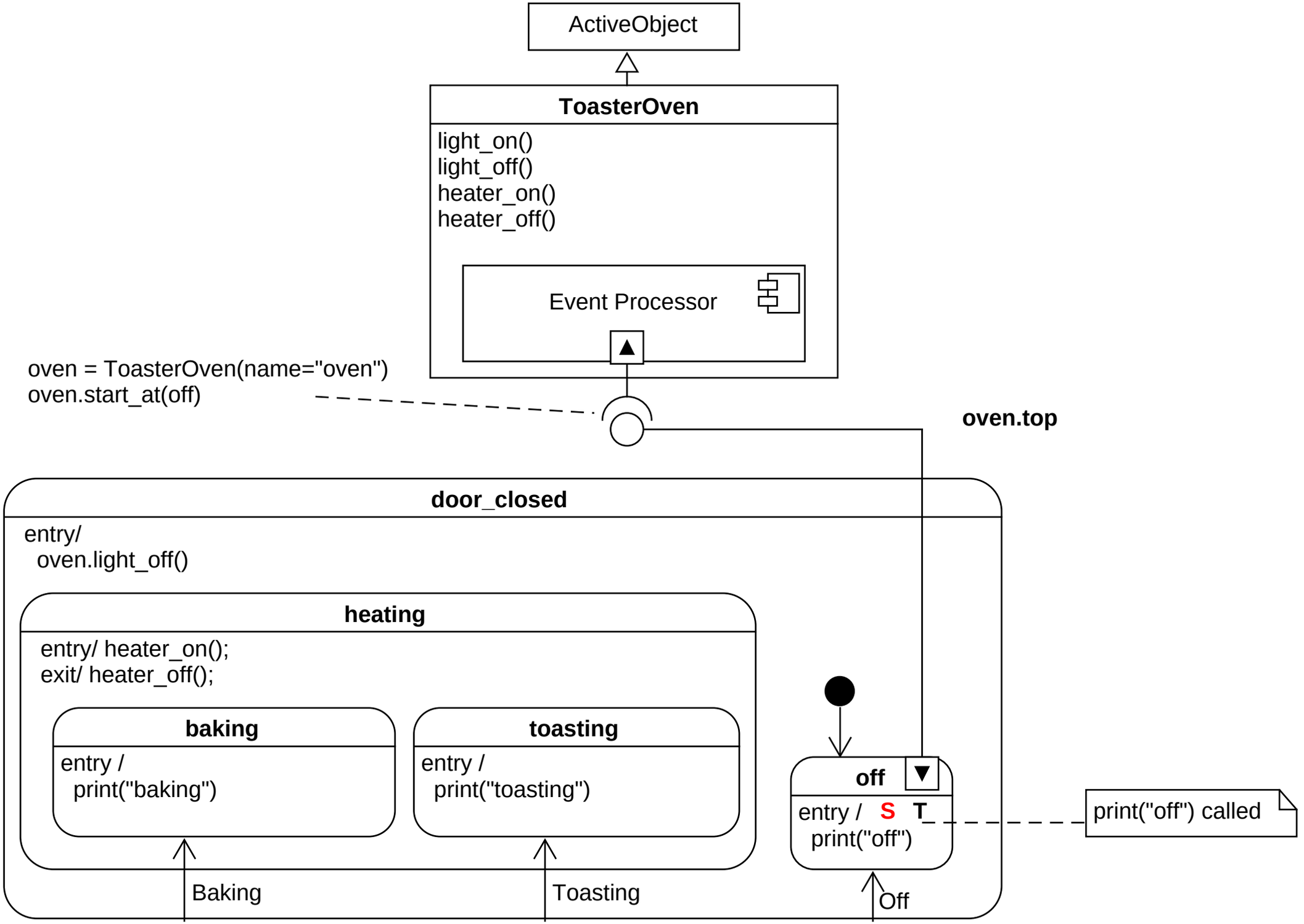
ActiveObject
ToasterOven
light_on()
light_off()
heater_on()
heater_off()
Event Processor
oven = ToasterOven(name="oven")
oven.start_at(off)
oven.top
door_closed
entry/
oven.light_off()
heating
entry/ heater_on();
exit/ heater_off();
baking
entry /
print("baking")
toasting
entry /
print("toasting")
off
entry / S T
print("off")
print("off") called
Baking
Toasting
Off