```
ao1 = ActiveObject()
    Event Processor

ao2 = ActiveObject()
    Event Processor
```

ao1.start_at(c)

ao2.start_at(c2)

```
c
entry / # call c's entry code
exit / # call c's exit code
```

```
c1
entry / {}
exit / {}
```

A

```
c2
entry / {}
exit / {}
```

A

B

.
.
# define my parent state
else:
   self.temp.fun = c
   status = return_status.SUPER

return status