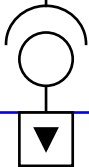
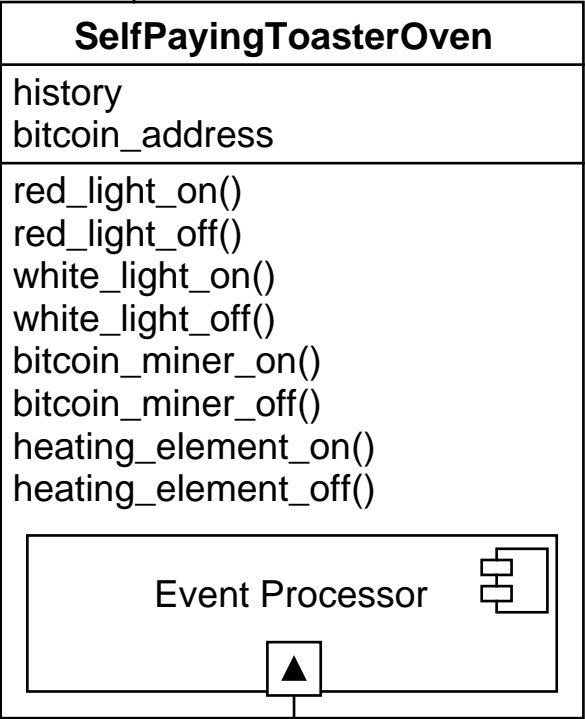


ActiveObject



door_closed

entry / oven.white_light_off()

"baking" state
not defined
in the code yet

"off" state
not defined
in the code yet

Bake

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
```