* 핸들러에서 0개이상의 함수를 호출해서 디바이스 액션수행
* 핸들러에서 sendPush, sendSms, sendNotificationToContacts
* Device들이 actions취하지 않는다.
* Presence Change Text
* Power Allowance

switchOn**Handler method** -> turnOffSwitch -> switch.off()

* Photo Burst When...
* Mail Arrived
* Presence Change Push

presenceHandler

sendNotificationToContacts

sendSms

* ⏹ Lock It When I Leave

Presence -> lock1.lock()

Presence

sendPush

sendNotificationToContacts

* Light Follows Me

motionHandler -> switches.on()

motionHandler -> scheduleCheck -> switches.off()

* Left It Open

Contact device로 actions 취하지 않는다.

* ⏹ Laundry Monitor

accelerationInactiveHandler-> runIn(checkRunning)->switches.on()

accelerationInactiveHandler-> runIn(checkRunning)-> flashLights-> .eachWithIndex(closure)->s.on()

accelerationInactiveHandler-> runIn(checkRunning)-> flashLights-> .eachWithIndex(closure)->s.off()

* ⏹ It's Too Cold

temperatureHandler->switch1?.on()

* It Moved
* Has Barkley Been Fed?
* Habit Helper

Schedule

* Flood Alert!
* Carpool Notifier

motionHandler -> lights.on()

motionHandler -> turnOffMotionAfterDelay- > lights.off()

illuminanceHandler -> lights.off()

illuminanceHandler -> lights.off()

illuminanceHandler-> lights.on()

* 한 핸들러 안에서 조건에 따라 다르게 디바이스 커맨드를 호출한다.
* When It's Going to Rain
* ⏹ Sunrise/Sunset

locationPositionChangeHandler -> astroCheck -> Schedule -> sunriseHandler-> sunriseOn.on()

sunriseSunsetTimeHandler-> astroCheck -> Schedule -> sunriseHandler->sunriseOn.on()

initialize -> astroCheck -> Schedule -> sunriseHandler->sunriseOn.on()

locationPositionChangeHandler -> astroCheck -> Schedule -> sunriseHandler-> sunriseOff.off()

sunriseSunsetTimeHandler-> astroCheck -> Schedule -> sunriseHandler-> sunriseOff.off()

initialize -> astroCheck -> Schedule -> sunriseHandler-> sunriseOff.off()

locationPositionChangeHandler -> astroCheck -> Schedule -> sunsetHandler-> sunsetOn.on()

sunriseSunsetTimeHandler-> astroCheck -> Schedule -> sunsetHandler-> sunsetOn.on()

initialize -> astroCheck -> Schedule -> sunsetHandler-> sunsetOn.on()

locationPositionChangeHandler -> astroCheck -> Schedule -> sunsetHandler-> sunsetOff.off()

sunriseSunsetTimeHandler-> astroCheck -> Schedule -> sunsetHandler-> sunsetOff.off()

initialize -> astroCheck -> Schedule -> sunsetHandler-> sunsetOff.off()

* Smart Security(복잡함)

Updated -> alarms?.off()

appTouch(subscribe) - > alarms?.off()

alarmHandler ->alarms?.off()

intruderMotionHandler ->startAlarmSequence -> 조건1 ->alarms?.strobe()

intruderMotionHandler ->startAlarmSequence -> 조건 2->alarms?.strobe()

contactHandler ->startAlarmSequence -> 조건 1->alarms?.strobe()

contactHandler ->startAlarmSequence -> 조건 2->alarms?.strobe()

intruderMotionHandler -> startAlarmSequence -> soundSiren -> alarms?.both()

intruderMotionHandler -> startAlarmSequence -> runIn -> soundSiren -> alarms?.both()

contactHandler -> startAlarmSequence -> soundSiren -> alarms?.both()

contactHandler -> startAlarmSequence -> runIn -> soundSiren -> alarms?.both()

* Severe Weather Alert
* ⏹ Scheduled Mode Change

accelerationActiveHandler -> openDoor() -> doorSwitch.push()

carPresenceHandler -> openDoor() -> doorSwitch.push()

accelerationActiveHandler -> closeDoor() -> doorSwitch.push()

carPresenceHandler -> closeDoor() -> doorSwitch.push()

* Medicine Reminder
* ⏹ It's Too Hot

temperatureHandler -> switch1?.on()

* Virtual Thermostat

temperatureHandler -> outlets.off()

motionHandler -> outlets.off()

motionHandler -> 조건1-1-> evaluate -> 조건2-1 -> outlets.on()

motionHandler -> 조건1-1-> evaluate -> 조건2-2 -> outlets.on()

motionHandler -> 조건1-2-> evaluate -> 조건2-1 -> outlets.on()

motionHandler -> 조건1-2-> evaluate -> 조건2-2 -> outlets.on()

motionHandler -> 조건1-1-> evaluate -> 조건2-1 -> outlets.off()

motionHandler -> 조건1-1-> evaluate -> 조건2-2 -> outlets.off()

motionHandler -> 조건1-2-> evaluate -> 조건2-1 -> outlets.off()

motionHandler -> 조건1-2-> evaluate -> 조건2-2 -> outlets.off()

* The Flasher

motionActiveHandler ->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.on()

-> flashLights-> .eachWithIndex(closure)-> 조건2 -> s.on()

->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.off()

->flashLights-> .eachWithIndex(closure)-> 조건2 -> s.off()

contactOpenHandler ->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.on()

-> flashLights-> .eachWithIndex(closure)-> 조건2 -> s.on()

->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.off()

->flashLights-> .eachWithIndex(closure)-> 조건2 -> s.off()

accelerationActiveHandler ->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.on()

-> flashLights-> .eachWithIndex(closure)-> 조건2 -> s.on()

->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.off()

->flashLights-> .eachWithIndex(closure)-> 조건2 -> s.off()

switchOnHandler ->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.on()

-> flashLights-> .eachWithIndex(closure)-> 조건2 -> s.on()

->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.off()

->flashLights-> .eachWithIndex(closure)-> 조건2 -> s.off()

presenceHandler -> ->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.on()

-> flashLights-> .eachWithIndex(closure)-> 조건2 -> s.on()

->flashLights-> .eachWithIndex(closure)-> 조건1 -> s.off()

->flashLights-> .eachWithIndex(closure)-> 조건2 -> s.off()

* The Big Switch

offHandler -> offSwitches()?.off()

onHandler -> onSwitches()?.on()

dimHandler -> dimSwitches?.setLevel(evt.value)

* SmartWeather Station Controller

Deivce 핸들러로 날씨정보를 보여주는 것.

* Text Me When It Opens
* Text Me When There's Motion and I'm Not Here
* The Gun Case Moved

와 이런 app도 있네 신기하다

* Turn On Only If I Arrive After Sunset

presenceHandler -> switch1.on()

presenceHandler -> switch1.off()

* Close The Valve

waterHandler -> valve.close()

* Light Up the Night

illuminanceHandler -> lights.on()

illuminanceHandler -> lights.off()

* Curling Iron

motionActiveHandler -> outletsOn() -> outlets.on()

motionInactiveHandler -> outletsOff -> scheduledTurnOff -> outlets.off()

notPresentHandler-> outletsOff -> scheduledTurnOff -> outlets.off()

* Let There Be Light!

contactHandler -> switch1.on()

contactHandler -> switch1.off()

* Darken Behind Me

motionInactiveHandler -> switch1.off()

* Brighten My Path

motionActiveHandler-> switch1.on()

* Big Turn ON

appTouch -> switches?.on()

changedLocationMode-> switches?.on()

* Big Turn OFF

appTouch -> switches?.off()

changedLocationMode-> switches?.off()

* Turn It On When It Opens

contactOpenHandler -> switches.on()

* Turn It On When I'm Here

presenceHandler->switch1.on()

presenceHandler->switch1.off()

* Turn It On For 5 Minutes

contactOpenHandler -> switch1.on()

contactOpenHandler -> turnOffSwitch -> switch1.off()

* Rise and Shine

motionActiveHandler -> switches?.on()

* Notify Me With Hue

hues\*.setColor(newValue)

* Notify Me When
* Notify Me When It Opens
* Lights Off, When Closed

contactClosedHandler->switch1.off()

* Let There Be Light!

contactHandler -> switch1.on()

contactHandler -> switch1.off()

* Darken Behind Me

motionInactiveHandler -> switch1.off()

* Brighten My Path

motionActiveHandler-> switch1.on()

* Big Turn ON

appTouch -> switches?.on()

changedLocationMode-> switches?.on()

* Big Turn OFF

appTouch -> switches?.off()

changedLocationMode-> switches?.off()

* Turn It On When It Opens

contactOpenHandler -> switches.on()

* Turn It On When I'm Here

presenceHandler->switch1.on()

presenceHandler->switch1.off()

* Turn It On For 5 Minutes

turnOffSwitch -> switch1.off()

contactOpenHandler -> switch1.on()

contactOpenHandler -> runIn -> switch1.on()

* Rise and Shine

motionActiveHandler -> switches?.on()

* Notify Me With Hue

hues\*.setColor(newValue)

* Notify Me When
* Notify Me When It Opens
* Lights Off, When Closed

contactClosedHandler->switch1.off()

* Elder Care: Daily Routine
* Elder Care: Slip & Fall
* Energy Alerts
* Energy Saver

meterHandler->switches.off()

* Feed My Pet
* Garage Door Monitor
* Garage Door Opener

onCommandHandler -> switch1?.off(delay: 3000)

appTouchHandler -> switch1?.on()

* Good Night
* Greetings Earthling
* Keep Me Cozy II

Installed -> Evaluate -> thermostat.poll()

temperatureHandler-> Evaluate -> thermostat.poll()

changedLocationMode-> Evaluate -> thermostat.poll()

* Keep Me Cozy

changedLocationMode -> thermostat.poll()

appTouch -> thermostat.poll()

이상한 app이다. 왜냐면 안사용하는 함수있다. 글고 로그만 찍는다..?

* Make It So

changedLocationMode -> restoreState -> switches -> 클로저(조건1) -> it.on()

changedLocationMode -> restoreState -> switches -> 클로저(조건2) -> it.off()

changedLocationMode -> restoreState -> switches -> 클로저(조건3) -> it.setLevel(level)

appTouch -> restoreState -> switches -> 클로저(조건1) -> it.on()

appTouch -> restoreState -> switches -> 클로저(조건2) -> it.off()

appTouch -> restoreState -> switches -> 클로저(조건3) -> it.setLevel(level)

changedLocationMode -> restoreState -> thermostats-> 클로저(조건1) -> it.setCoolingSetpoint()

changedLocationMode -> restoreState -> thermostats-> 클로저(조건2) -> it.setHeatingSetpoint()

appTouch -> restoreState -> thermostats-> 클로저(조건1) -> it.setCoolingSetpoint()

appTouch -> restoreState -> thermostats-> 클로저(조건2) -> it.setHeatingSetpoint()

changedLocationMode -> restoreState -> locks -> 클로저(조건1) -> it.lock()

changedLocationMode -> restoreState -> locks -> 클로저(조건2) -> it.unlock()

appTouch -> restoreState -> locks -> 클로저(조건1) -> it.lock()

appTouch -> restoreState -> locks -> 클로저(조건2) -> it.unlock()

* Mini Hue Controller

buttonHandler -> bulbs.setLevel(100)

buttonHandler -> bulbs.setColor(hue: color.hue, saturation: color.saturation)

buttonHandler -> bulbs.setLevel(10)

buttonHandler -> toggleState() -> bulbs.off()

buttonHandler -> toggleState() -> bulbs.on()

buttonHandler -> levelUp() -> bulbs. setLevel()

buttonHandler -> levelDown() -> bulbs. setLevel()

buttonHandler -> changeColor() -> bulbs.setColor(hue: color.hue, saturation: color.saturation)

* Once a Day

Schedule() -> startTimerCallback ->switches.on()

Schedule() ->stopTimerCallback -> switches.off()

* ⏹ Ridiculously Automated Garage Door

accelerationActiveHandler -> openDoor -> doorSwitch.push()

carPresenceHandler-> openDoor -> doorSwitch.push()

interiorDoorClosedHandler -> closeDoor -> doorSwitch.push()

carPresenceHandler-> closeDoor -> doorSwitch.push()

* Smart Nightlight

motionHandler -> turnOffMotionAfterDelay -> lights.off()

motionHandler -> runIn -> turnOffMotionAfterDelay -> lights.off()

illuminanceHandler -> 조건1 ->lights.on()

illuminanceHandler -> 조건2 ->lights.off()

illuminanceHandler -> 조건3 ->lights.off()

motionHandler -> lights.on()

* Turn It On When It Opens

contactOpenHandler -> switches.on()

* Undead Early Warning

contactOpenHandler -> switches.on()

* ⏹ Unlock It When I Arrive

Presence -> lock1.unlock()

* Bon Voyage
* Brighten Dark Places

contactOpenHandler -> switch1.on()

* Double Tap

switchHandler -> offSwitches()\*.off()

switchHandler -> onSwitches()\*.on()