

```
rule "Turn light off if the window is open"
```

```
    when
```

```
        windowSensorEvent:WindowSensorEvent(deviceName=="Sensor", isOpen: isOpen())
```

```
        eval(isOpen)
```

```
    then
```

```
        CommandSender.send("Light", "turnOff");
```

```
        System.out.println("Turning the light off");
```

```
end
```

```
rule "Turn light on if the window is closed"
```

```
    when
```

```
        windowSensorEvent:WindowSensorEvent(deviceName=="Sensor", isOpen: isOpen())
```

```
        eval(!isOpen)
```

```
    then
```

```
        CommandSender.send("Light", "turnOn");
```

```
        System.out.println("Turning the light on");
```

```
end
```