

### Set up process:

- Hello message, for example, "Hi I'm smartie and I'm going to help you set up your smartie connect environment today"
- Personal information
  1. Message: "Hi, insert your first name:"
  2. Message: "Hi <user name>, please enter your surname"
- Inserting services: "Perfect, now we are going to register your devices in your smartie home"
  1. Message: Insert the name of the room the new device is located in, these are the rooms you have already registered:
    - a. Room 1
    - b. Room 2
    - c. Living room
    - d. Room 4
    - e. New Room
    - i. Message: "Insert the name of the new room"
  2. Message: "Name this device, this name will be used to manage the device through commands." (give an error if a device with the same name already exists and make them rename it)
  3. Message: "Please enter the first type of device you want to register, these are the possible options"
    - a. Heater
    - b. Speaker
    - c. Smoke and Co2 sensors
    - d. Front door manager
    - e. Windows and door monitors
    - f. Light
  4. If the user entered a heater device, we will need to know the preferred temperature range


Message: "At how many degrees should this heater turn on (in celsius)?"


Message: "At how many degrees should this heater turn off (in celsius)?"
  5. Message: "The device has been created, do you have any other devices you'd like to add?"
    - a. Yes: repeat steps 1 to 4
    - b. No: end set up process
- Tutorial
  1. Message: "if you don't remember the commands to use just type "Hi Smartie", "help" or "?" and I'll give you a list together with the names associated with your devices"

Once the setup process is done, all the data should be in a JSON file

### JSON file- will contain a dictionary

 = dictionary

 = array

 dic\_var = {

```

Name: <name of user>,
Surname: <surname of user>,
Rooms: array containing room dictionaries
    [Room 1 = {
        Name: <room name>,
        Devices: array containing devices variables (which are dictionaries)
            [Device 1=
                {Device name: <device name>,
                Device type: <device type>,
                },
            Device 2=
                {Device name: <device name>,
                Device type: ex. Heater,
                Min temperature: <minTemperature>
                Max temperature: <maxTemperature>
                },
            Device 3 =
                {Device name: <device name>,
                Device type: <device type>,
                },
            ],
        }
    Room 2 = {
        Name: <room name>,
        Devices: array containing devices variables (which are dictionaries)
            Device 4=
                {Device name: <device name>,
                Device type: ex. Heater,
                Min temperature: <minTemperature>
                Max temperature: <maxTemperature>
                },
            Device 5 =
                {Device name: <device name>,
                Device type: <device type>,
                },
            ],
        }
    ]
}

```

### Example of json structure

```

dict_var = {
    'name': 'Barack',
    'Surname' : 'Obama',
    'Rooms' : Rooms_array,
}

Rooms_array = [Room1, Room 2]

```

**Room1** = {'name' : 'bedroom', 'devices' : Room1\_devices\_array}

**Room2** = {'name': 'Kitchen', "devices": Room2\_devices\_array}

**Room1\_devices\_array** = [Device1, Device2]

**Room2\_devices\_array** = [Device3]

**Device1** = {'name' : 'bedroom heater', type: 'Heater', 'lowest temp' : 18, 'highest temp' : 25}

**Device2** = {'name': 'bedroom lamp', type: 'Light'}

**Device3** = {'name': 'ikea light', 'type': 'light'}

### Commands:

1. "Hi Smartie", and "help", and "?" : Gives a list of all the possible command with their description and all the device names
2. "Lock house": tells main to turn on security calls "main.lock\_house()"
3. "Unlock house": tells main to turn off security calls "main.unlock\_house()"
4. "Turn on heater <HeaterName>": tells main to turn on heating run func "main.turn\_on\_heater(<HeaterName>)"
5. "Turn off heater <HeaterName>": tells main to turff on heating run func "main.turn\_off\_heater(<HeaterName>)"
6. "Turn on light <LightName>": tells main to turn on lights run func "main.turn\_on\_light(<LightName>)"
7. "Turn off light <LightName>": tells main to turn off lights run func "main.turn\_off\_light(<LightName>)"
8. "Set an alarm in Room <RoomName> for <time>" run func main.set\_alarm(<RoomName>, <time>)
9. "Set a timer Room <Roomname> for <minutes>": runs func main.set\_timer(<RoomName>, <minutes>)