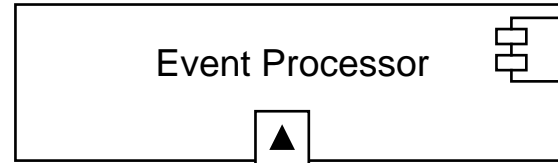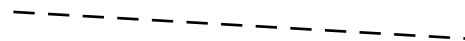ActiveObject

ToasterOven

light_on()
light_off()
heater_on()
heater_off()

Event Processor

▲

oven = ToasterOven(name="oven")
oven.start_at(off)

door_closed

entry/
  oven.light_off()

heating

entry/ heater_on();
exit/ heater_off();

baking

entry /
  print("baking")

toasting

entry /
  print("toasting")

●

off ▼

entry /
  print("off")

Baking

Toasting

Off

The attachment point in the drawing is connected to the off state

You can see how this is written in code