

behavioral  
complexity



```
def baking(oven, e):  
    status = return_status.UNHANDLED  
    if(e.signal == signals.ENTRY_SIGNAL):  
        print("baking")  
        status = return_status.HANDLED  
    else:  
        oven.temp.fun = heating  
        status = return_status.SUPER  
    return status
```

```
def toasting(oven, e):  
    status = return_status.UNHANDLED  
    if(e.signal == signals.ENTRY_SIGNAL):  
        print("toasting")  
        status = return_status.HANDLED  
    else:  
        oven.temp.fun = heating  
        status = return_status.SUPER  
    return status
```

```
def heating(oven, e):  
    status = return_status.UNHANDLED  
    if(e.signal == signals.ENTRY_SIGNAL):  
        oven.heater_on()  
        status = return_status.HANDLED  
    elif(e.signal == signals.EXIT_SIGNAL):  
        oven.heater_off()  
        status = return_status.HANDLED  
    else:  
        oven.temp.fun = door_closed  
        status = return_status.SUPER  
    return status
```

```
def door_closed(oven, e):  
    status = return_status.UNHANDLED  
    if(e.signal == signals.ENTRY_SIGNAL):  
        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
```

```
def off(oven, e):  
    status = return_status.UNHANDLED  
    if(e.signal == signals.ENTRY_SIGNAL):  
        print("off")  
        status = return_status.HANDLED  
    else:  
        oven.temp.fun = door_closed  
        status = return_status.SUPER  
    return status
```

