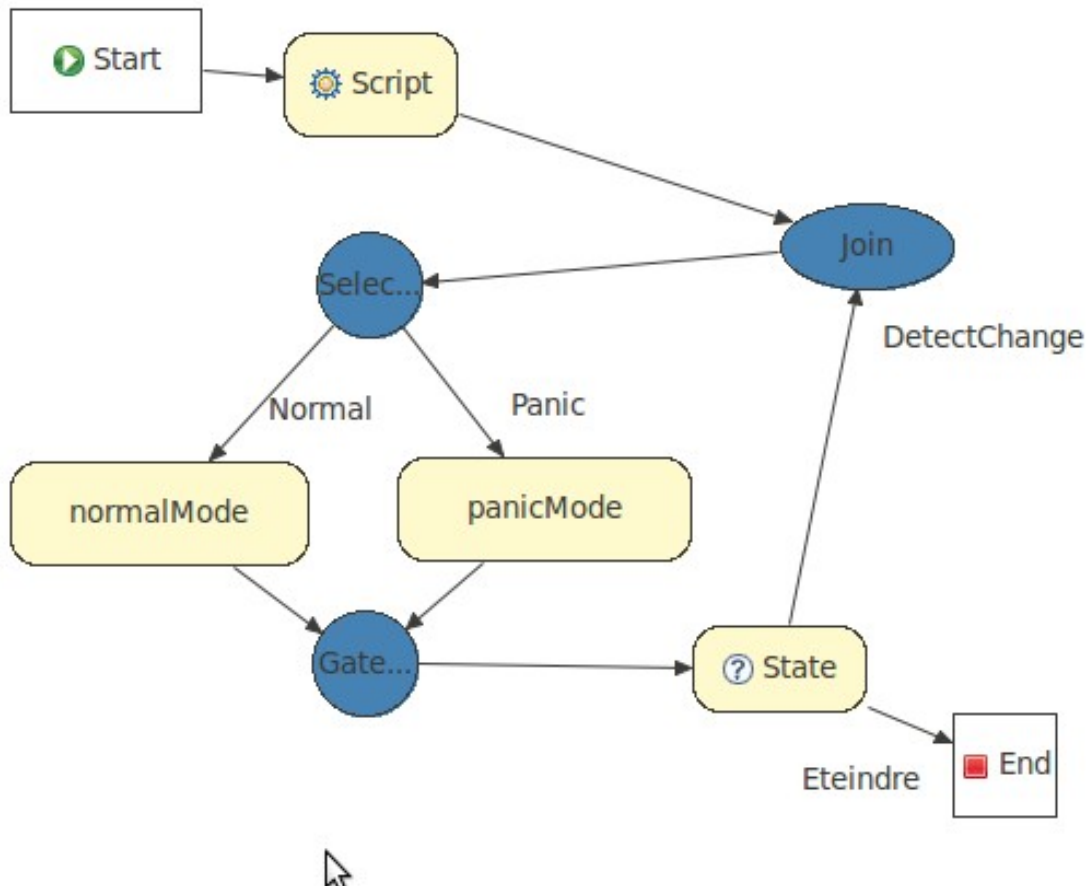# Lab6 : Drools and processes

In this exercise, we will reproduce the Lab2 using a jbpm process and rule task.

Problematic

The building's alarm system has two modes: the normal mode and the panic mode. Instead of implementing this behavior with group calendars we implement it via the following process:

The alarm system when it is started performs an Initialization task (Script) and then according to the facts present in the working memory is positioned on one of the nodes of type RuleTask (***normalMode*** or ***panicMode***).
The entry into one of these nodes triggers the application of the corresponding rules, then the process goes into a pending state (*signal catch*).
When receiving a DetectChange event, the process loops and redetermines the alarm mode
When the Shut Down event is received, the alarm system is disconnected.

Implement the ***fire.bpmn*** process and the ***fireMode.drl*** rules to get the desired behavior.
The other necessary classes are provided.