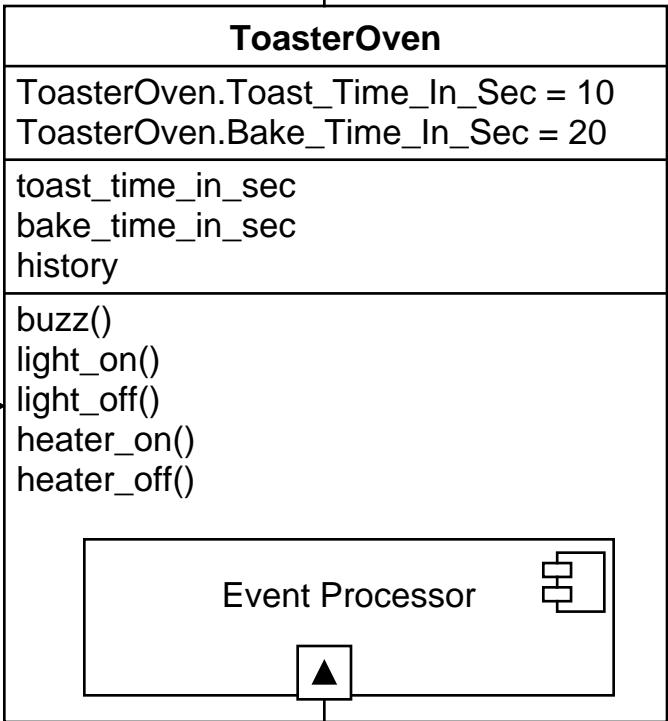
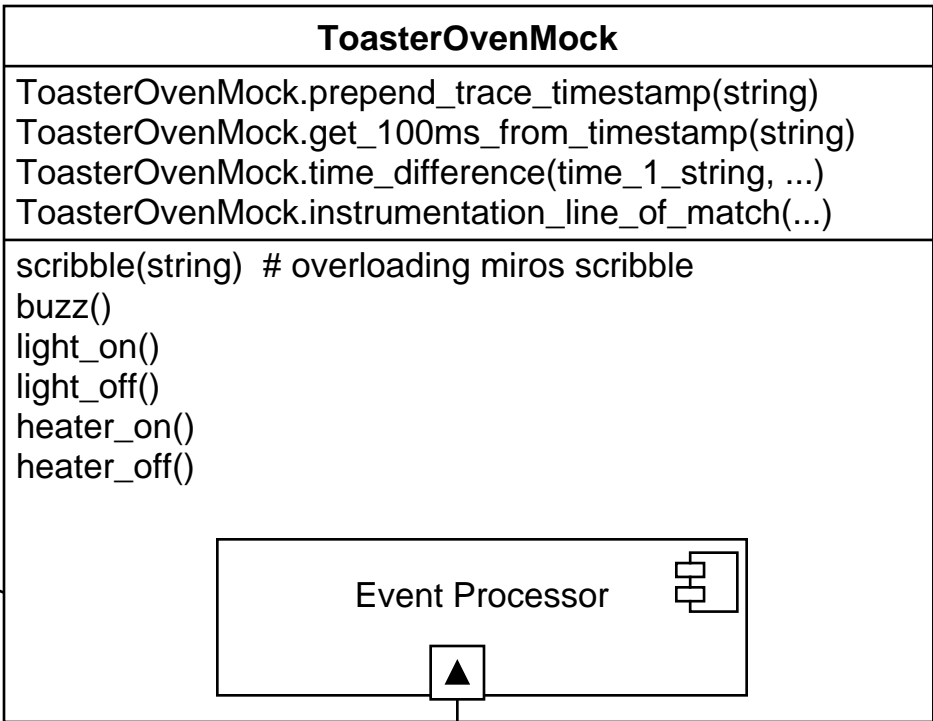


Programming by difference;  
inherit from ToasterOven  
so we don't repeat our attribute  
definitions.

ActiveObject

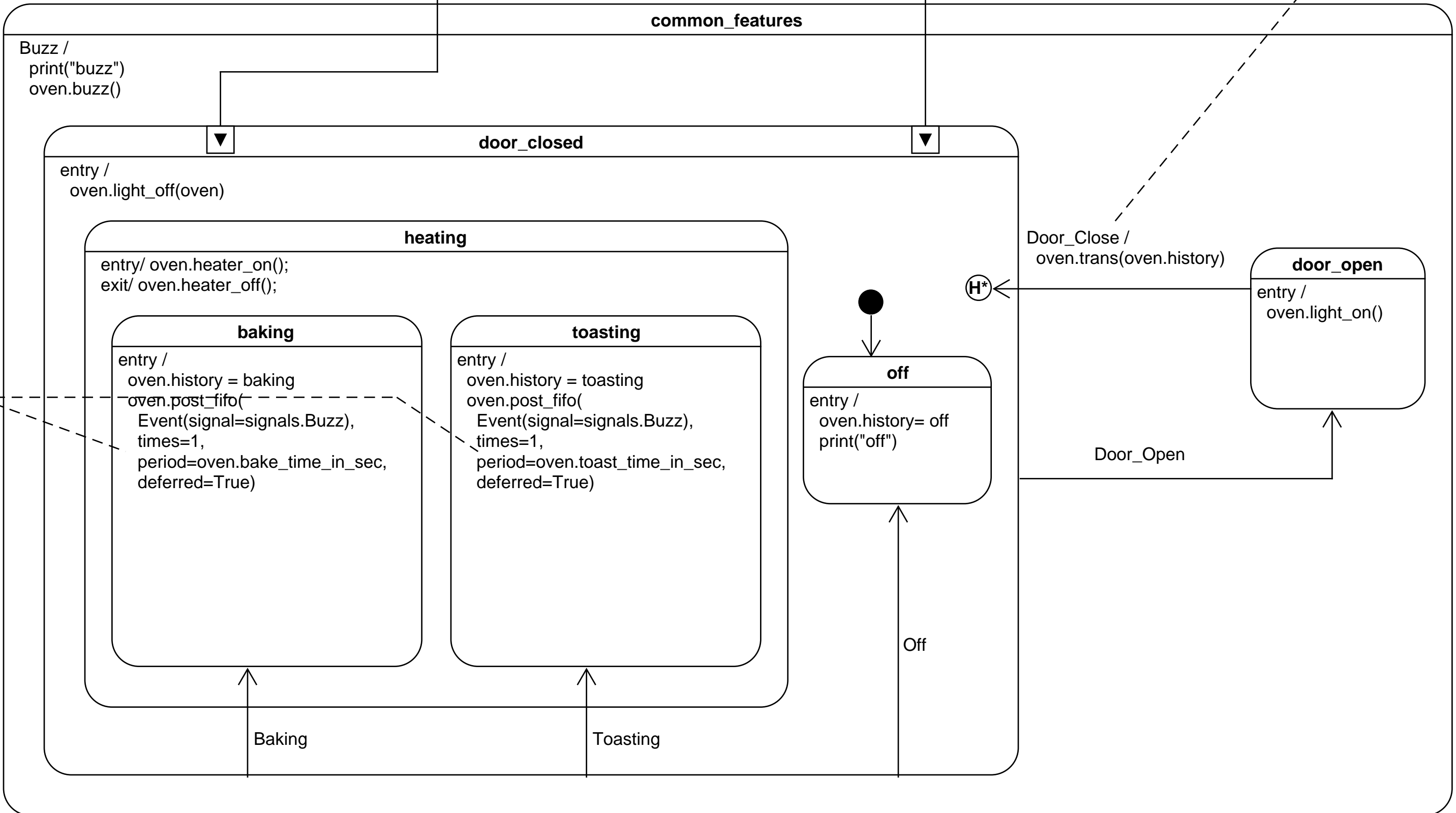


We use this  
for testing our  
HSM and for  
demonstrating  
how the design works

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