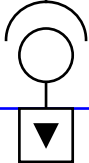
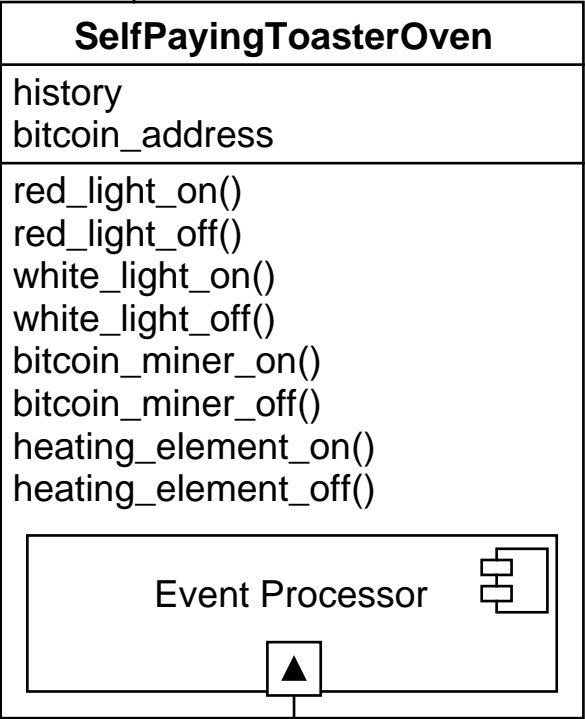


ActiveObject



**door\_closed**

entry / oven.white\_light\_off()

"baking" state  
not defined  
in the code yet

Bake

"off" state  
not defined  
in the code yet

Off

```
def door_closed(oven, e):  
    status = return_status.UNHANDLED  
    if(e.signal == signals.ENTRY_SIGNAL):  
        oven.white_light_off()  
        status = return_status.HANDLED  
    elif(e.signal == signals.Off):  
        status = oven.trans(off)  
    elif(e.signal == signals.Bake):  
        status = oven.trans(baking)  
    # ...  
    return status
```