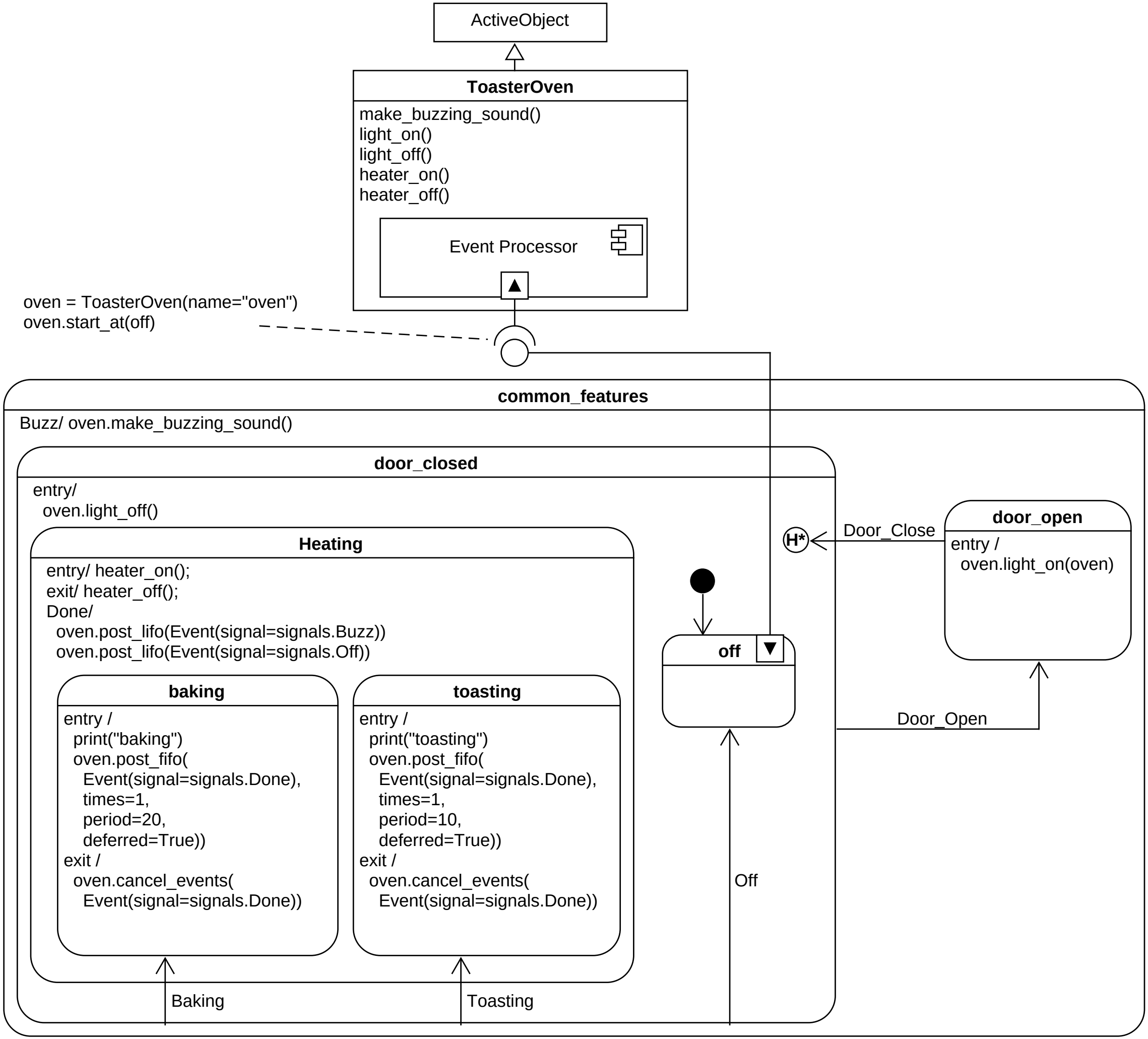
ActiveObject
ToasterOven
make_buzzing_sound()
light_on()
light_off()
heater_on()
heater_off()
Event Processor
oven = ToasterOven(name="oven")
oven.start_at(off)
common_features
Buzz/ oven.make_buzzing_sound()
door_closed
entry/
oven.light_off()
Heating
entry/ heater_on();
exit/ heater_off();
Done/
oven.post_lifo(Event(signal=signals.Buzz))
oven.post_lifo(Event(signal=signals.Off))
baking
entry /
print("baking")
oven.post_fifo(
Event(signal=signals.Done),
times=1,
period=20,
deferred=True))
exit /
oven.cancel_events(
Event(signal=signals.Done))
toasting
entry /
print("toasting")
oven.post_fifo(
Event(signal=signals.Done),
times=1,
period=10,
deferred=True))
exit /
oven.cancel_events(
Event(signal=signals.Done))
Baking
Toasting
Off
H*
Door_Close
door_open
entry /
oven.light_on(oven)
Door_Open