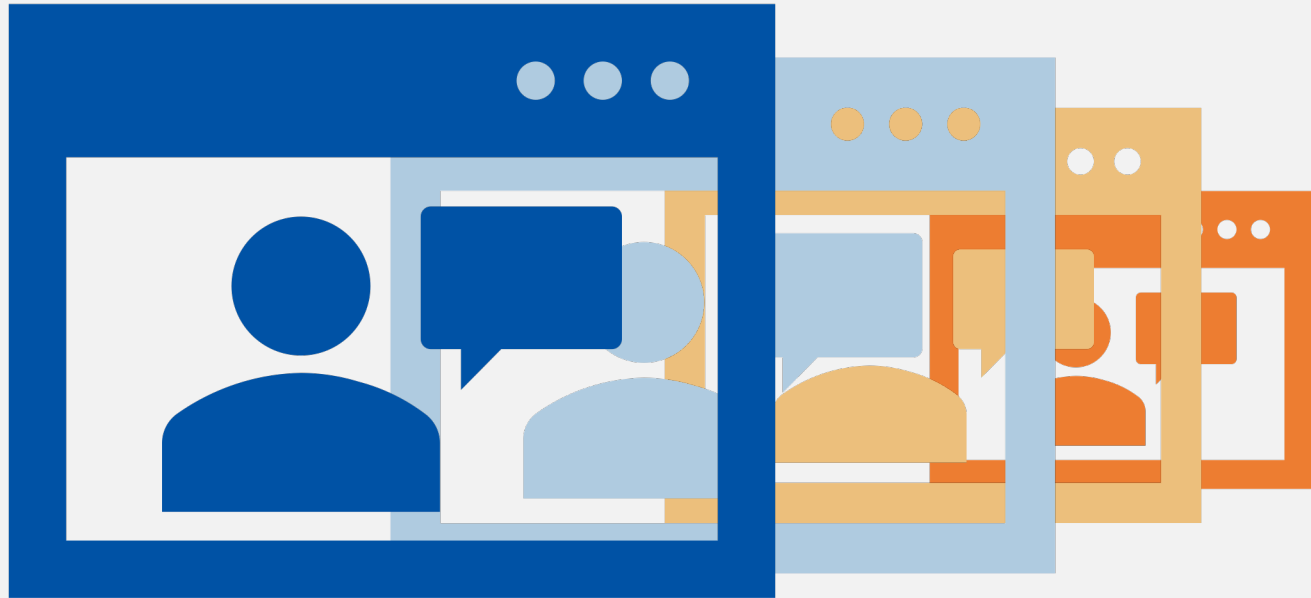
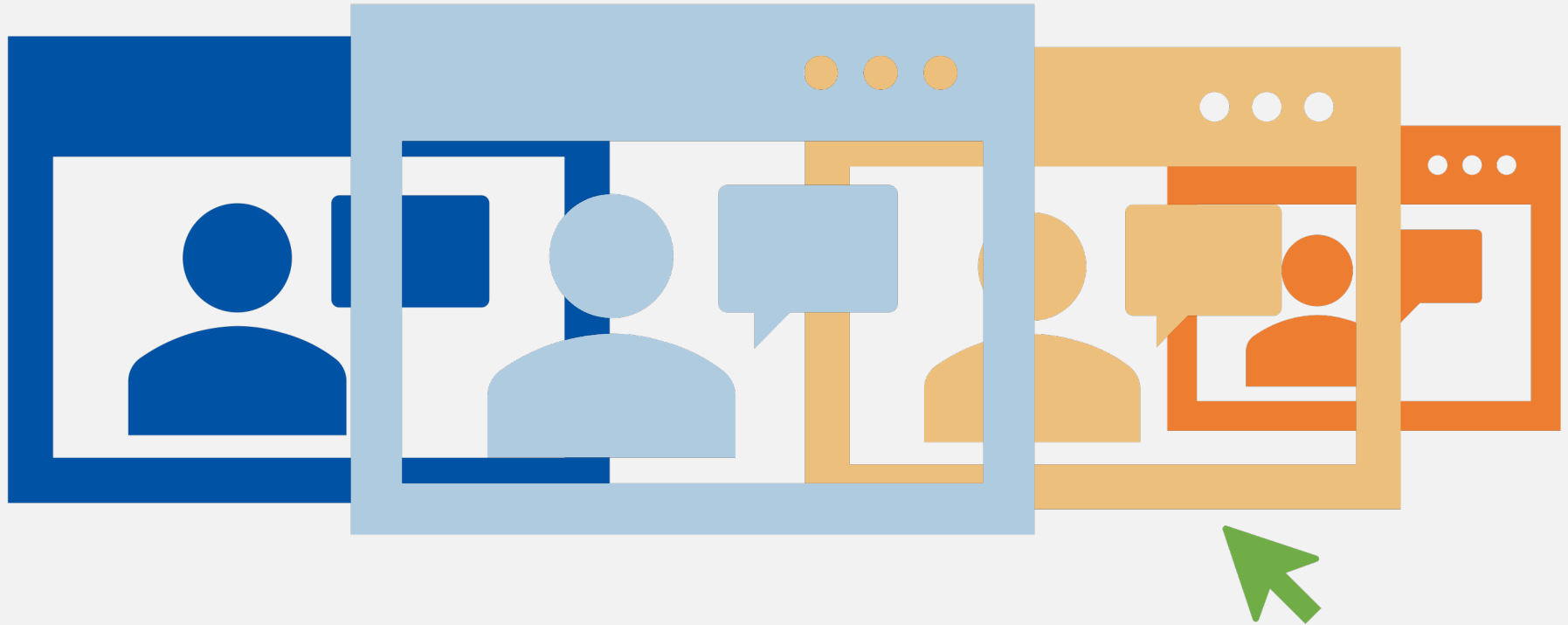


What is WoT?



What is WoT?



Basic Concept
Introduction



What is JSON?



Code
Demonstration



JSON Usage Demo

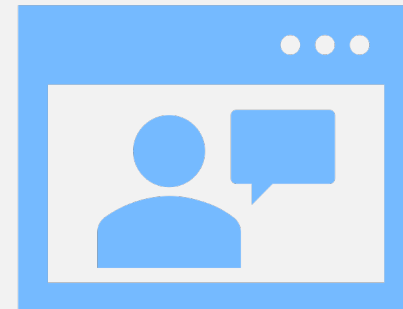
Basic Concept
Introduction



JSON Schema Basics



Code
Demonstration



JSON Schema in Code

Basic Concept
Introduction



Introduction to Node.js

Code
Demonstration



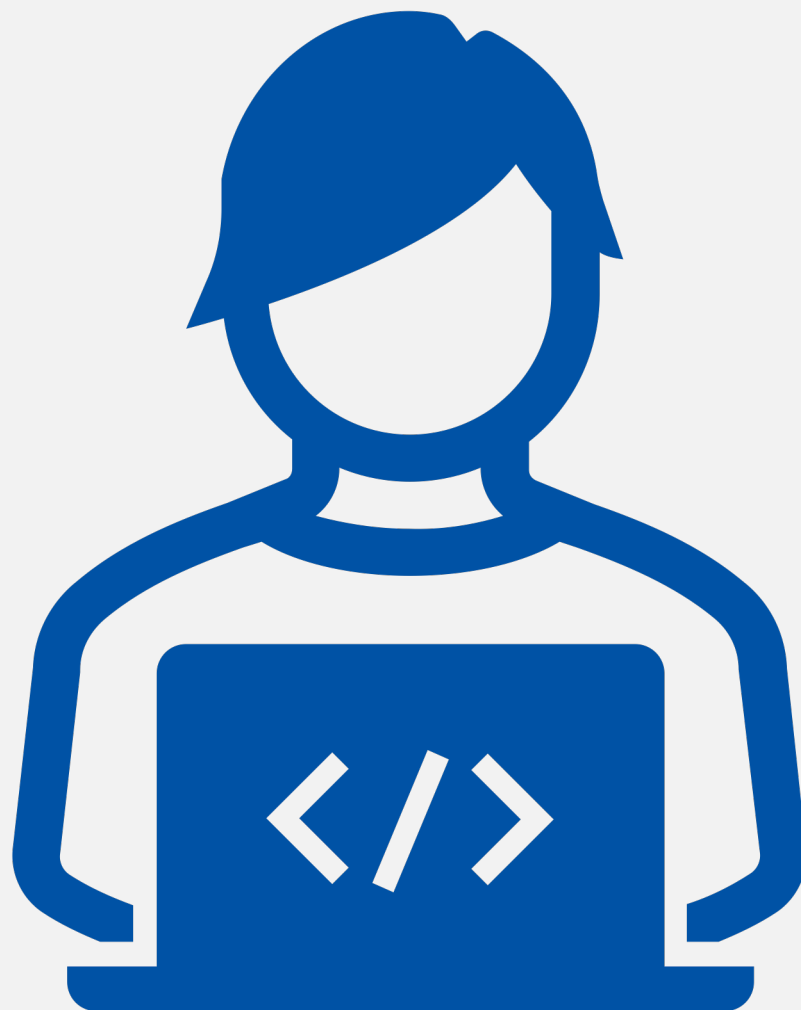
Node.js Tutorial for WoT

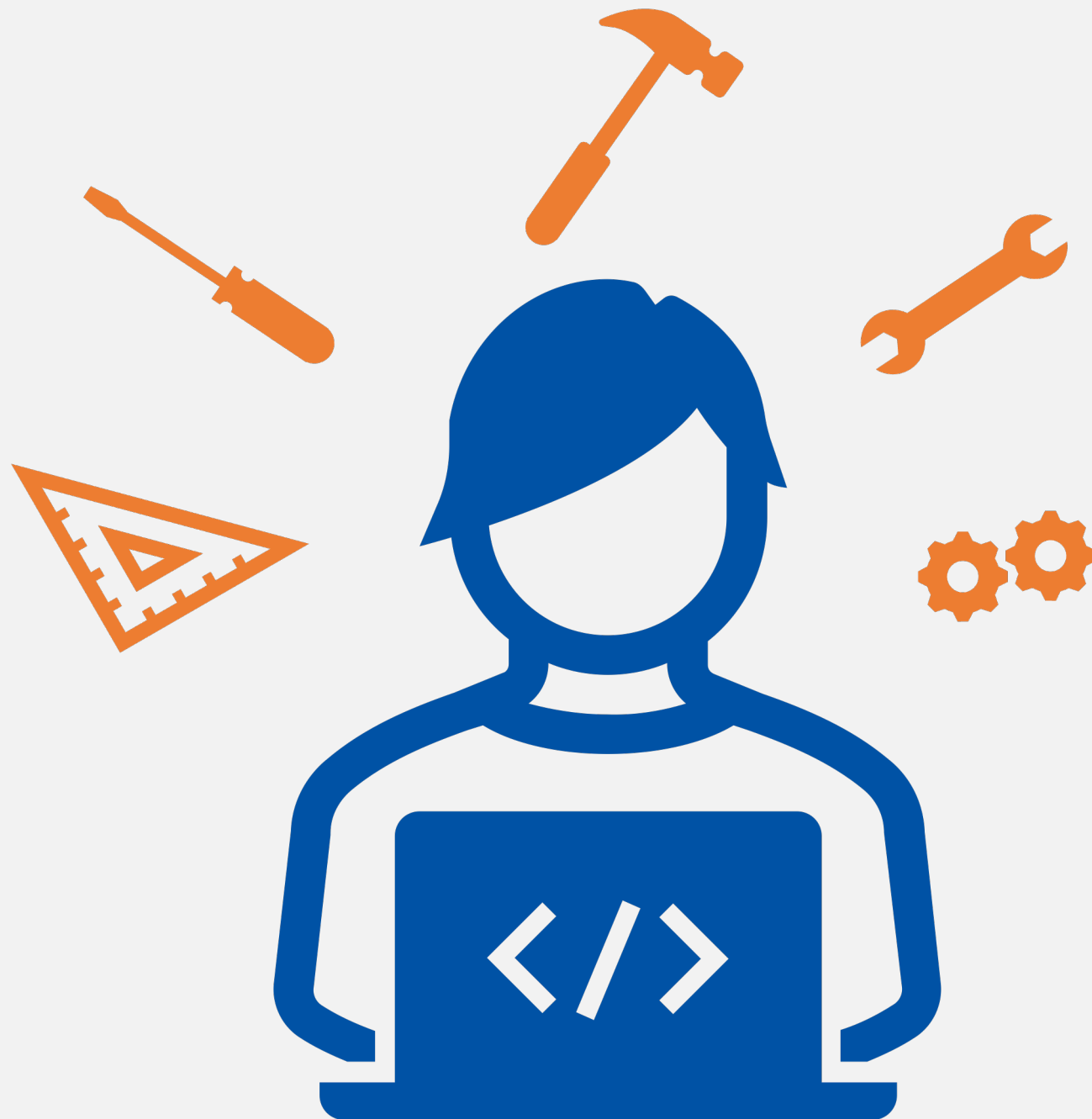
What to Expect from this Tutorial Series?

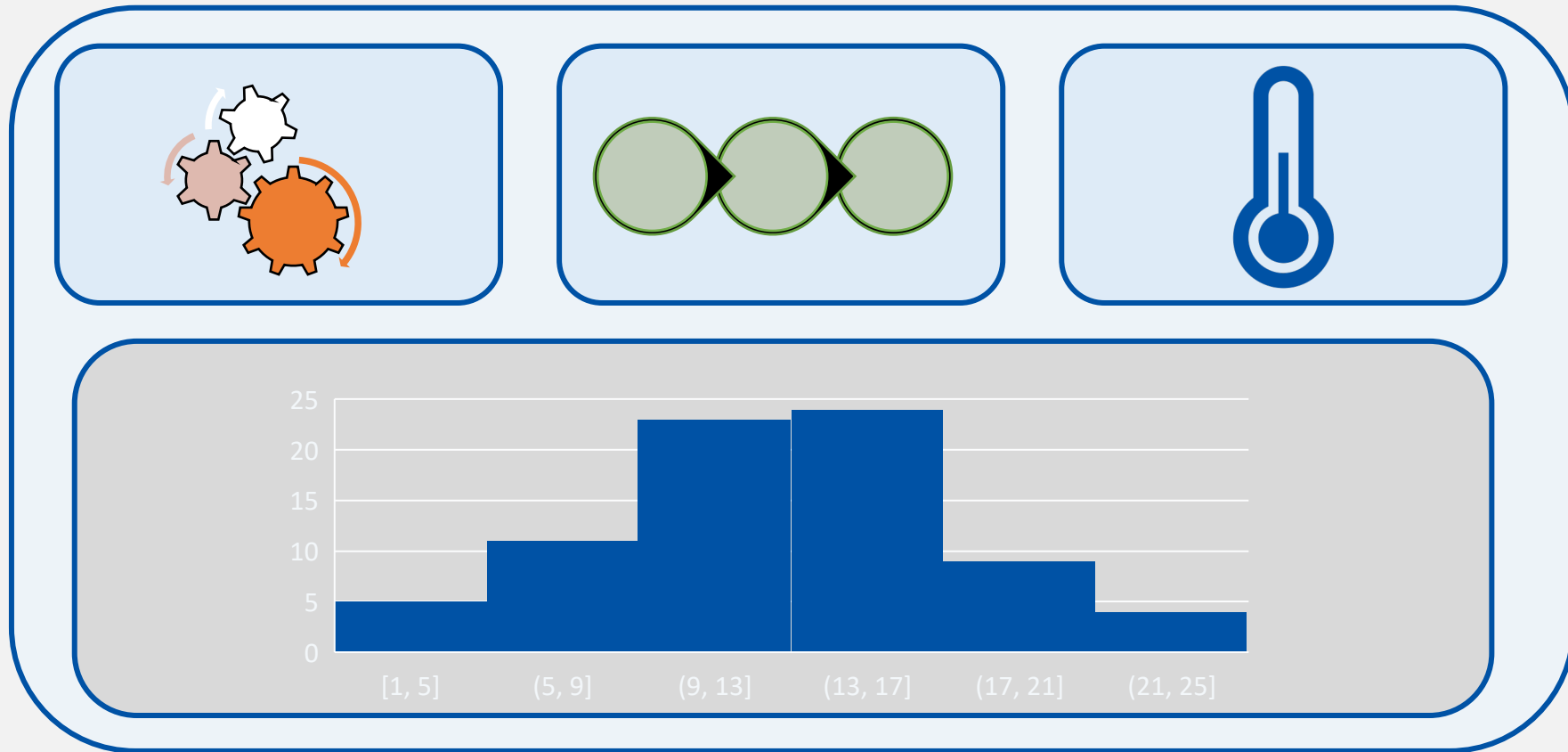
What to Expect from this Tutorial Series?



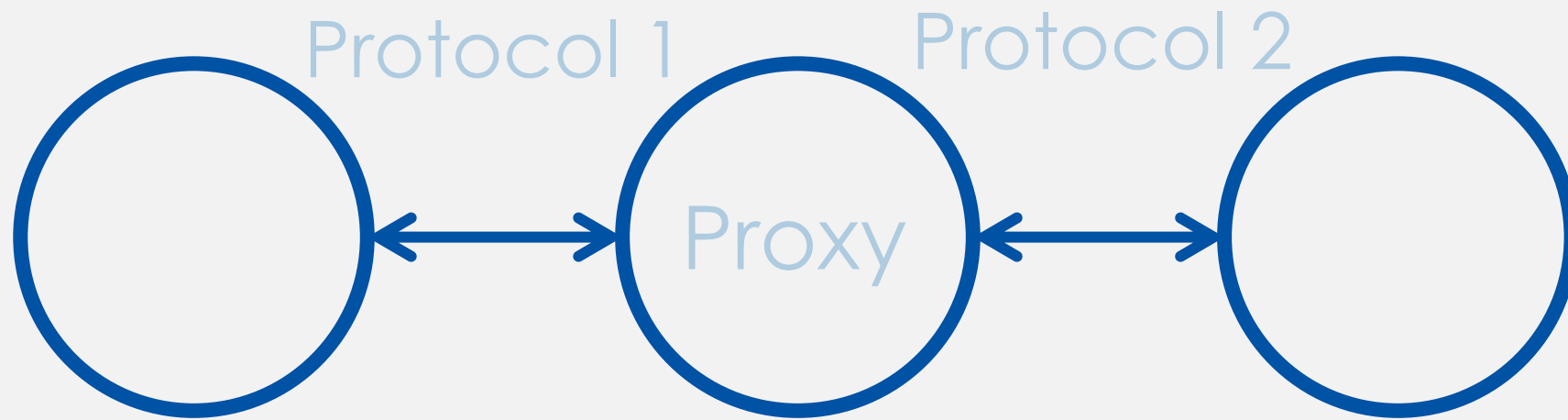




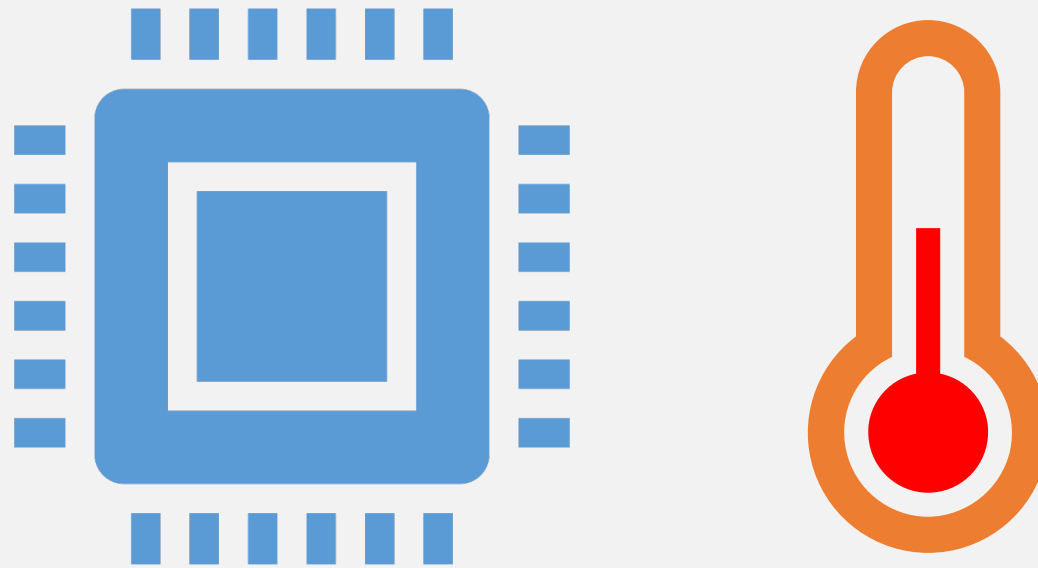




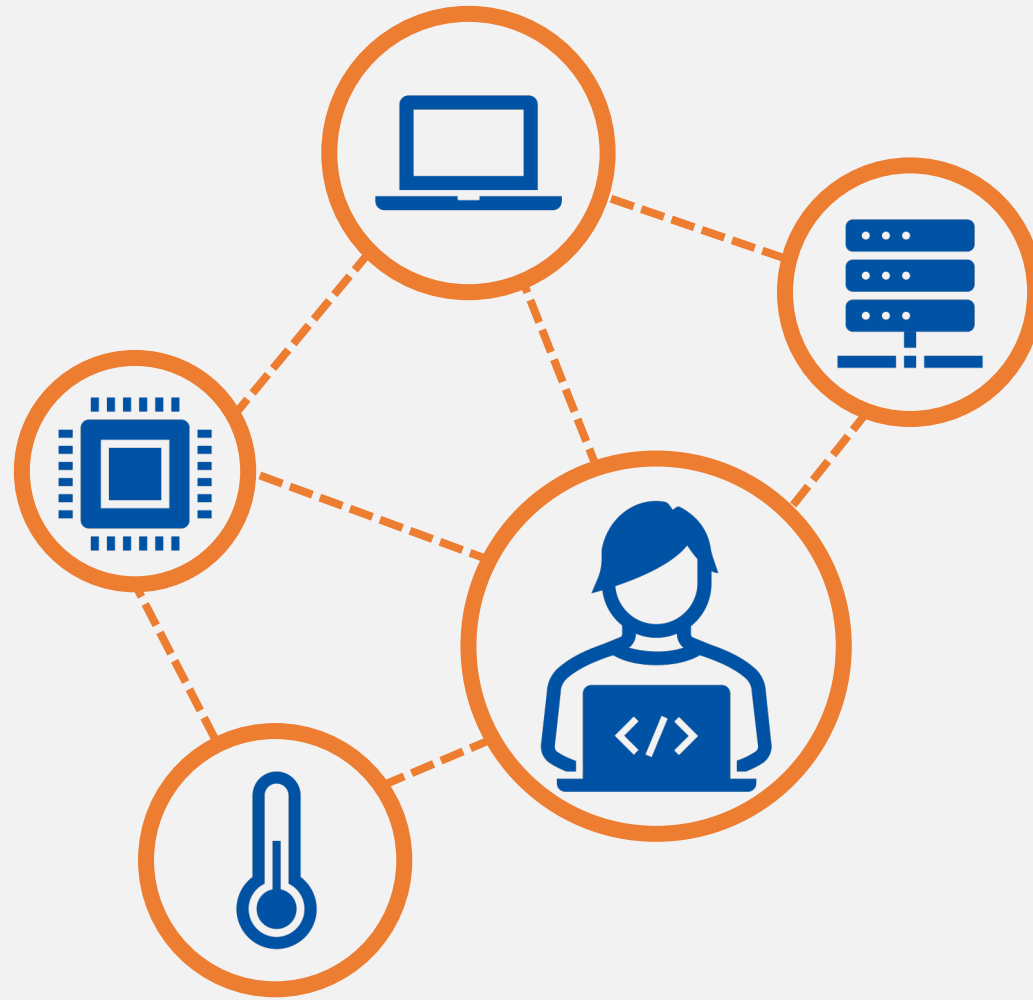
Dashboards



Protocol Proxies



Smart Devices



Mashups

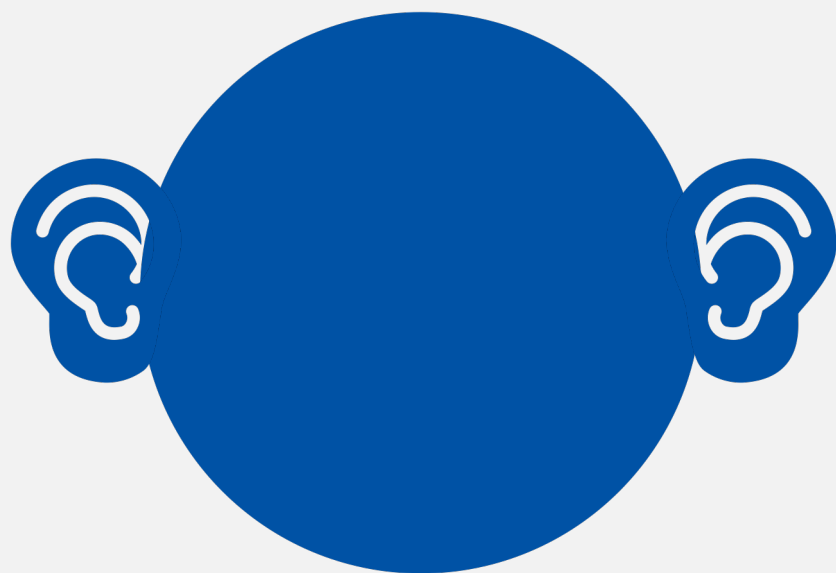


Smart Home



Factory Automation

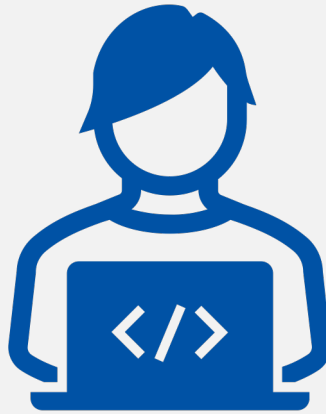




WoT

Difference between IoT and WoT

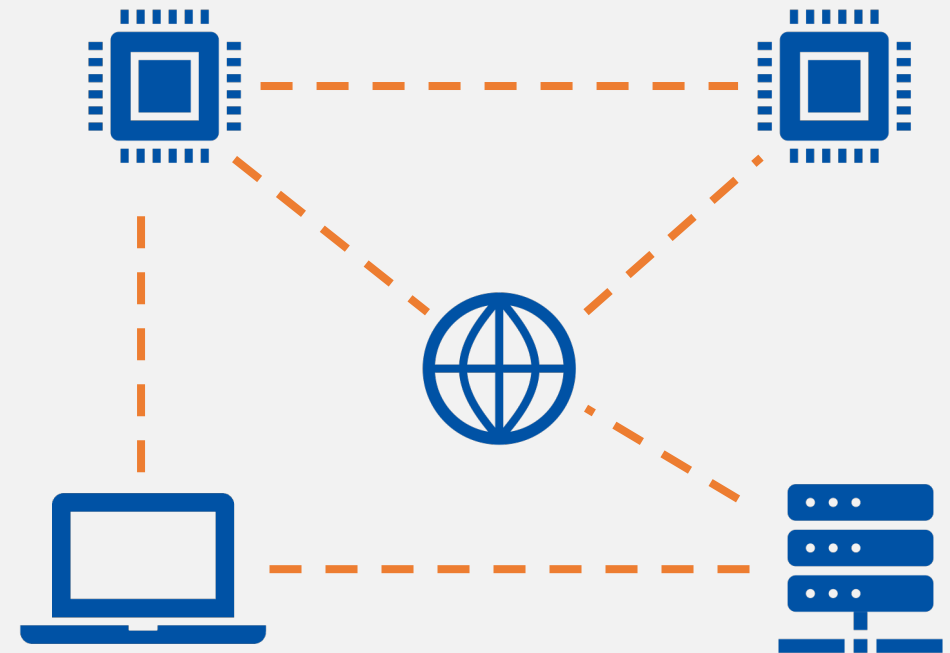
IoT



IoT



WoT

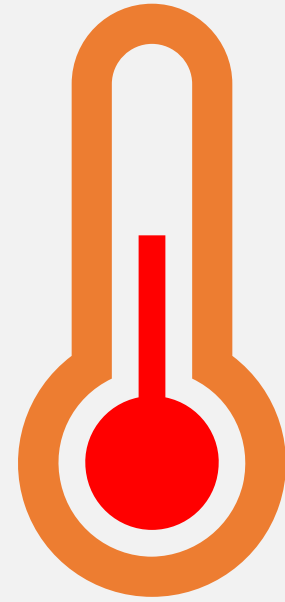


What is a Thing and Thing Description?

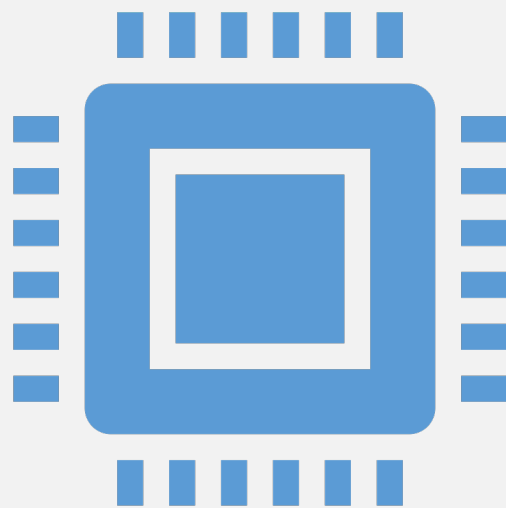
Thing



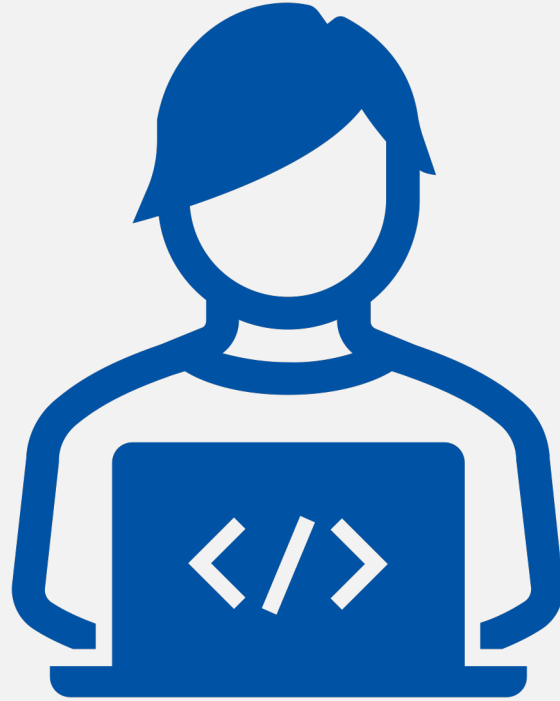
Thing



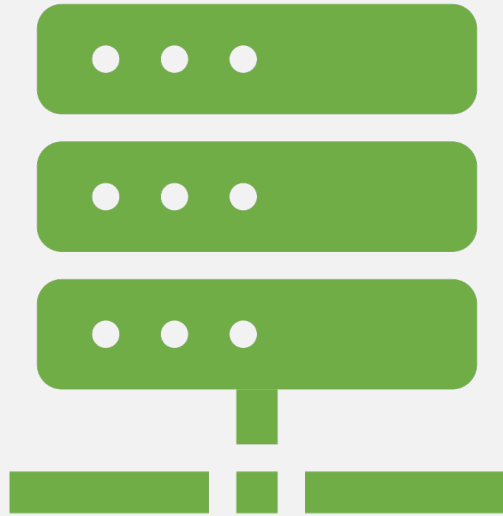
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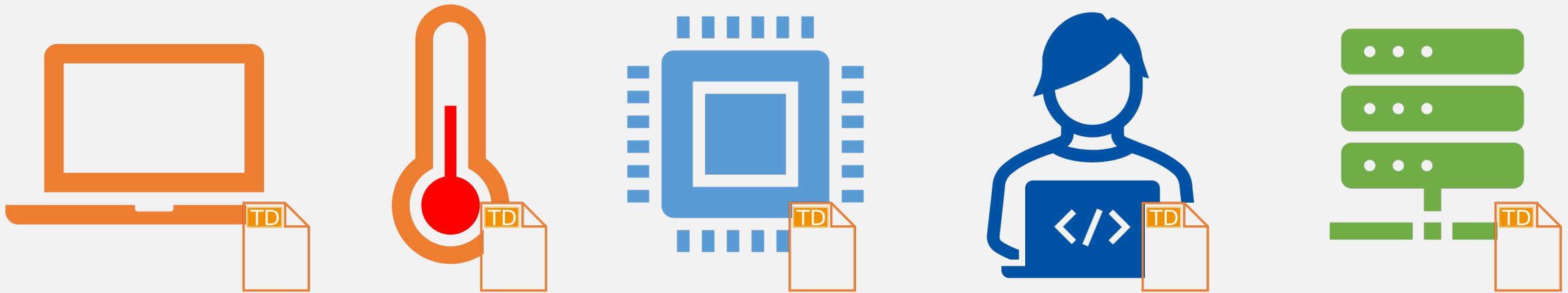
Thing



Thing



Thing



Thing Description (TD)

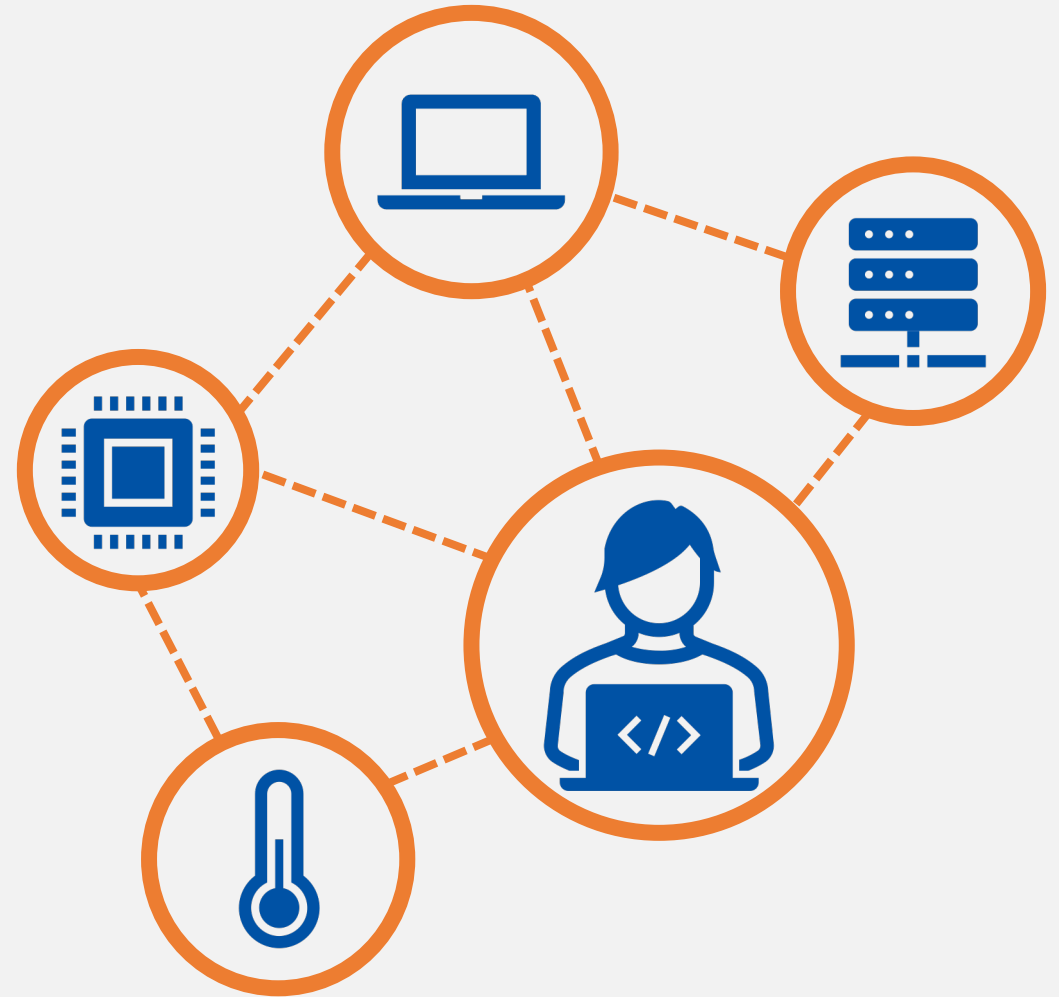
What is Web of Things in a Nutshell?

WoT

What is Web of Things in a Nutshell?

WoT

Streamline
→
IoT application
development



With the help of
WoT

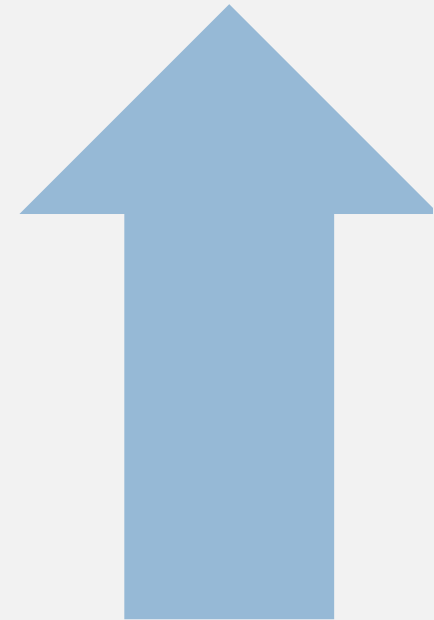
With the help of WoT



Flexibility

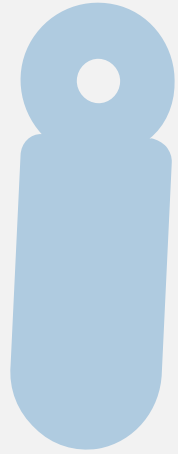


Interoperability

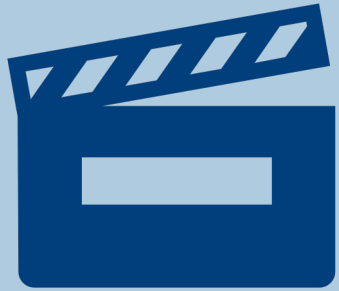


Reuse of established
standards and tools

LET'S



START



NEXT VIDEO

Welcome

Payloads
and
Headers

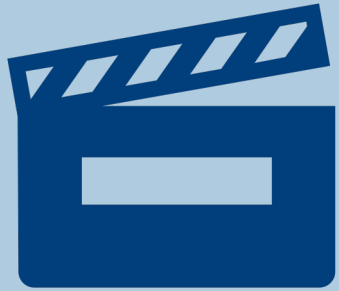


NEXT VIDEO

Welcome

Payloads
and
Headers

JSON



NEXT VIDEO

OSI Layers

General WoT:
Application
Domains

General WoT:
Architecture
Patterns

