from homeassistant.components.light import LightEntity

from homeassistant.const import STATE\_OFF, STATE\_ON

from homeassistant.core import HomeAssistant

async def async\_setup\_platform(hass: HomeAssistant, config, async\_add\_entities, discovery\_info=None):

"""Set up the AiDot light platform."""

async\_add\_entities([AiDotLight()])

class AiDotLight(LightEntity):

"""Representation of a AiDot Light."""

def \_\_init\_\_(self):

self.\_state = STATE\_OFF

@property

def name(self):

"""Return the name of the light."""

return "AiDot Light"

@property

def is\_on(self):

"""Return true if the light is on."""

return self.\_state == STATE\_ON

async def async\_turn\_on(self, \*\*kwargs):

"""Turn the light on."""

self.\_state = STATE\_ON

self.schedule\_update\_ha\_state()

async def async\_turn\_off(self, \*\*kwargs):

"""Turn the light off."""

self.\_state = STATE\_OFF

self.schedule\_update\_ha\_state()