ActiveObject

ToasterOven

light_on()
light_off()
heater_on()
heater_off()

Event Processor ▲

oven = ToasterOven(name="oven")
oven.start_at(off)

light_on and light_off
worker methods

The HSM can use these
methods anywhere in the
diagram

door_closed

entry/
 oven.light_off()

heating

entry/ heater_on();
exit/ heater_off();

baking

entry /
 print("baking")

toasting

entry /
 print("toasting")

off ▼

entry /
 print("off")

Baking

Toasting

Off