

ActiveObject



**SelfPayingToasterOven**

history

bitcoin\_address

red\_light\_on()

red\_light\_off()

white\_light\_on()

white\_light\_off()

bitcoin\_miner\_on()

bitcoin\_miner\_off()

heating\_element\_on()

heating\_element\_off()

Event Processor



**door\_closed**

Your event processor will call each of your callbacks over and over while it is trying to:

- \* figure out the topology of the HSM
- \* figure out how to follow the game's rule book.

```
def door_closed(oven, e)
# define how we respond to internal events
# define how we respond to external events
# define our super state
# return either:
# something from `trans`
# HANDLED
# UNHANDLED
# SUPER
```

return\_status information (trans, HANDLED, UNHANDLED, SUPER)

Information about the graph, oven.temp.fun == oven.top (I'm the outermost state)