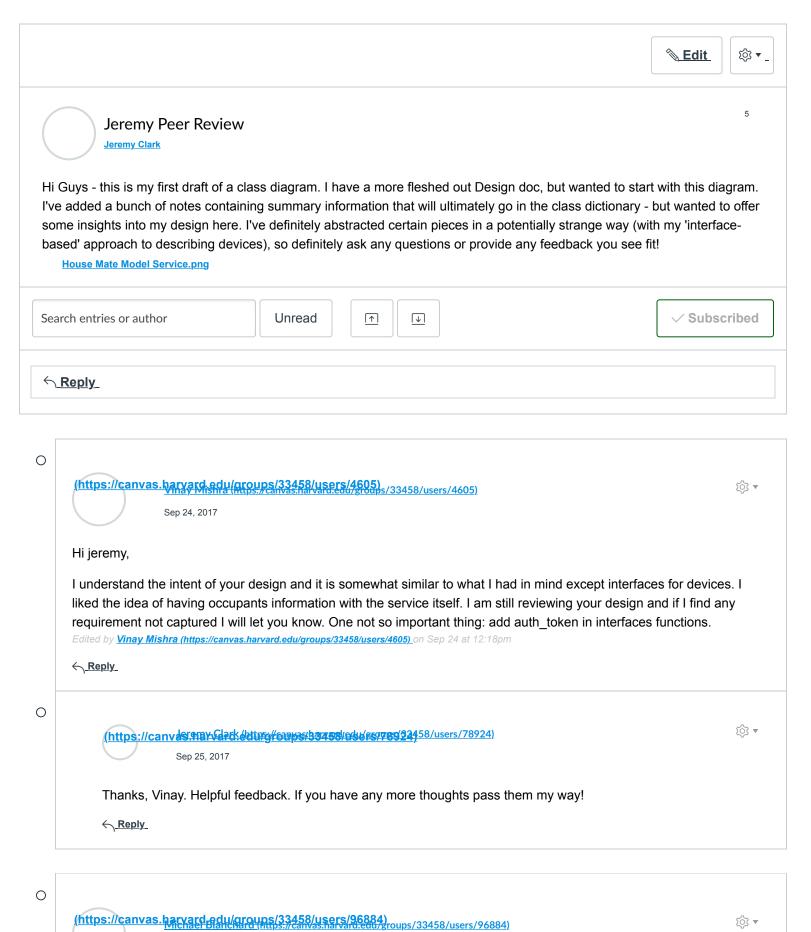
Topic: Jeremy Peer Review 10/3/17, 12:31 PM



Topic: Jeremy Peer Review 10/3/17, 12:31 PM



Sep 24, 2017

Hey Jeremy,

Looks great! I think the one big thing that is missing are exceptions (and authtokens which was already mentioned). You'll have to figure out how to deal with bad commands. I'm guessing the fully qualified name will be a good tool to check for exceptions with. The other thing, and I haven't quite figured out the details yet myself, is that I'm struggling to see how various actions on devices get back to the knowledge graph in the form of predicates. I'm guessing that is where availableModes() is going to play in. availableModes() could be turned into predicates in the knowledge graph. That's at least what I'm planning on doing as I have a similar list. In createAppliance/Sensor() of the service class I would thing you could send that list to the knowledge graph with the ID of the newly created device.

Also I think I like the way you made House a separate class from the HouseMateModelService. I did it differently thinking that a lot of those commands such as create house would be left to the other layers. I'm going to look at the design docs again. But it probably makes sense if the person has multiple houses to do this.

I'm going to keep looking it over though over tomorrow as I continue to think about these problems. More feedback to come!

Mike

<u>Reply</u>

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(https://canvas:mayvarck.edttps//earpas/b3/458/leds//es/769/24/58/users/78924)



Sep 25, 2017

Thanks, Mike - helpful feedback. Definitely need to work on exceptions (and authtoken) integrations. The questions you raise are good ones: I think the fqn will be used to look up a object in the house graph, and check wether the 'status' parameter passed in the CLI is an available option...if it is, the predicates will always reflect the expression defined by the interface type. This could definitely be clearer in the document. But ultimately, in this design, all state will be stored in the KG, and the House graph will just be used to defined the House layout and what CLI keywords each node responds to.

<u>Reply</u>

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Sep 25, 2017

Ahh I see so like here in the CLI examples:

show all state for the smoke detector show sensor house1:kitchen1:smoke detector1

That is basically your fqn right there. Makes sense.

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