



```
def some_state_to_prove_this_works(oven, e):  
    status = return_status.UNHANDLED  
    if(e.signal == signals.ENTRY_SIGNAL):  
        print("hello world")  
        status = return_status.HANDLED  
    else:  
        oven.temp.fun = oven.top  
        status = return_status.SUPER  
    return status
```

No state outside of
`some_state_to_prove_this_works`,
so we use the active object's top attribute