

behavioral complexity



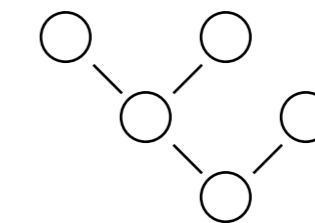
```
def baking(oven, e):
    status = return_status.UNHANDLED
    if(e.signal == signals.ENTRY_SIGNAL):
        print("baking")
        status = return_status.HANDLED
    else:
        oven.temp.fun = heating
        status = return_status.SUPER
    return status
```

```
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
```

The state callbacks
describe a
directed acyclic graph
(DAG)



```
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
```