



# Building a Web of Things application

**WoT application Manager and TD-code**

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# A new way to develop IoT applications



Thing Description

Invoking actions would execute physical processes, while reading properties provide sensing and configuration parameters

```
JSON Raw Data Headers
Save Copy Collapse All Expand All Filter JSON
name: "MeArmPi"
description: "MeArm Pi Robotic Arm"
actions:
  openGrip: {}
  closeGrip: {}
  moveGripTo: {}
  moveUpperTo: {}
  moveLowerTo: {}
  moveBaseTo: {}
  dance: {}
properties:
  gripState: {}
  security: {}
```

# WoT Application Manager

- Helps to correctly **initialize** a WoT application project (JS or TS)
- **Bundle** your application in a single file
- Mainly oriented to **vscode** projects with support for automatic code completion
- Basic support for project **templating**



WAM



# WoT Application Manager

**WAM**



**node-wot**

# Demo

Bare minimal vscode extension that adds code snippets for Thing Description files and validation.

```
thing1.td.json •
thing1.td.json > ...
1 {
2   "@context": [
3     "https://www.w3.org/2019/wot/td/v1"
4   ],
5   "@type": ["Thing"],
6
7 }
```



# Demo

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W3C Web of Things (WoT) WG/IG  
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