```csharp
1  /*--------------------------------------------------*\
2   * Author    : Salvi Cyril
3   * Date      : 7th juny 2017
4   * Diploma   : RaspiHome
5   * Classroom : T.IS-E2B
6   *
7   * Description:
8   *       RaspiHomeServer is a server TCP. It's the m
9   *       ain program, where all command pass before
10  *       to be reply to the good client.
11  \*--------------------------------------------------*/
12
13  namespace RaspiHomeServer
14  {
15      public abstract class Component { }
16
17      // Speecher and synthetizer
18      public class Microphone : Component { }
19
20      // Application Windows tablet
21      public class Tablet : Component { }
22
23      // SenseHAT
24      public class Sensor : Component { }
25
26      #region PiFace Digital 2
27      public class Light : Component
28      {
29          #region Variable
30          private bool _isOn = false;
31          private double _luxPercent = 0.0;
32          private int[] _colorARGB = { 255, 0, 0, 0 };
33          #endregion
34
35          #region Properties
36          public bool IsOn
37          {
38              get
39              {
40                  return _isOn;
41              }
42
43              set
44              {
45                  _isOn = value;
46
47                  if (value)
48                      this.LuxPercent = 100.0;
49                  else
50                      this.LuxPercent = 0.0;
51              }
52          }
53
54          public double LuxPercent
55          {
56              get
```

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57              {
58                  return _luxPercent;
59              }
60
61              set
62              {
63                  _luxPercent = value;
64
65                  if (value >= 100.0)
66                      _luxPercent = 100.0;
67                  if (value <= 0.0)
68                      _luxPercent = 0.0;
69              }
70          }
71
72          public int[] ColorARGB
73          {
74              get
75              {
76                  return _colorARGB;
77              }
78
79              set
80              {
81                  _colorARGB = value;
82              }
83          }
84          #endregion
85      }
86
87      public class Store : Component
88      {
89          #region Variable
90          private bool _isUp = false;
91          private bool _isDown = false;
92          private bool _isOpen = false;
93          private bool _isClose = false;
94          private bool _isStop = false;
95          private double _percentUp = 0.0;
96          private double _percentOpen = 0.0;
97          #endregion
98
99          #region Properties
100         public bool IsUp
101         {
102             get
103             {
104                 return _isUp;
105             }
106
107             set
108             {
109                 _isUp = value;
110
111                 if (value)
112                 {
```

```
113                            this.IsDown = false;
114                            this.PercentUp = 100.0;
115                        }
116                    }
117                }
118
119            public bool IsDown
120            {
121                get
122                {
123                    return _isDown;
124                }
125
126                set
127                {
128                    _isDown = value;
129
130                    if (value)
131                    {
132                        this.IsUp = false;
133                        this.PercentUp = 100.0;
134                    }
135                }
136            }
137
138            public bool IsOpen
139            {
140                get
141                {
142                    return _isOpen;
143                }
144
145                set
146                {
147                    _isOpen = value;
148
149                    if (value)
150                    {
151                        this.IsClose = false;
152                        this.PercentOpen = 100.0;
153                    }
154                }
155            }
156
157            public bool IsClose
158            {
159                get
160                {
161                    return _isClose;
162                }
163
164                set
165                {
166                    _isClose = value;
167
168                    if (value)
```

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169                    {
170                        this.IsOpen = false;
171                        this.PercentOpen = 100.0;
172                    }
173                }
174            }
175
176        public double PercentUp
177        {
178            get
179            {
180                return _percentUp;
181            }
182
183            set
184            {
185                _percentUp = value;
186
187                if (value >= 100.0)
188                    _percentUp = 100.0;
189                if (value <= 0.0)
190                    _percentUp = 0.0;
191            }
192        }
193
194        public double PercentOpen
195        {
196            get
197            {
198                return _percentOpen;
199            }
200
201            set
202            {
203                _percentOpen = value;
204
205                if (value >= 100.0)
206                    _percentOpen = 100.0;
207                if (value <= 0.0)
208                    _percentOpen = 0.0;
209            }
210        }
211
212        public bool IsStop
213        {
214            get
215            {
216                return _isStop;
217            }
218
219            set
220            {
221                _isStop = value;
222            }
223        }
224        #endregion
```

```
225        }
226    #endregion
227 }
228
```