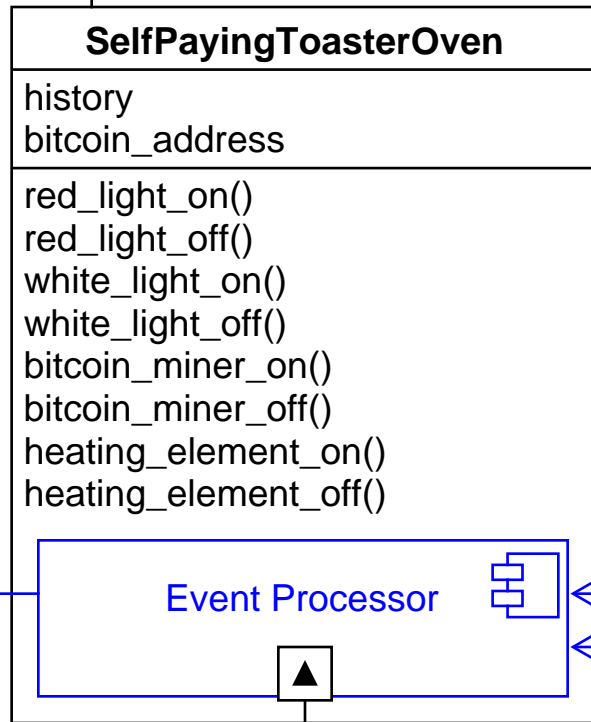


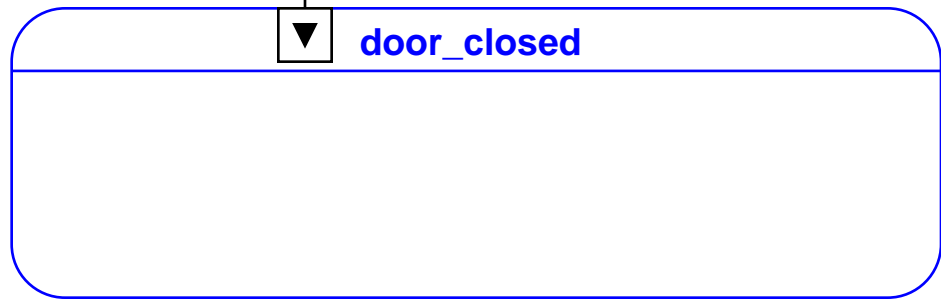
ActiveObject



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)