

Executing Script file: '/Users/jerclark/Dropbox/Harvard Extension/  
CSCIE-97/Assignments/out/production/CSCIE-97/cscie97/asn3/housemate/  
test/command\_reuse.txt'

CONSOLE: THEATER MODE

CONSOLE: \*\*\*\*\*

CONSOLE: \*\*\*\*\*

CONSOLE: MODEL SETUP

CONSOLE: \*\*\*\*\*

CONSOLE: \*\*\*\*\*

CONSOLE: CREATE HOUSE AND LIVING ROOM

CONSOLE: CREATE OCCUPANT

CONSOLE: CREATE SMART BLINDS

House1:LivingRoom:WindowBlinds:Setting:blind\_position is\_set\_to  
INITIAL\_VALUE\_UNDEFINED

House1:LivingRoom:WindowBlinds is\_of\_type WindowBlinds

House1:LivingRoom:WindowBlinds is\_in\_room House1:LivingRoom

House1:LivingRoom:WindowBlinds:Setting:blind\_position is\_set\_to UP

CONSOLE: CREATE SMART TV

House1:LivingRoom:TV:Setting:media\_source is\_set\_to  
INITIAL\_VALUE\_UNDEFINED

House1:LivingRoom:TV is\_of\_type TV

House1:LivingRoom:TV is\_in\_room House1:LivingRoom

House1:LivingRoom:TV:Setting:media\_source is\_set\_to CABLE

CONSOLE: CREATE CAMERA

Measure:all\_occupants\_inactive has\_name all\_occupants\_inactive

Measure:all\_occupants\_inactive accepts\_values TRUE|FALSE

House1:LivingRoom:Camera:Measure:all\_occupants\_inactive is\_detecting  
INITIAL\_VALUE\_UNDEFINED

House1:LivingRoom:Camera is\_of\_type Camera

House1:LivingRoom:Camera is\_in\_room House1:LivingRoom

House1:LivingRoom:Camera:Measure:all\_occupants\_inactive is\_detecting  
FALSE

CONSOLE: CREATE REUSABLE LIVING ROOM CONTEXT

Created context: LivingRoomContext

CONSOLE: CREATE REUSABLE DROP BLINDS COMMAND

Created command: DropBlinds

CONSOLE: \*\*\*\*\*

CONSOLE: \*\*\*\*\*

CONSOLE: THEATER MODE RULE SETUP

CONSOLE: \*\*\*\*\*

CONSOLE: \*\*\*\*\*

CONSOLE: CREATE AND CONFIGURE THE THEATER MODE RULE

Created predicate: IsTVInMovieMode

Created rule: TheaterMode

Added context: 'LivingRoomContext' to rule: 'TheaterMode'

Added predicate: 'IsTVInMovieMode' to rule: 'TheaterMode'

Added command: 'DropBlinds' to rule: 'TheaterMode'

CONSOLE: BLINDS ARE UP

House1:LivingRoom:WindowBlinds:Setting:blind\_position is\_set\_to UP

CONSOLE: SUBSCRIBE RULE TO TV SOURCE MODE

Rule 'TheaterMode' subscribed to feature:

'House1:LivingRoom:TV:Setting:media\_source'

CONSOLE: SET THE TV MODE TO MOVIE

CONTROLLER: Rule 'TheaterMode' received update notification from

House1:LivingRoom:TV:Setting:media\_source

CONTROLLER: Predicate

'(context['House1:LivingRoom:TV:Setting:media\_source'].is\_set\_to == 'MOVIE');' is true

CONTROLLER: Rule 'TheaterMode' all predicates pass. Executing commands.

CONTROLLER: Rule 'TheaterMode' executing command var r =

{targetDeviceScope: 'House1:LivingRoom:WindowBlinds',

targetDeviceStateFqn: 'Setting:blind\_position', targetValue: 'DOWN'};r;

CONSOLE: CONFIRM OVERHEADS ARE OFF NOW, FLOOR LIGHTS ARE ON AND BLINDS ARE DOWN

House1:LivingRoom:WindowBlinds:Setting:blind\_position is\_set\_to DOWN

CONSOLE: \*\*\*\*\*

CONSOLE: \*\*\*\*\*

CONSOLE: ALL OCCUPANTS INACTIVE RULE

CONSOLE: \*\*\*\*\*

CONSOLE: \*\*\*\*\*

CONSOLE: CREATE AND CONFIGURE THE ALL OCCUPANTS INACTIVE RULE

Created predicate: AreAllOccupantsInactive

Created rule: AllOccupantsInactive

Added predicate: 'AreAllOccupantsInactive' to rule:

'AllOccupantsInactive'

CONSOLE: REUSE LIVING ROOM CONTEXT AND DROP BLINDS RULE

Added context: 'LivingRoomContext' to rule: 'AllOccupantsInactive'

Added command: 'DropBlinds' to rule: 'AllOccupantsInactive'

CONSOLE: FORCE BLINDS TO UP AND CHECK STATUS

House1:LivingRoom:WindowBlinds:Setting:blind\_position is\_set\_to UP

CONSOLE: SUBSCRIBE OCCUPANTS INACTIVE RULE TO CAMERA

"ALL\_OCCUPANTS\_INACTIVE" MEASURE

Rule 'AllOccupantsInactive' subscribed to feature:

'House1:LivingRoom:Camera:Measure:all\_occupants\_inactive'

CONSOLE: CAMERA IS MEASURING ALL\_OCCUPANTS\_INACTIVE

CONTROLLER: Rule 'AllOccupantsInactive' received update notification from House1:LivingRoom:Camera:Measure:all\_occupants\_inactive

CONTROLLER: Predicate

'(context['House1:LivingRoom:Camera:Measure:all\_occupants\_inactive'].is\_detecting == 'TRUE');' is true

CONTROLLER: Rule 'AllOccupantsInactive' all predicates pass. Executing commands.

CONTROLLER: Rule 'AllOccupantsInactive' executing command var r = {targetDeviceScope: 'House1:LivingRoom:WindowBlinds', targetDeviceStateFqn: 'Setting:blind\_position', targetValue: 'DOWN'};r;

CONSOLE: CONFIRM BLINDS ARE DOWN AGAIN

House1:LivingRoom:WindowBlinds:Setting:blind\_position is\_set\_to DOWN