Event trace

```
waterLevelLow
                                                              while (true) {
                                                                                                                addHot
                                                                 yield {
                                                                                                                addCold
                                                                    wait· 'addHot'
while(true) {
                                 while(true) {
  yield { wait: 'waterLevelLow' }
                                                                    block: 'addCold'
 yield { wait: 'waterLevelLow' }
yield { request: 'addHot' }
                                                                                                                addHot
                                  yield { request: 'addCold' }
 yield { request: 'addHot' }
 y1eld { request: 'addHot' }
                                                                 yield {
                                                                    wait: 'addCold',
                                                                    block: 'addHot'
```

```
while (true) {
                                                                yield {
                                                                   wait: 'addHot',
while(true) {
                                 while(true) {
                                                                   block: 'addCold'
 yield { wait: 'waterLevelLow' }
                                  yield { wait: 'waterLevelLow' }
 yield { request: 'addHot' }
                                  yield { request: 'addCold' }
                                  yield { request: 'addCold' }
 yield { request: 'addHot' }
 yield { request: 'addHot' }
                                                                yield {
                                                                   wait: 'addCold',
                                                                   block: 'addHot'
```

Event trace

waterLevelLow
addHot
addCold
addHot