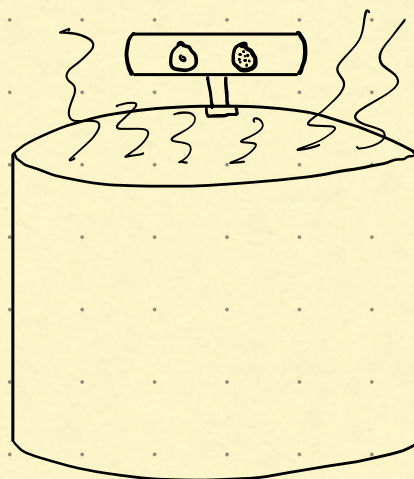


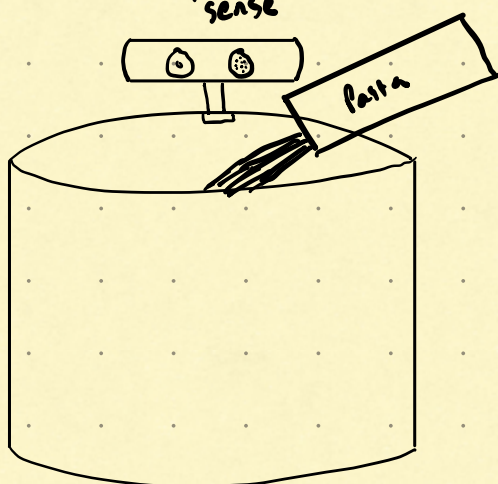
Scenario
1.)



Actions.

1.) Alert cook to throw in pasta

Scenario
2.)



action 2)

Sense that pasta is being thrown in and
start a timer. Alert cook when timer is
done