This is short hand:
I want to reference this class in this
drawing but I don't want to include
its detail.

ActiveObject
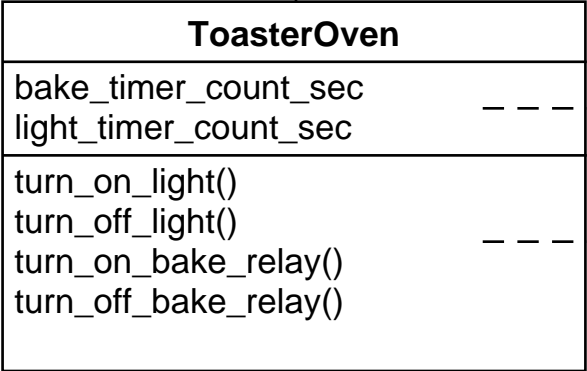
ToasterOven "is an" ActiveObject

which is the same as saying:

The ToasterOven class inherites
from the ActiveObject class

ToasterOven

bake_timer_count_sec
light_timer_count_sec

some attributes used by the
toaster oven object

turn_on_light()
turn_off_light()
turn_on_bake_relay()
turn_off_bake_relay()

the worker methods that are
specific to the toast oven object