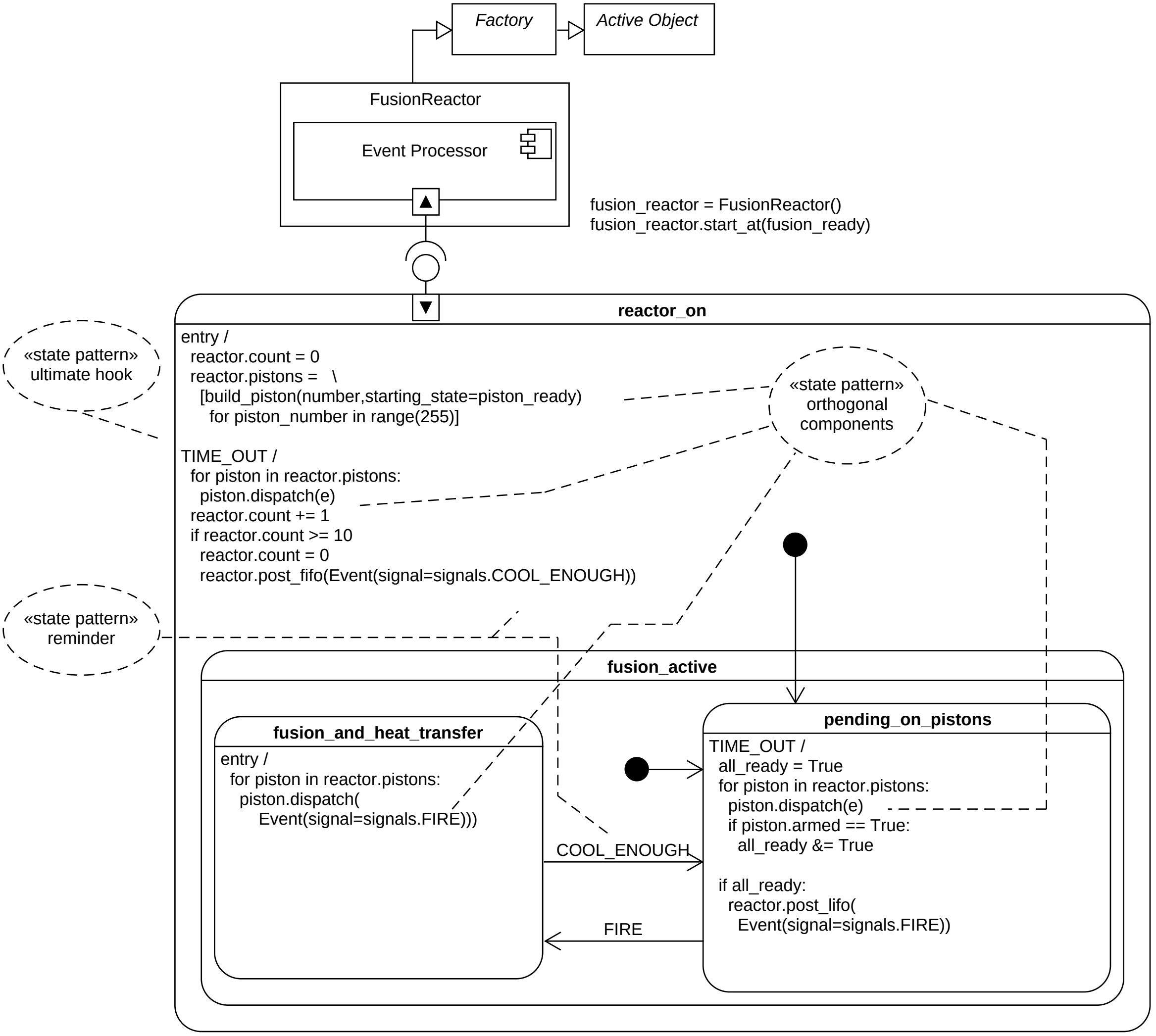
Factory
Active Object
FusionReactor
Event Processor
fusion_reactor = FusionReactor()
fusion_reactor.start_at(fusion_ready)
reactor_on
entry /
reactor.count = 0
reactor.pistons = \
[build_piston(number,starting_state=piston_ready)
for piston_number in range(255)]
TIME_OUT /
for piston in reactor.pistons:
piston.dispatch(e)
reactor.count += 1
if reactor.count >= 10
reactor.count = 0
reactor.post_fifo(Event(signal=signals.COOL_ENOUGH))
«state pattern» ultimate hook
«state pattern» orthogonal components
«state pattern» reminder
fusion_active
fusion_and_heat_transfer
entry /
for piston in reactor.pistons:
piston.dispatch(
Event(signal=signals.FIRE)))
pending_on_pistons
TIME_OUT /
all_ready = True
for piston in reactor.pistons:
piston.dispatch(e)
if piston.armed == True:
all_ready &= True
if all_ready:
reactor.post_lifo(
Event(signal=signals.FIRE))
COOL_ENOUGH
FIRE