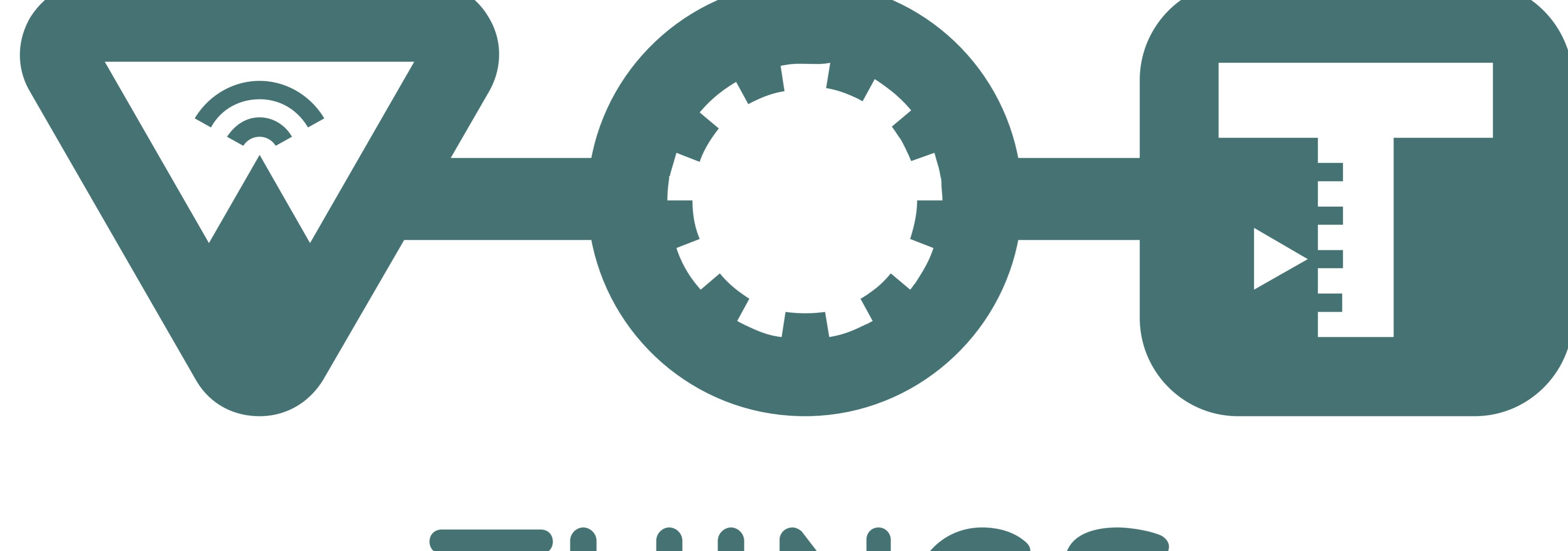
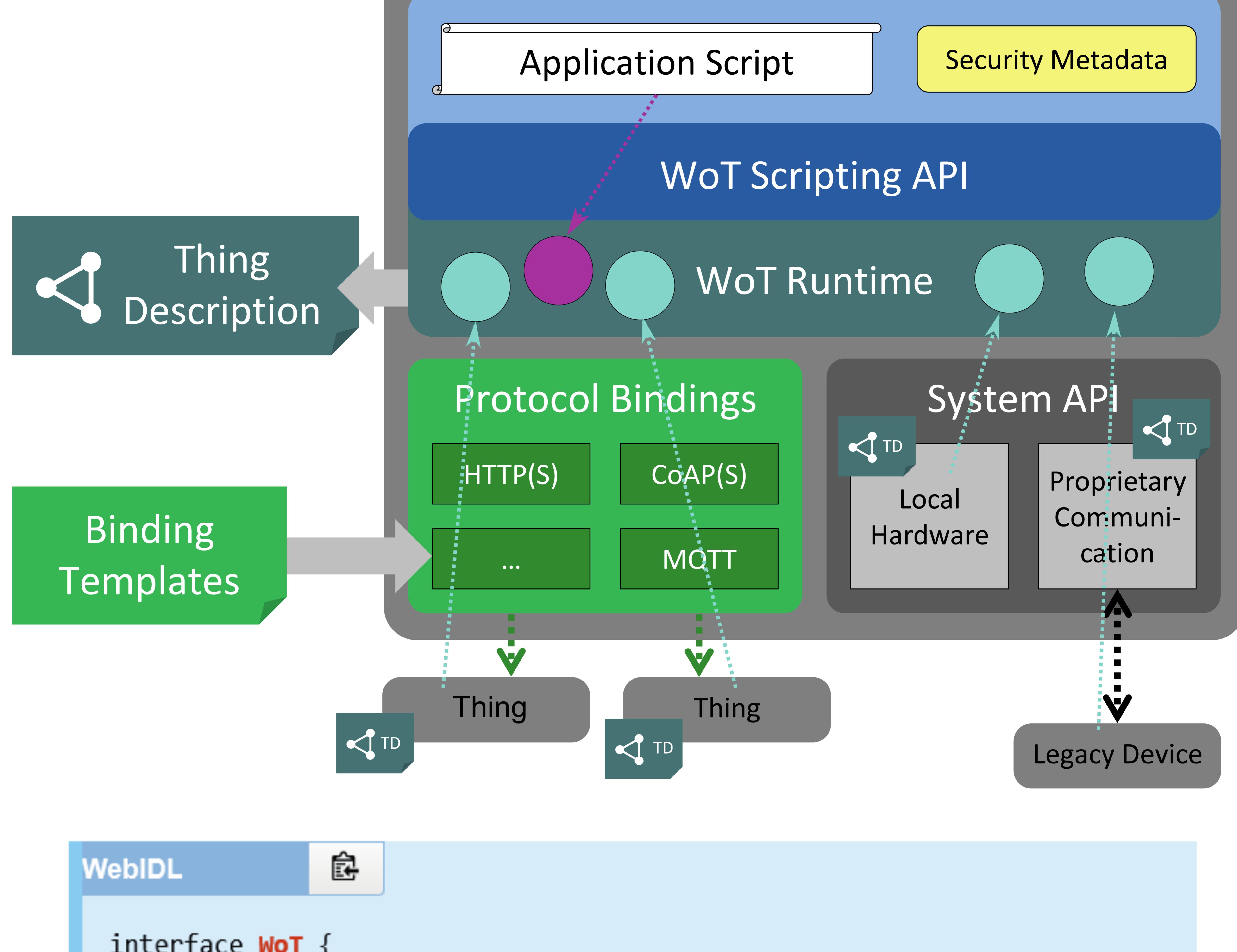


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The screenshot shows a browser's developer tools with two tabs open: 'WebIDL' and 'ExposedThing'. The 'WebIDL' tab contains the following code:

```
interface ExposedThing {
    // define Thing
    ExposedThing addProperty(ThingPropertyInit init);
```

The 'ExposedThing' tab contains the following code:

```
};
```

Pre

```
observable<any> observeEvent(DOMString name);  
};
```

ExposedThin

```
Exposing
ExposedThing {
    // run Thing
    Promise<void> register(optional USVString directory);
    Promise<void> unregister(optional USVString directory);
    Promise<void> start();
    Promise<void> stop();
    Promise<void> emitEvent(DOMString eventName, any payload);
}

ExposedThing implements ConsumedThing;
```

Scripting API

JavaScript runtime environment for IoT applications:
Deploy IoT applications like Web applications in the
Web browser: cross-vendor and cross-platform
through an API standardized by W3C.

Web of Things at W3C

<http://www.w3.org/WoT/>

public-wot-ig@w3.org

The W3C logo consists of the letters "W3C" in a bold, blue, sans-serif font. The letter "C" is partially cut off on the right side. To the right of the "C" is a black registered trademark symbol (®). A thick black curved arrow starts from the top of the "C" and sweeps down and to the right, ending near the registered trademark symbol.