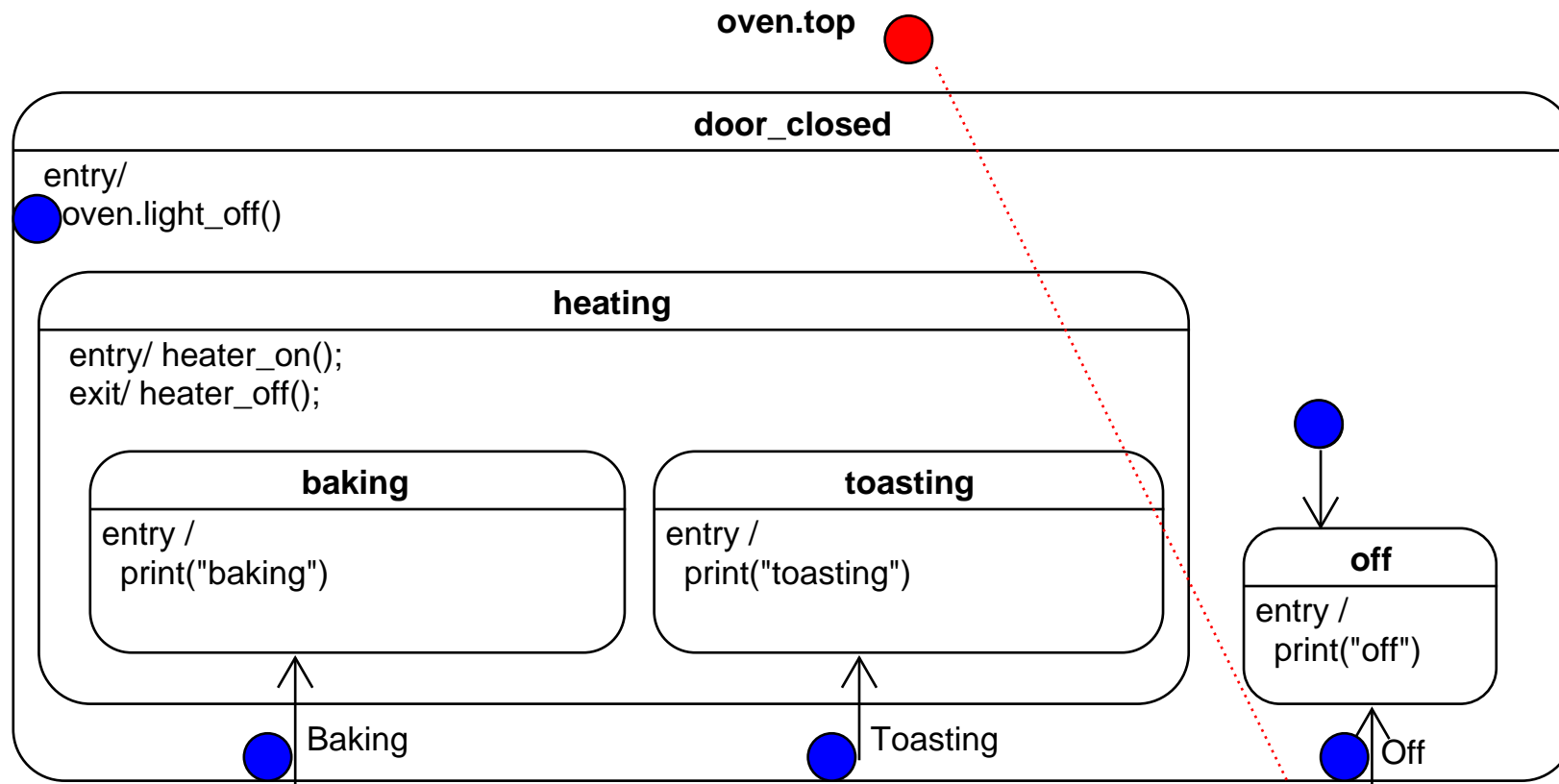


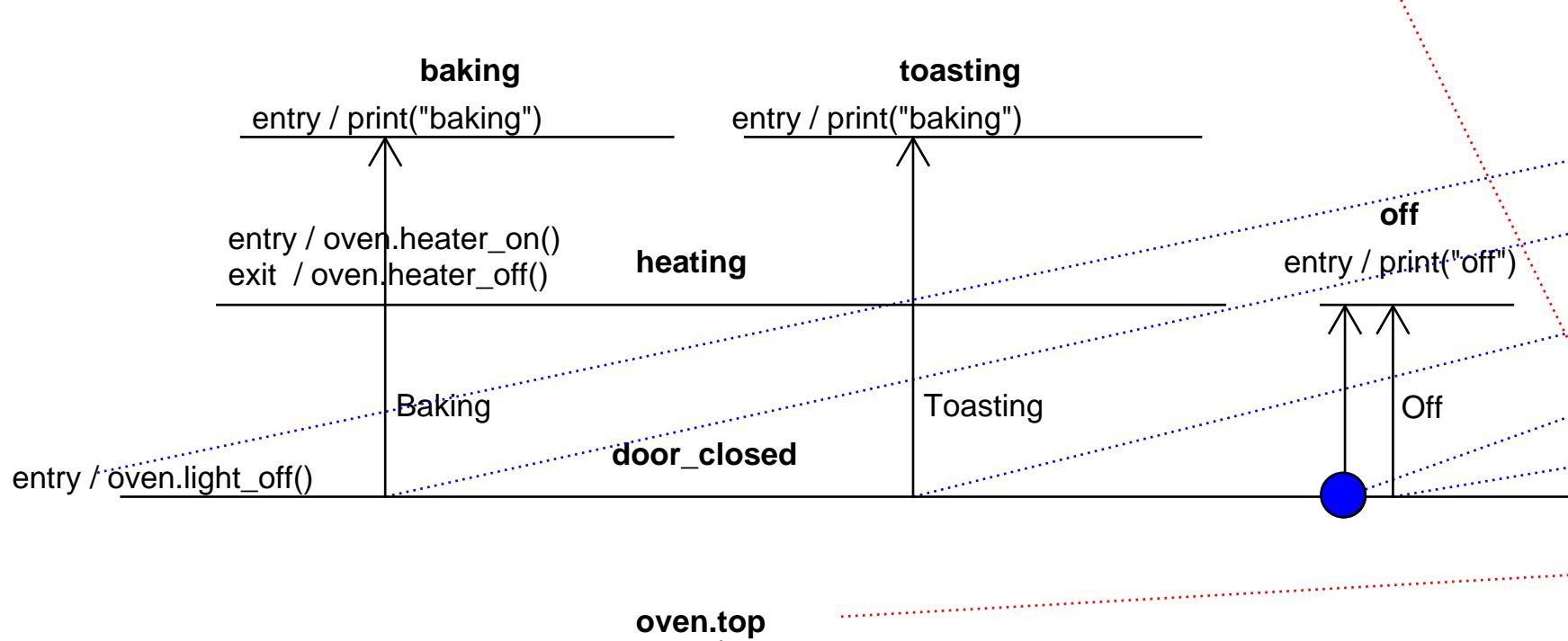
Top view of the HSM (UML)



Your else clause needs to set the temp.fun attribute of its active object to its top attribute to indicate that it is the outermost state.

Trace your eye around the state boundary. You should have code for all events with their arrows starting on this boundary  
  
Then look for hooks, entry, exit and init events

Side view of the HSM (not UML)



```
def door_closed(oven, e):
    status = return_status.UNHANDLED
    if(e.signal == signals.ENTRY_SIGNAL):
        oven.light_off()
        status = return_status.HANDLED
    elif(e.signal == signals.Baking):
        status = oven.trans(baking)
    elif(e.signal == signals.Toasting):
        status = oven.trans(toasting)
    elif(e.signal == signals.INIT_SIGNAL):
        status = oven.trans(off)
    elif(e.signal == signals.Off):
        status = oven.trans(off)
    else:
        oven.temp.fun = oven.top
        status = return_status.SUPER
    return status
```

When looking at the side view, the oven.top looks like the bottom