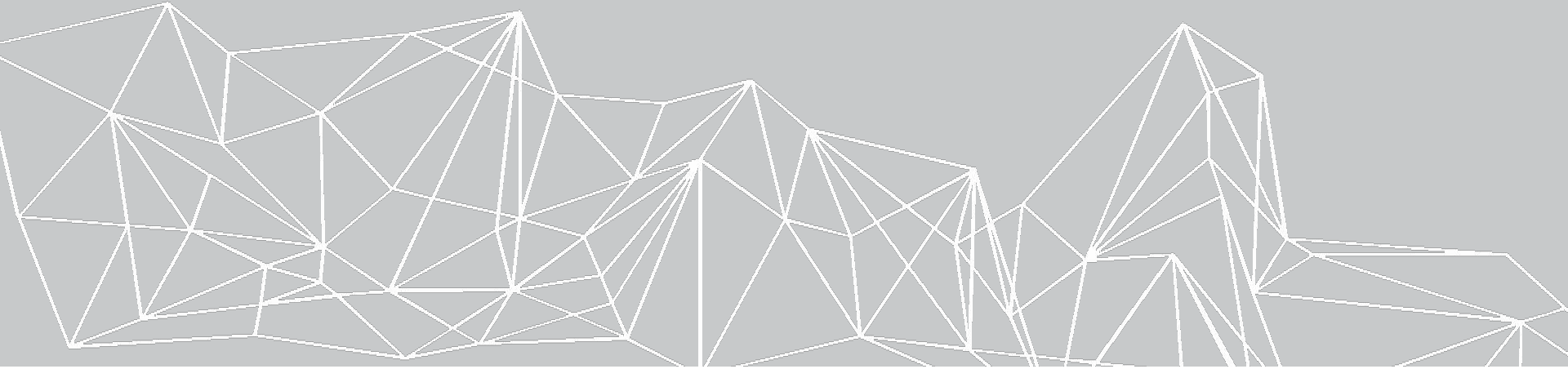


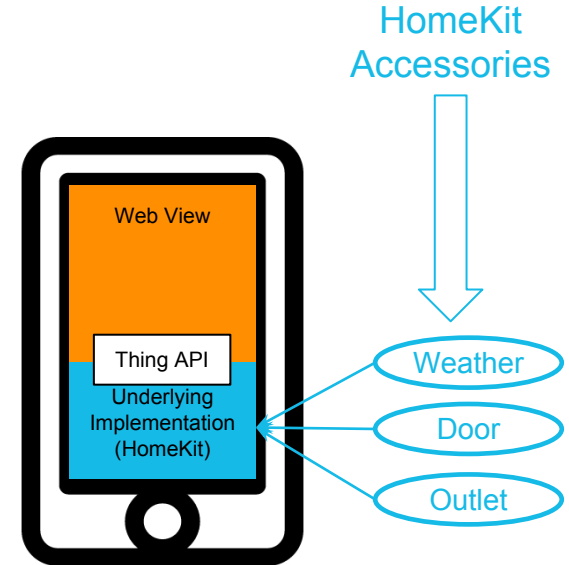
W3C WoT Plugfest



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Thing API Demo

- Implementation of Thing API Proposal on top of HomeKit
- Supported HomeKit Accessories:
 - **Weather:**
 - Temperature [R,O]
 - Humidity [R,O]
 - **Door:**
 - State (true: open, false: closed) [R,O]
 - **Outlet:**
 - Power State (true: on, false: off) [R, W ,O]
 - Outlet in Use (true: yes, false: no) [R,O]
 - Consumption [R,O]



Thing API Proposal

- Thing API WebIDL Description available on GitHub <https://github.com/w3c/wot/blob/master/TF-AP/thing-api/thing-api-webidl.md>
- Currently provides abstract interfaces for Things Discovery and Access
- Open Questions:
 - How to consider different Discovery/Lookup and Communication technologies in a single API. e.g. Discover Things nearby using BLE needs other parameters as for searching things in a registry using SPARQL.
 - Current Thing API is described WebIDL which is more focused on JavaScript interfaces (e.g. usage of Promises). What about support of other programming languages?
 - Still Missing Support for Thing Provisioning, Security, ...

Thing Description Demo

- Device registers available Things available to a WoT Server (Node.js)
- Node.js Server exposes a TD for each registered Thing
- Node.js acts as a Proxy between clients and things

