**Q1**

Take input data from HTTP server of ESP and store the data on arduino by sending using 3 gpio’s.

**sceneName**: [String max of 20 characters]

**sceneId**: [4 bytes number]

**sceneInfo**: {

**deviceId**: [{

**switchId: 0,**

**switchState: 0**

**}, … max of 4 switchIds and switchStates]**

}

sceneInfo (max of 2 deviceIds)

deviceId (unique string of 5 characters)

switchId (0 - 4)

switchState (0 - 255)

1. Return complete sceneInfo based on sceneName
2. Find if a deviceId is a part of given sceneName
3. Return specific deviceId sceneData given sceneName
4. Store a maximum of 10 scenes on non volatile memory and restore on power cycle
5. Delete a scene given the sceneName
6. Do not allow scenes with same sceneName
7. Make the implementation as fast as possible