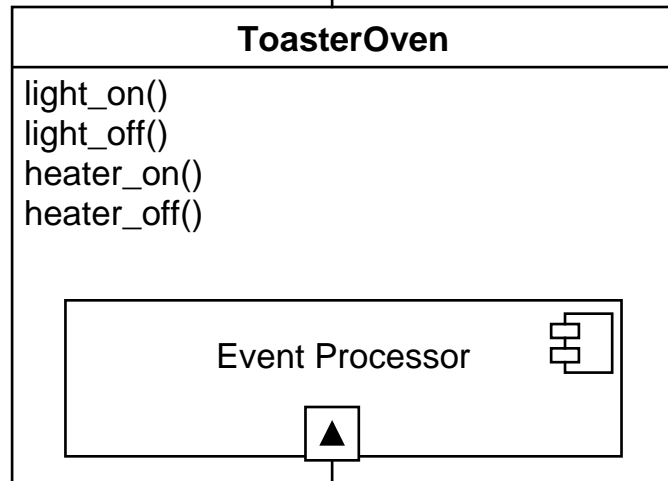
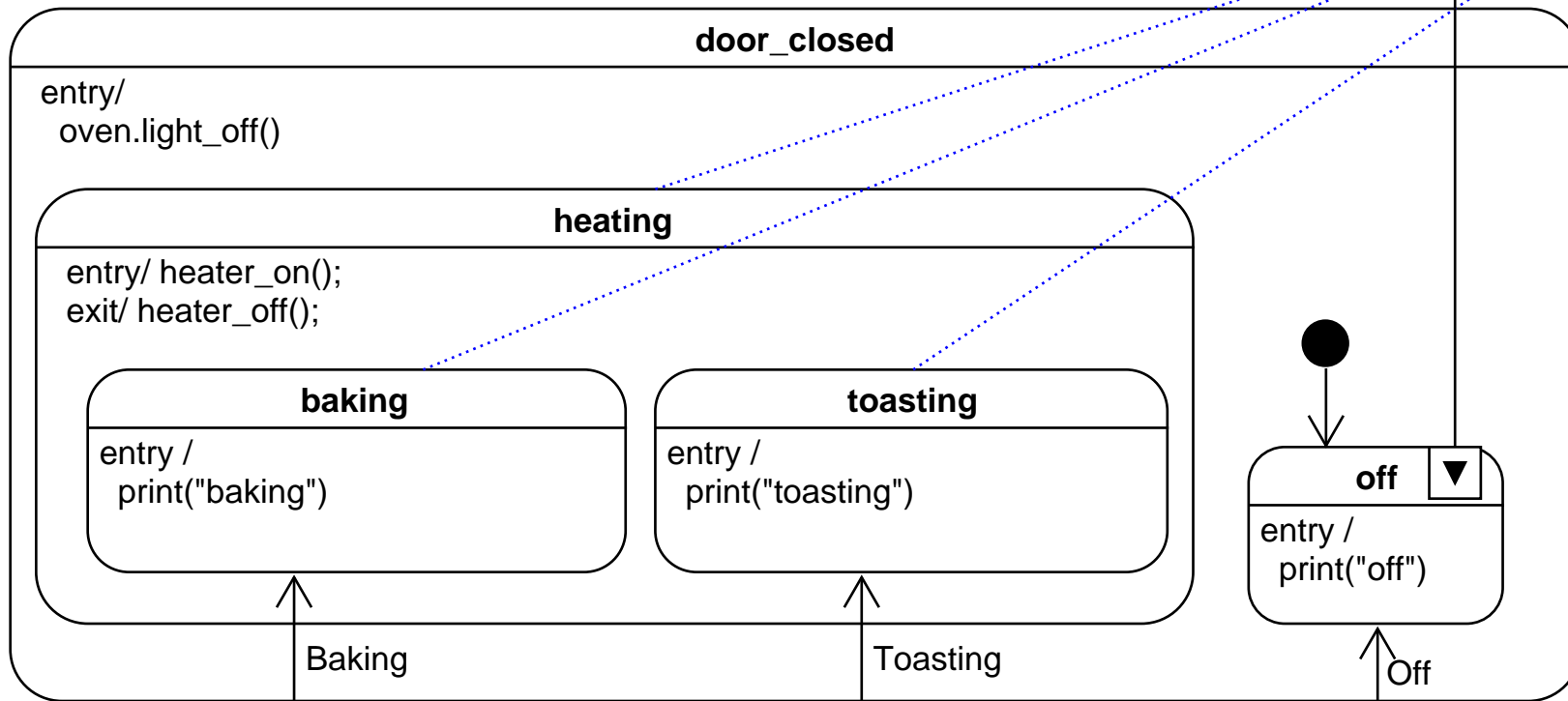


ActiveObject



oven = ToasterOven(name="oven")  
oven.start\_at(off)

baking and toasting share a common behavior, they are both heating



Two different external events need to be invented to allow use to get into either baking or toasting. We call these events:  
Baking  
Toasting

If either of these events is experienced by this HSM while it is within any of the **door\_closed** state or any of the states within the **door\_closed** state, it will leave that state and transition to either baking or toasting