Programming Exercise - Part 2

# General communication format for ESP:

http://<ESP ip>:/?test=<Function\_name>-<Comma separated arguments>

Fixed Device ids: “dev01” and “dev02”

### For adding a new scene:

Function name: Sadd

Arguments:

<scene\_name(max20 char)>,<scene\_id>,dev01,<sw1 state>,<sw2 state>,<sw3 state>,<sw4 state>,dev02, <sw1 state>,<sw2 state>,<sw3 state>,<sw4 state>

Example:

http://<ESP ip>:/?test=Sadd-Morning,4000,dev01,0,0,0,0,dev02,0,80,90,100

Max 10 number of scenes can be stored. Each scene should have different names.

### For finding whole scene info:

Function name: Info

Arguments:

<scene\_name>

Example:

http://<ESP ip>:/?test=Info-Morning

It will return whole string info in the scene adding format.

### For deleting a scene:

Function name: Del

Arguments:

<scene\_name>

Example:

http://<ESP ip>:/?test=Del-Morning

It will return the status of the request.

### To find if a device is included in a specific scene:

Function name: FindDev

Arguments:

<scene\_name>,<dev01 or dev02>

Example:

http://<ESP ip>:/?test=FindDev-Morning,dev01

It will return if the device is included in the scene or not.

### To find device switches state for a specific scene:

Function name: FindDevInfo

Arguments:

<scene\_name>,<dev01 or dev02>

Example:

http://<ESP ip>:/?test=FindDev-Morning,dev01

It will return the four switch states for the specific device id for the specific scene.