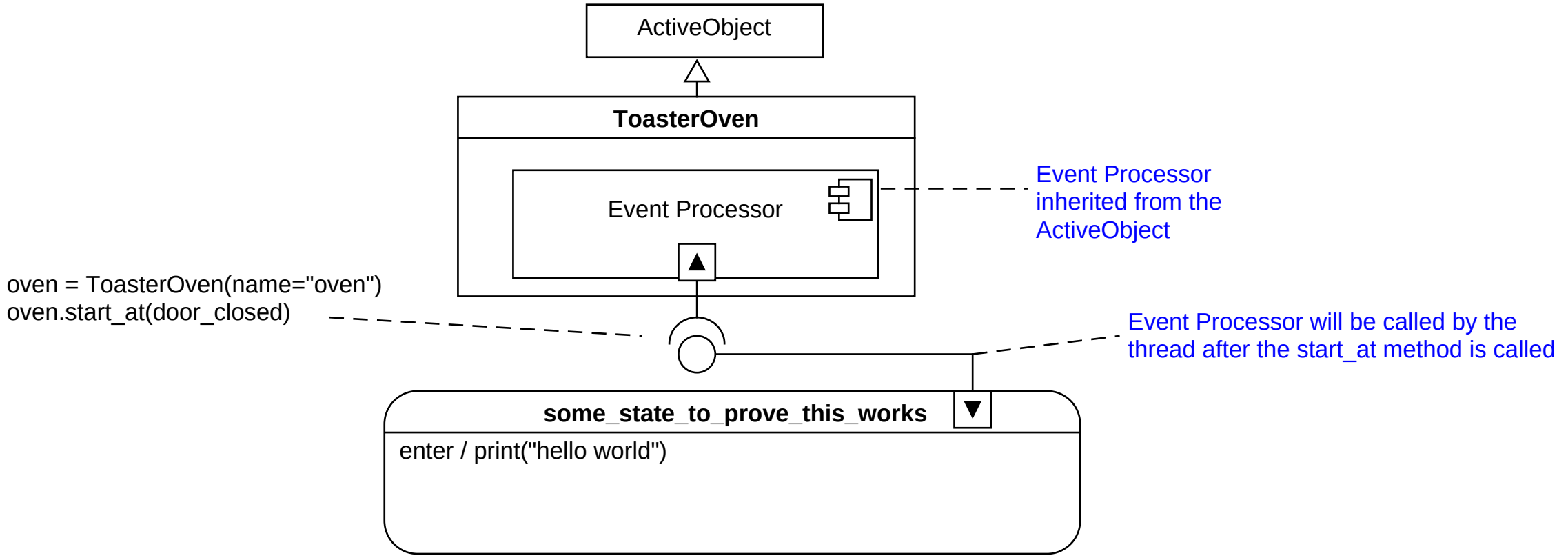
ActiveObject
ToasterOven
Event Processor
Event Processor inherited from the ActiveObject
oven = ToasterOven(name="oven")
oven.start_at(door_closed)
Event Processor will be called by the thread after the start_at method is called
some_state_to_prove_this_works
enter / print("hello world")