

Goal:

A scenario that shows the application of a remote lamp control system.

User:

A person who wants to control the lamp.

Prerequisites:

Accounts on Adafruit or IFTTT

Scenario:

1. User logs into adafruit.
2. If user wants to turn the lamp on/off, clicks the button.
3. If user wants to change the brightness of the lamp, moves the button in the desired direction.
4. User also can use IFTTT to turn the lamp on/off.
5. User logs into IFTTT.
6. Types the desired action.