# Ayla Mobile SDK

Architecture Design











# Ayla Networks

- Root object
- Used to configure network / service parameters

# Ayla Login Manager

- Signs in the user
- Creates an AylaSessionManager

# Ayla Session Manager

- Maintains session credentials
- Creates AylaDeviceManager to manage devices

# Ayla Device Manager

- Maintains list of registered devices
- Notifies listeners of changes to device list
- Manages webserver for device LAN communication

# Ayla Device

Point of control for physical devices

Ayla Device

Ayla Device

# Ayla Setup

- Device discovery
- WiFi setup
- Device registration

# **Mobile SDK Startup Flow**

#### AylaNetworks.initialize

- Provides app ID, app secret
- Provides service type / location
- Provides SDK settings

## AylaLoginManager.signIn

- Provides user credentials
- May use existing username / password or Oauth providers
- Creates an AylaSessionManager

## AylaSessionManager.addListener AylaDeviceManager.addListener

- Allows the SDK to notify the app of changes to the session and device list
- App waits for DeviceManagerInitComplete, then can register for notifications from each device

### **DeviceManagerInitComplete**

Device list is ready to be interacted with, update UI

### **DeviceChanged**

Device has changed state, update UI

#### **SessionClosed**

User has signed out or authorization revoked. Display sign-in screen

**Listener Events** 

## **Ayla Device**

Device objects used to control physical devices and provide notifications when changes occur