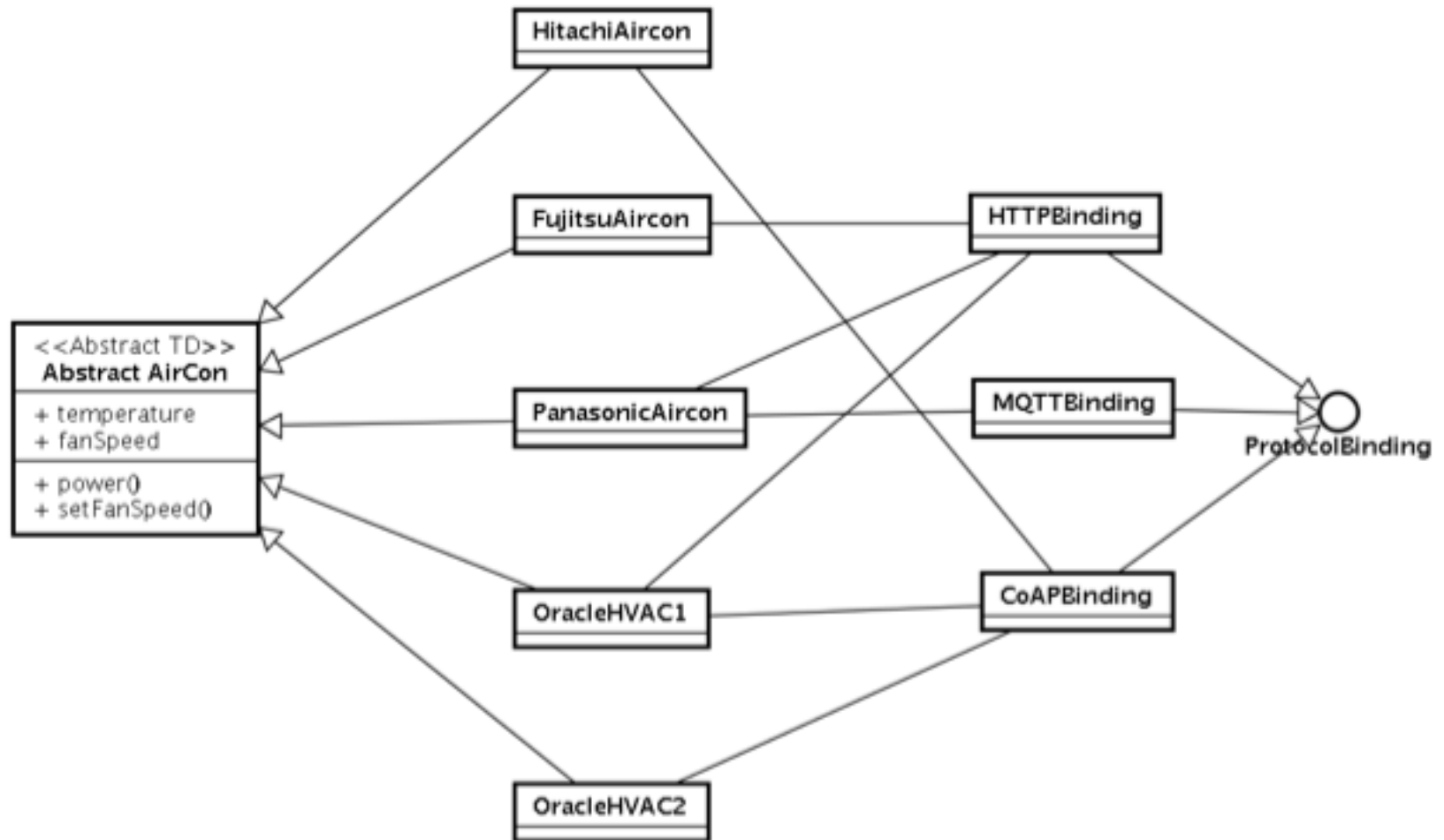# Abstract Thing Templates

WoT TD call on 2018, June 27th

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Why an abstract thing template?

- There are many cases, where a device is not yet available during development

- Simulated devices can help to develop the ideal thing model (several different models can be easily evaluated)

- An abstract thing template can be implemented by multiple devices.

- This approach reflects object oriented design in programming languages.

- It separates the interface (properties, actions and events) from individual devices, which may offer different protocol bindings.

Abstract Thing Template

Abstract Thing Template - Extensibility
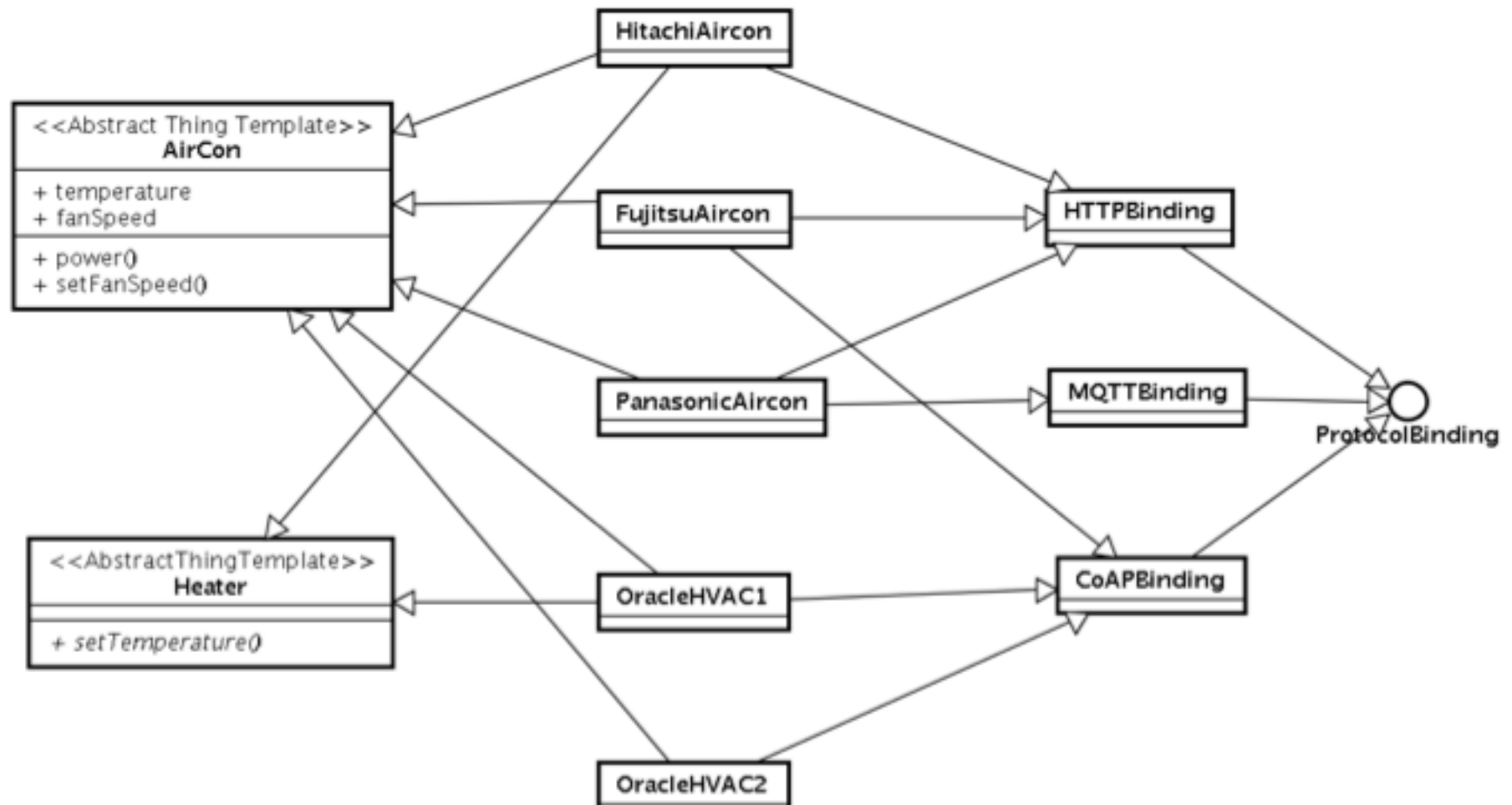
Consequences

Modularization

    a thing may implement multiple templates -> Namespaces

    Reuse of building blocks

Clean separation of the logical model (properties and behavior) from a specific device instance (protocol)

    New protocol bindings can be integrated transparently without changing the model