

ActiveObject



SelfPayingToasterOven

history

bitcoin_address

red_light_on()

red_light_off()

white_light_on()

white_light_off()

bitcoin_miner_on()

bitcoin_miner_off()

heating_element_on()

heating_element_off()

Event Processor



door_closed

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)