

ActiveObject



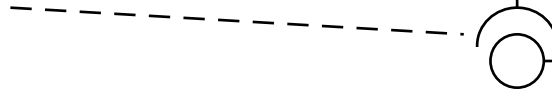
ToasterOven

light_on()
light_off()
heater_on()
heater_off()

Event Processor



oven = ToasterOven(name="oven")
oven.start_at(off)



door_closed

entry/
oven.light_off()

heating

entry/ heater_on();
exit/ heater_off();

baking

entry /
print("baking")

toasting

entry /
print("toasting")

off

entry /
print("off")

Baking

Toasting

Off

baking and toasting share a common behavior, they are both heating

Two different external events need to be invented to allow use to get into either baking or toasting. We call these events:
Baking
Toasting

If either of these events is experienced by this HSM while it is within any of the door_closed state or any of the states within the door_closed state, it will leave that state and transition to either baking or toasting