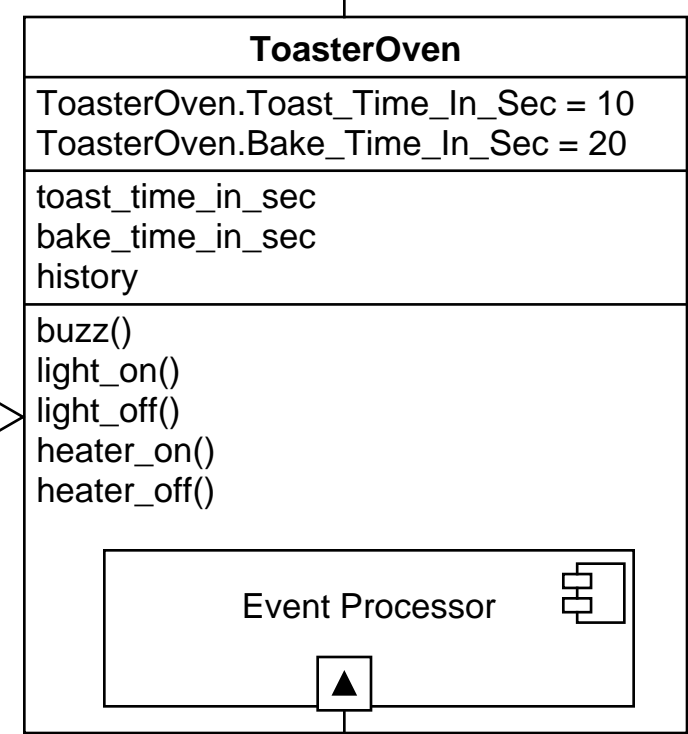
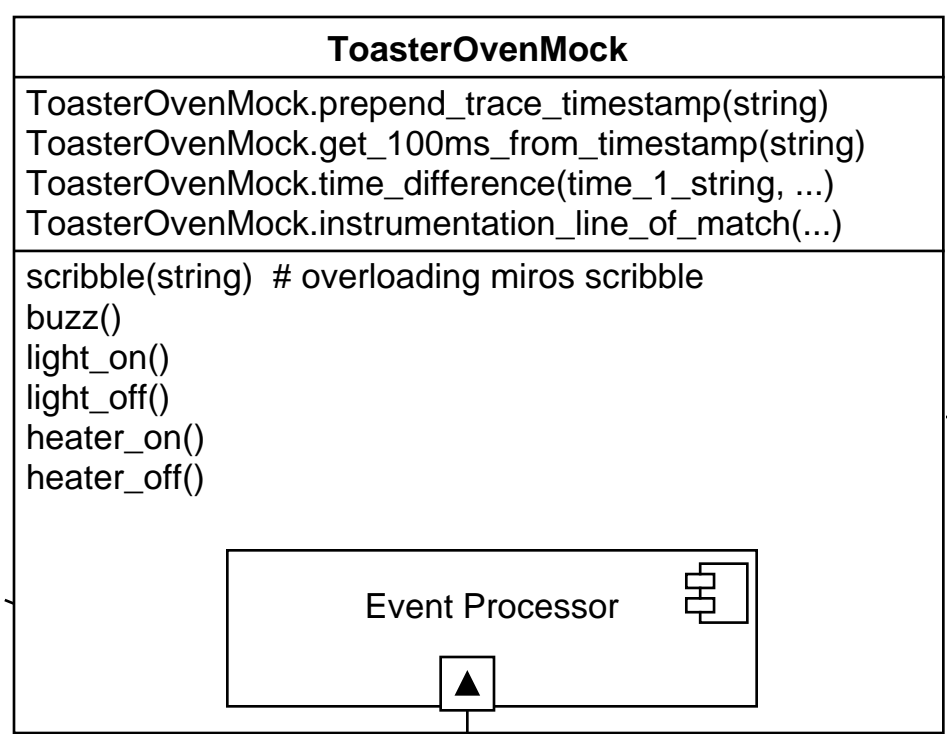


Programming by difference;
inherit from ToasterOven
so we don't repeat our attribute
definitions.

ActiveObject

We use this
for testing our
HSM and for
demonstrating
how the design works

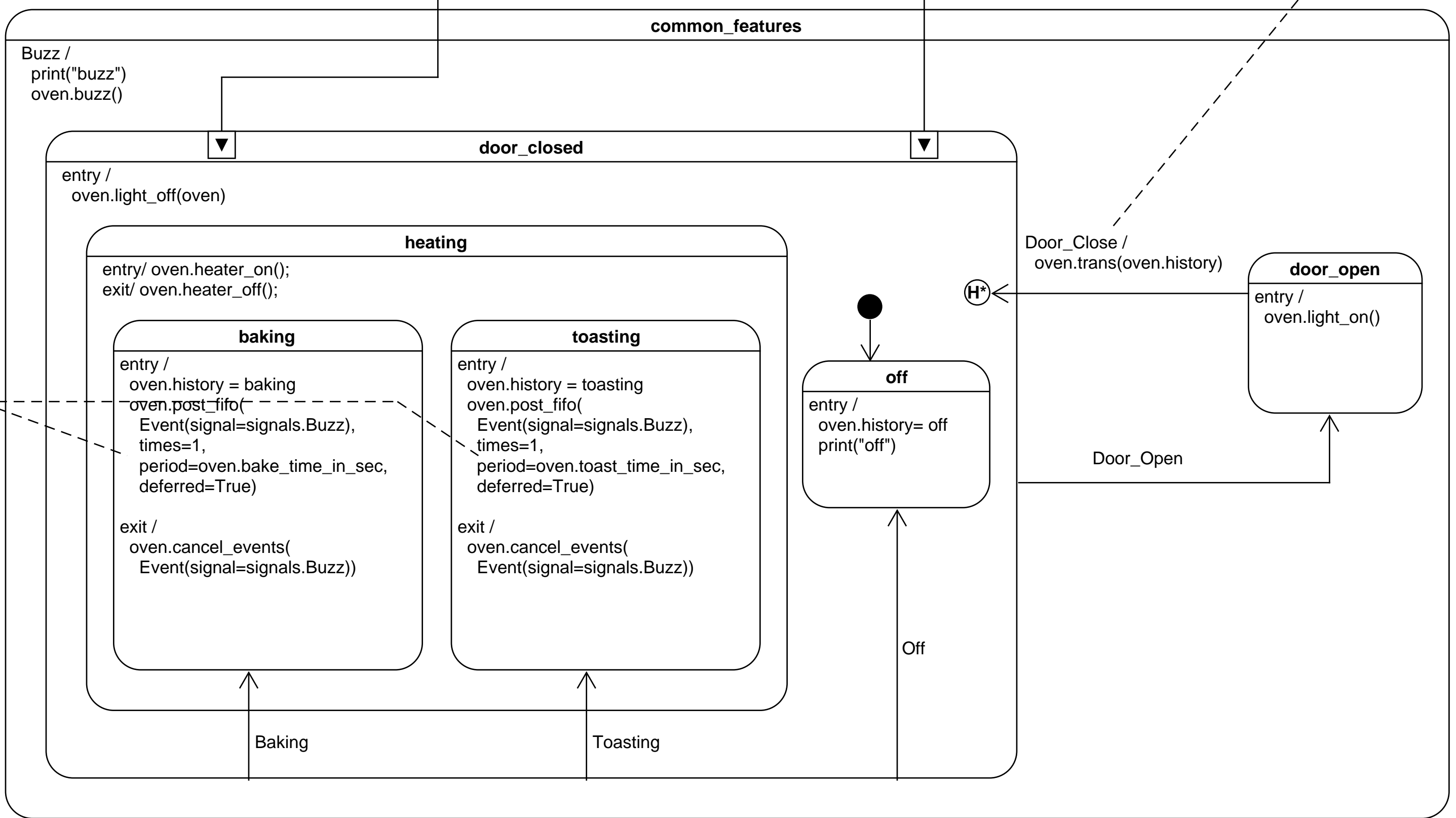


We use this
on the actual
hardware and in
production

Its methods can be
tested without a
statechart

«state pattern»
Transition to History

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



«state pattern»
Reminder Pattern