecycle States
- A Lifecycle Event may cause, authorize, observe, or record a transition
- A Lifecycle Stage may contain multiple Lifecycle States
- A Lifecycle State is distinct from a Lifecycle Stage
- A Lifecycle State is distinct from a Lifecycle Event
- A current Lifecycle State does not overwrite earlier Lifecycle States
- State history must preserve the order and applicable periods of earlier state assignments
- A Lifecycle State may be asserted, observed, calculated, or derived
- A derived Lifecycle State should identify the rule and source information used to derive it
- A Lifecycle State does not by itself constitute a legal determination
- The platform-independent definition does not prescribe a particular state-machine notation, execution engine, or serialization format

Example

An Agreement progresses through Proposed, Under Negotiation, Executed, Effective, and Expired Lifecycle States.

The execution of the Agreement is a Lifecycle Event that causes or records a transition from Under Negotiation to Executed.

The arrival of the Effective Date causes or records a transition from Executed to Effective.

The current Lifecycle State does not overwrite the earlier state assignments. Each state and transition remains available in the Agreement's lifecycle history.

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