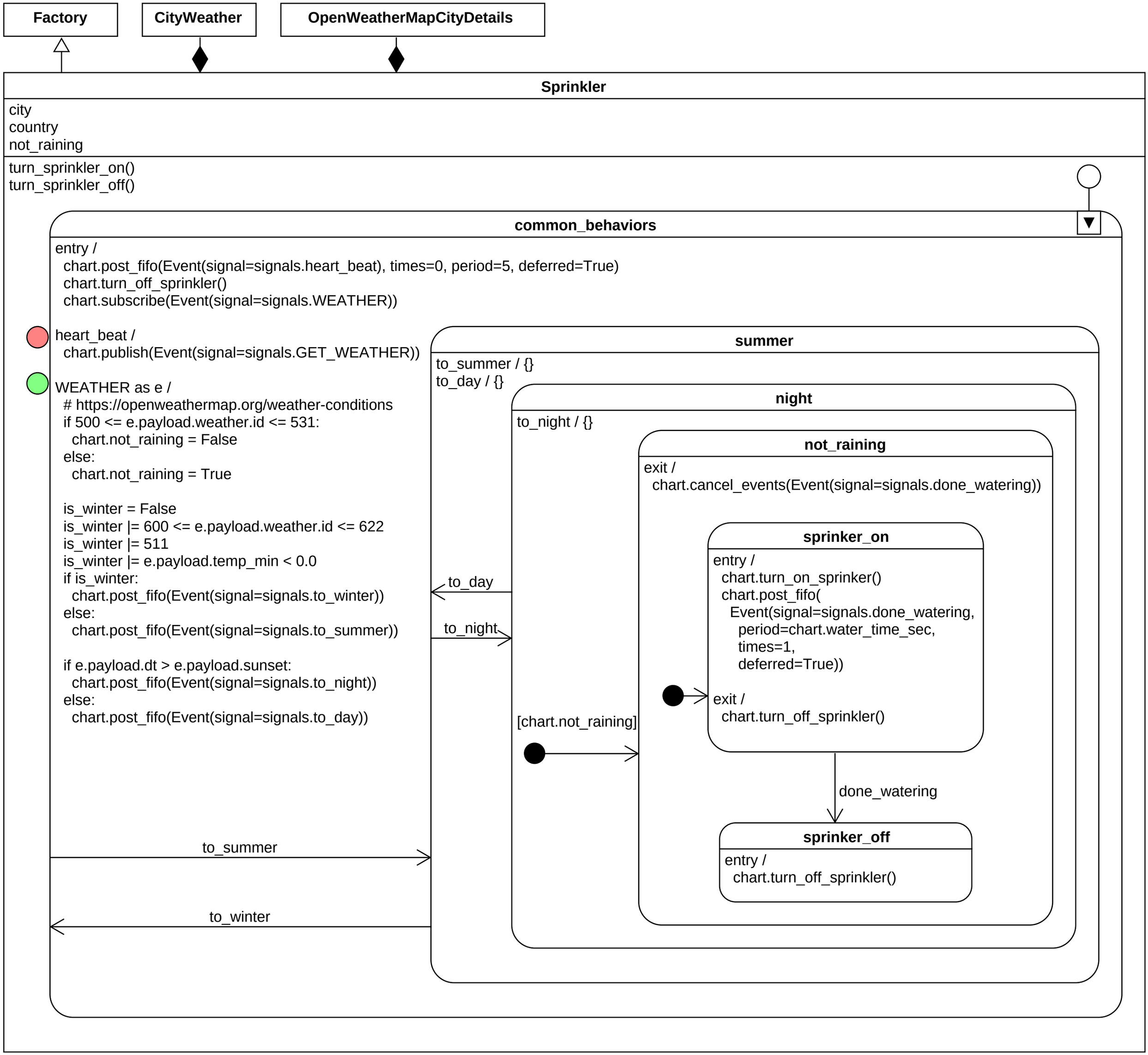
Factory
CityWeather
OpenWeatherMapCityDetails
Sprinkler
city
country
not_raining
turn_sprinkler_on()
turn_sprinkler_off()
common_behaviors
entry /
chart.post_fifo(Event(signal=signals.heart_beat), times=0, period=5, deferred=True)
chart.turn_off_sprinkler()
chart.subscribe(Event(signal=signals.WEATHER))
heart_beat /
chart.publish(Event(signal=signals.GET_WEATHER))
WEATHER as e /
# https://openweathermap.org/weather-conditions
if 500 <= e.payload.weather.id <= 531:
chart.not_raining = False
else:
chart.not_raining = True
is_winter = False
is_winter |= 600 <= e.payload.weather.id <= 622
is_winter |= 511
is_winter |= e.payload.temp_min < 0.0
if is_winter:
chart.post_fifo(Event(signal=signals.to_winter))
else:
chart.post_fifo(Event(signal=signals.to_summer))
if e.payload.dt > e.payload.sunset:
chart.post_fifo(Event(signal=signals.to_night))
else:
chart.post_fifo(Event(signal=signals.to_day))
summer
to_summer / {}
to_day / {}
night
to_night / {}
not_raining
exit /
chart.cancel_events(Event(signal=signals.done_watering))
sprinker_on
entry /
chart.turn_on_sprinker()
chart.post_fifo(
Event(signal=signals.done_watering,
period=chart.water_time_sec,
times=1,
deferred=True))
exit /
chart.turn_off_sprinkler()
[chart.not_raining]
done_watering
sprinker_off
entry /
chart.turn_off_sprinkler()
to_day
to_night
to_summer
to_winter