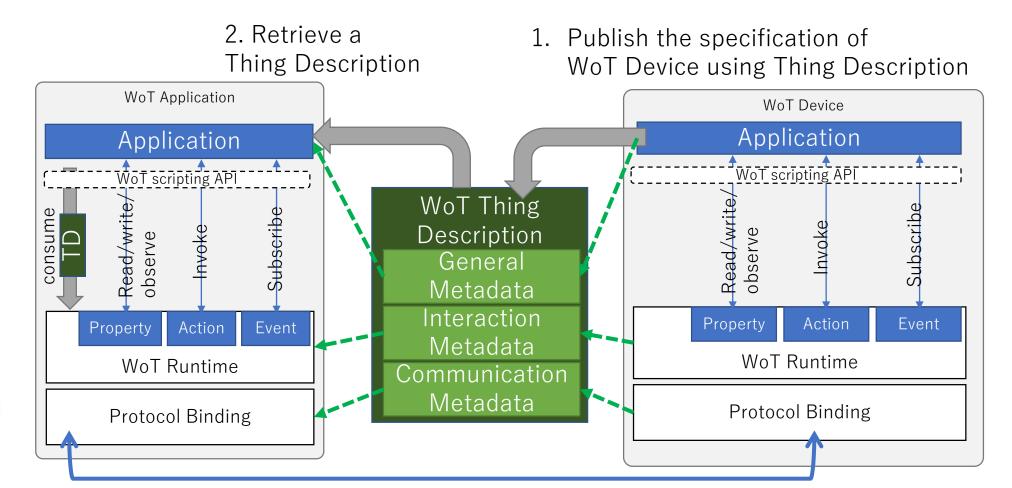
3. Configure/
generate/
implement
WoT
Runtime
and
Binding
Instance
by
consuming
the TD



4. Interact with the Thing by protocol binding