```
BruelOgKjaer {
       state humidityAlarm = false
      state fireAlarm = false
      policy TemperatureControlPolicy
      uses sensors TemperatureSensor
      uses actuators RadiatorActuator
      is-implemented-by {
             if (TemperatureSensor.value <= 18) {
                    RadiatorActuator.setValue = 1
             }
             else {
                    if (TemperatureSensor.value >= 23) {
                           RadiatorActuator.setValue = 0
                    }
             }
      }
      policy SkylightWindowControlPolicy
      uses sensors TemperatureSensor ,RainSensor
      uses actuators WindowActuator
      is-implemented-by {
             state skylight0pen
             if (RainSensor.value = 1) {
                    WindowActuator.setValue = 0
                    state-instance.skylightOpen = false
             }
             else {
                    if (TemperatureSensor.value >= 20 &&
                        state-instance.skylightOpen = false &&
                        RainSensor.value = 0) {
                           WindowActuator.setValue = 1
                           state-instance.skylightOpen = true
                    }
             }
      }
      policy HumidityMonitoringPolicy
      uses sensors HumiditySensor
      uses rooms janitorOffice
      is-implemented-by {
             timer audioAlarmTimer
             if (HumiditySensor.value < 50) {
                    state-instance.humidityAlarm = true
                    if (audioAlarmTimer reaches 15 seconds) {
                           reset audioAlarmTimer
                           room-instance.janitorOffice.audioAlarmActuator = 1
                    }
             }
             else {
                    state-instance.humidityAlarm = false
             }
      }
```

```
policy LightMotionPolicy
uses sensors MotionSensor
uses actuators LightSwitchActuator
is-implemented-by {
      timer motionTimer
      if (MotionSensor.value = 1) {
             reset motionTimer
      }
      else {
             if (motionTimer reaches 20 seconds) {
                    reset motionTimer
                    LightSwitchActuator.setValue = 1
             }
      }
}
schedule WorkingWeekHours
days Monday, Tuesday, Wednesday, Thursday, Friday
from 06:00 to 18:00
schedule LateWorkingWeekHours
days Monday, Tuesday, Wednesday, Thursday, Friday
from 18:00 to 22:00
schedule LockdownWeekHours
days Monday, Tuesday, Wednesday, Thursday, Friday
from 22:00 to 06:00
schedule LockdownWeekendHours
days Saturday, Sunday
from 00:00 to 00:00
room-type TemperatureControlledRoom
is-governed-by TemperatureControlPolicy
during WorkingWeekHours, LateWorkingWeekHours {
      sensor temperatureSensor is a TemperatureSensor
      actuator radiatorActuator is a RadiatorActuator
}
room-type HumidityControlledRoom
is-governed-by HumidityMonitoringPolicy
during-always {
      sensor humidifierSensor is a HumiditySensor
      actuator humidifierActuator is a HumidifierActuator
}
room-type LightMotionControlledRoom
is-governed-by LightMotionPolicy
during-always {
      sensor motionSensor is a MotionSensor
      actuator lightSwitchActuator is a LightSwitchActuator
}
room-type HumidityAndTemperatureControlledRoom
is-of-type TemperatureControlledRoom, HumidityControlledRoom
```

```
building mainBuilding {
      floor groundFloor {
             room groundToilet
             is-of-type TemperatureControlledRoom, LightMotionControlledRoom
             room janitorOffice
             is-of-type TemperatureControlledRoom {
                    actuator audioAlarmActuator is a AudioAlarmActuator
                    timer audioAlarmTimer
             }
             room office
             is-of-type TemperatureControlledRoom, LightMotionControlledRoom
             room calibrationRoom
             is-of-type HumidityAndTemperatureControlledRoom
             room cleanRoom
             is-of-type HumidityAndTemperatureControlledRoom
      }
      floor topFloor {
             room university
             is-of-type TemperatureControlledRoom, LightMotionControlledRoom
             is-governed-by SkylightWindowControlPolicy during WorkingWeekHours
             room topToilet
             is-of-type TemperatureControlledRoom, LightMotionControlledRoom
      }
}
building repairBuilding {
      floor groundFloor {
             room repairRoom
             is-of-type HumidityAndTemperatureControlledRoom
      }
}
```

}