    deactivateClimate();  
  }  
}  
  
  
  
🔌 3. Wemo Control (Output Layer)  
- Wemo switches (via webhook or relays) activate heating or cooling devices.  
void activateHeating() {  
  // Trigger heating systems  
  digitalWrite(HEAT\_PIN, HIGH);  
  setHueColor("red");  
  animateEyes("heating");  
}  
  
  
- This integrates lights and eyes to match the action.  
  
👀 4. OLED Eyes & Hue Feedback  
- Blue lights = Cooling  
- Red lights = Heating  
- OLED animations change based on state  
Example:  
void animateEyes(String mode) {  
  if (mode == "heating") {  
    drawHeatEyes(); // fiery animation  
  } else if (mode == "cooling") {  
    drawCoolEyes(); // icy animation  
  }  
}  
  
  
  
📺 5. Status Display  
- OLED text updates reflect current temperature and mode  
- Good for debugging and visual reassurance  
void showStatus(float temp, String mode) {  
  display.print("Temp: "); display.println(temp);  
  display.print("Mode: "); display.println(mode);  
}  
  
  
  
🧠 Summary Logic Flow  
- Sensor reads temperature  
- Logic checks thresholds  
- Climate system activates heating/cooling  
- Lights and eyes animate accordingly  
- OLED shows mode + status  
- Loops every 3 seconds