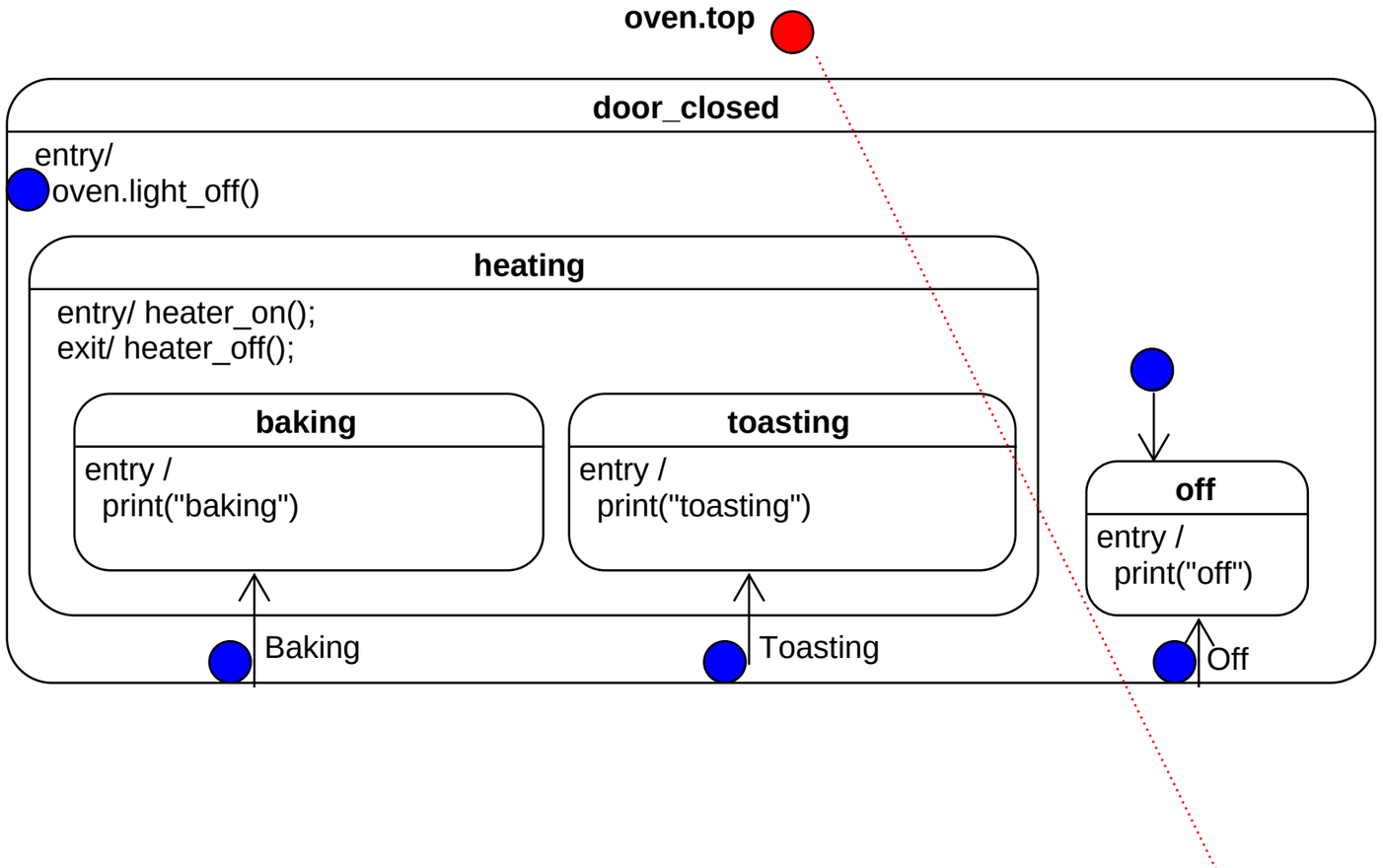
Top view of the HSM (UML)

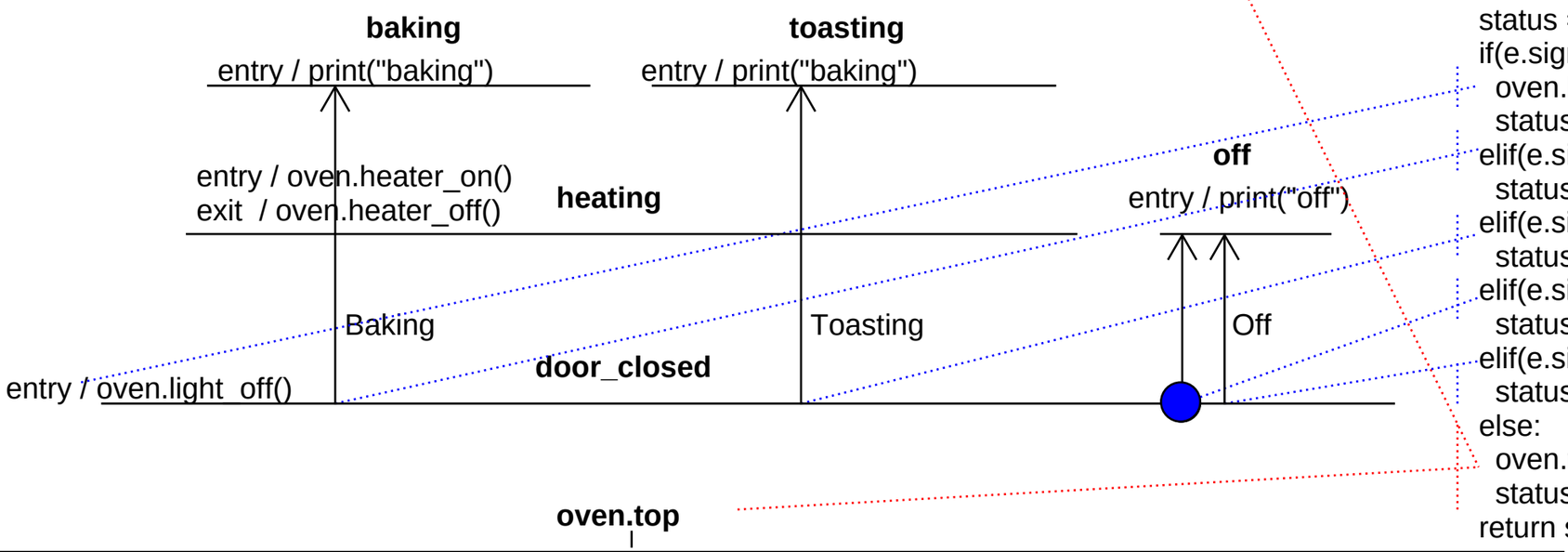


Your else clause needs to set the temp.fun attribute of it's active object to it's top attribute to indicate that it is the outermost state.

Trace your eye around the state boundary. You should have code for all events with their arrows starting on this boundary

Then look for hooks, entry, exit and init events

Side view of the HSM (not UML)




```
def door_closed(oven, e):
  status = return_status.UNHANDLED
  if(e.signal == signals.ENTRY_SIGNAL):
    oven.light_off()
    status = return_status.HANDLED
  elif(e.signal == signals.Baking):
    status = oven.trans(baking)
  elif(e.signal == signals.Toasting):
    status = oven.trans(toasting)
  elif(e.signal == signals.INIT_SIGNAL):
    status = oven.trans(off)
  elif(e.signal == signals.Off):
    status = oven.trans(off)
  else:
    oven.temp.fun = oven.top
    status = return_status.SUPER
  return status
```

When looking at the side view, the oven.top looks like the bottom