Phue Programs

from phue import Bridge

from ip\_address import bridge\_ip\_address

// bridge\_ip\_address is the ip address for the light

def access\_lights(bridge\_ip\_address):

b = Bridge(bridge\_ip\_address)

light\_names\_list = b.get\_light\_objects('name')

return light\_names\_list

// method for turning on lights

def lights():

lights = access\_lights(bridge\_ip\_address)

for light in lights:

lights[light].on = True

// calls the main method

if \_\_name\_\_ == '\_\_main\_\_':

lights()

from phue import Bridge

from ip\_address import bridge\_ip\_address

import time

// bridge\_ip\_address is the ip address for the light

def access\_lights(bridge\_ip\_address):

b = Bridge(bridge\_ip\_address)

light\_names\_list = b.get\_light\_objects('name')

return light\_names\_list

// method for turning off lights

def film\_lights():

lights = access\_lights(bridge\_ip\_address)

for light in lights:

lights[light].on = False

// calls the main method

if \_\_name\_\_ == '\_\_main\_\_':

film\_lights()

from phue import Bridge

import time

def alert\_lights():

# Connect to the Hue bridge

b = Bridge('10.186.1.137')

# Get the IDs of the four light bulbs you want to blink

light\_ids = [1, 2, 3, 4]

# Save the current state of the lights

initial\_states = {}

for light\_id in light\_ids:

initial\_states[light\_id] = b.get\_light(light\_id)

# Blink the lights

for i in range(10): # Blink the lights 10 times

for light\_id in light\_ids:

b.set\_light(light\_id, 'alert', 'select')

time.sleep(0.5) # Wait for one half second

for light\_id in light\_ids:

b.set\_light(light\_id, initial\_states[light\_id]['state'])

time.sleep(0.5) # Wait for one half second

if \_\_name\_\_ == '\_\_main\_\_':

alert\_lights()

from phue import Bridge

def set\_lights():

# Connect to the Hue bridge

b = Bridge(bridge\_ip\_address)

# Turn on the four lights and set their brightness to full brightness

for i in range(1, 5):

b.set\_light(i, 'on', True)

b.set\_light(i, 'bri', 247)

b.set\_light(i, 'ct', 500)

if \_\_name\_\_ == '\_\_main\_\_':

set\_lights()