
server_automation

Valentin VALETTE

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Description

HOME

```
class Home.Home(name='MyHome', rooms_list=[], mqtt_client=<object object>)
    Home class
```

CHAPTER TWO

ROOM

```
class Room.Room(name='room_1', elements_list=[])  
    Room class
```


ELEMENT

```
class Element.Element(name='elements_1', type='sensor', data={})  
    Element class
```



```
class Api.Api
    API class

    create_action(value="", element_name="")
        Create an action

        Parameters
            • value (str or int) – The value
            • element_name (str) – The element name of the value

        Returns int – The status code of the request post

    create_element(element_name="", parent_room_name="", type_name="")
        Create an element

        Parameters
            • element_name (str) – The name of the element
            • parent_room_name (str) – The name of the room parent
            • type_name (str) – The type of the element

        Returns int – The status code of the request post

    create_home(home_name="", rooms_list=[])
        Create a home

        Parameters
            • home_name (str) – The name of the home
            • rooms_list (list) – The list of rooms in the home

        Returns int – The status code of the request post

    create_mode(parent_home_name="", mode_name="")
        Create a mode

        Parameters
            • element_name (str) – The name of the mode
            • parent_home_name (str) – The name of the parent home

        Returns int – The status code of the request post

    create_room(room_name="", parent_home_name="", elements_list=[])
        Create a room
```

Parameters

- **room_name** (*str*) – The name of the room
- **parent_home_name** (*str*) – The name of the parent home
- **elements_list** (*list*) – The list of elements in the room

Returns int – The status code of the request post

create_type(*type_name=""*)

Create a type

Parameters **type_name** (*str*) – The name of the type

Returns int – The status code of the request post

create_value(*value="", element_name=""*)

Create a value

Parameters

- **value** (*str or int*) – The value
- **element_name** (*str*) – The element name of the value

Returns int – The status code of the request post

get_action_by_id(*action_id=0*)

Get one action with it id

Parameters **action_id** (*ID*) – The ID of the action

Returns json – The json of the action data

get_actions()

Get all actions

Returns json – The json of all actions data

get_active_mode(*home_name*)

Get the active mode

Parameters **home_name** (*str*) – The name of the home's mode

Returns str – The name of the active mode

get_element_by_id(*element_id=0*)

Get one element with it id

Parameters **element_id** (*ID*) – The ID of the element

Returns json – The json of the element data

get_element_by_iri(*element_iri=""*)

Get one element with it IRI

Parameters **element_iri** (*str*) – The IRI of the element, exemple /api/elements/1

Returns json – The json of the element data

get_element_by_name(*element_name=""*)

Get one element with it name

Parameters **element_name** (*str*) – The name of the element

Returns json – The json of the element data

get_element_id_by_name(*element_name=""*)

Get element id by name

Parameters **element_name** (*str*) – The name of the element

Returns *id* – The ID of the element

get_element_name_by_id(*element_id=0*)

Get element name by id

Parameters **element_id** (*int*) – The ID of the element

Returns *str* – The name of the element

get_elements()

Get all elements

Returns *json* – The json of all elements data

get_home_by_id(*home_id=0*)

Get one home with it ID

Parameters **home_id** (*int*) – The ID of the home

Returns *json* – The json of the home data

get_home_by_name(*home_name=""*)

Get one home with it name

Parameters **home_name** (*str*) – The name of the home

Returns *json* – The json of the home data

get_home_id_by_name(*home_name=""*)

Get home id by name

Parameters **home_name** (*str*) – The name of the home

Returns *id* – The ID of the home

get_home_name_by_id(*home_id=0*)

Get home name by id

Parameters **home_id** (*int*) – The ID of the home

Returns *str* – The name of the home

get_homes()

Get all homes

Returns *json* – The json of all homes data

get_last_action_by_element_name(*element_name=""*)

Get the last action of an element (by name element name)

Parameters **element_name** (*ID*) – The element name

Returns *json* – The json of the value data

get_last_value_by_element_name(*element_name=""*)

Get the last value of an element (by name element name)

Parameters **element_name** (*ID*) – The element name

Returns *json* – The json of the value data

get_modes()

Get all modes

Returns json – The json of all modes data

get_room_by_id(*room_id=0*)

Get one room with it ID

Parameters **room_id** (*int*) – The ID of the room

Returns json – The json of the room data

get_room_by_iri(*room_iri=""*)

Get one room with it IRI

Parameters **room_iri** (*str*) – The IRI of the room, exemple /api/rooms/1

Returns json – The json of the room data

get_room_by_name(*room_name=""*)

Get one room with it name

Parameters **room_name** (*str*) – The name of the room

Returns json – The json of the room data

get_room_id_by_name(*room_name=""*)

Get room id by name

Parameters **room_name** – The name of the room

Returns id – The ID of the room

get_room_name_by_id(*room_id=0*)

Get room name by id

Parameters **room_id** (*int*) – The ID of the room

Returns str – The name of the room

get_rooms()

Get all rooms

Returns json – The json of all rooms data

get_type_by_id(*type_id=0*)

Get one type with it id

Parameters **type_id** (*int*) – The ID of the type

Returns json – The json of the type data

get_type_by_iri(*type_iri=""*)

Get one type with it iri

Parameters **type_iri** (*str*) – The IRI of the type, exemple /api/types/1

Returns json – The json of the type data

get_type_by_name(*type_name=""*)

Get one type with it name

Parameters **type_name** (*str*) – The name of the type

Returns json – The json of the type data

get_type_id_by_name(*type_name=""*)

Get type id by name

Parameters **type_name** (*str*) – The name of the type

Returns `id` – The ID of the type

get_type_name_by_id(*type_id=0*)

Get type name by id

Parameters `type_id (int)` – The ID of the type

Returns `str` – The name of the type

get_types()

Get all types

Returns `json` – The json of all types data

get_unresolved_actions()

Get all unresolved actions

Returns `json` – The json of the actions data

get_unresolved_actions_by_element_name(*element_name=""*)

Get all unresolved action of an element (by name element name)

Parameters `element_name (ID)` – The name of the element

Returns `json` – The json of the actions data

get_value_by_id(*value_id=0*)

Get one value with it id

Parameters `value_id (ID)` – The ID of the value

Returns `json` – The json of the value data

get_values()

Get all values

Returns `json` – The json of all values data

update_action(*action_id=0, value="", element_name="", state=False*)

Update an action

Parameters

- **action_id** (*int*) – The ID of the action
- **value** (*str or int*) – The value
- **element_name** (*str*) – The element name of the value
- **state** (*bool*) – The state of the action

Returns `int` – The status code of the request put

update_element(*element_id=0, element_name="", parent_room_name="", type_name="", actions_id=None, values_id=None, state=None*)

Update an element

Parameters

- **element_id** (*int*) – The ID of the element
- **element_name** (*str*) – The name of the element
- **parent_room_name** (*str*) – The name of the parent room
- **actions_id** – The list of actions
- **values_id** (*list*) – The list of values

- **state** (*bool*) – The state of the element (for actuator)

Returns *int* – The status code of the request put

update_home(*home_id=0, home_name="", rooms_list=None*)

Update a home

Parameters

- **home_id** (*int*) – The ID of the home
- **home_name** (*str*) – The name of the home
- **rooms_list** (*list*) – The list of rooms in the home

Returns *int* – The status code of the request put

update_mode(*mode_id=0, state=False*)

Update a mode

Parameters

- **mode_id** (*int*) – The ID of the mode
- **state** (*bool*) – The state of the action

Returns *int* – The status code of the request put

update_room(*room_id=0, room_name="", parent_home_name="", elements_list=None*)

Update a room

Parameters

- **room_id** (*int*) – The ID of the room
- **room_name** (*str*) – The name of the room
- **elements_list** (*list*) – The list of elements in the room
- **parent_home_name** (*str*) – The name of the parent home

Returns *int* – The status code of the request put

update_type(*type_id=0, type_name="", elements_list=None*)

Update a type

Parameters

- **type_id** (*int*) – The ID of the type
- **type_name** (*str*) – The name of the type
- **elements_list** (*list*) – The list of elements in the room

Returns *int* – The status code of the request put

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