



Rule implementation with fluent API

```

ScheduledEventList shiftStarts = my(Person::employers).upcomingShifts().map(Shift::getStartEvent);
ScheduledEvent nextShift = shiftStarts.first();
ScheduledEvent wakeUpEvent = nextShift.before(Duration.ofHours(2));

wakeUpEvent.register((event) -> {
    // Personal things
    my(Person::things).firstOfType(AlarmClock.class).ring();
    my(Person::devices).forEach(Device::turnOn);

    // Household things only if person is at home
    House houseLiveIn = my(Person::getHome);
    if (houseLiveIn != null && my(Person::location).matches(houseLiveIn)) {
        houseLiveIn.getChildren().firstOfType(CoffeeMachine.class).turnOn();
    }
});
  
```