

# Smart API Getting Started

with examples in C++

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# Table of Contents

1. Quickstart for the impatient .....	1
2. Introduction .....	4
2.1. About this document .....	4
2.2. What is the Smart API? .....	4
2.3. Developing applications with the Smart API .....	5
2.4. Testing and validating a Smart API application .....	6
3. Choosing the tools and the development path .....	7
4. Using the Smart API Developer website .....	8
4.1. Accessing the site .....	8
4.2. Creating a username and password .....	8
4.3. Editing vocabularies .....	8
4.3.1. What is a vocabulary .....	8
4.3.2. Extending your own vocabulary .....	9
4.4. Creating code for a service .....	10
4.5. Creating code for a client .....	10
5. Your first Smart API program .....	11
5.1. Downloading the Smart API library .....	11
5.2. Choosing an IDE .....	11
5.3. Importing libraries .....	11
5.4. Writing code .....	11
6. Creating Smart API client program .....	13
6.1. Server information .....	13
6.2. Fetching entity information .....	13
6.3. Sending a command .....	14
6.4. Running the program .....	14
7. Obtaining the Smart API SDK library .....	17
8. Testing your software .....	18
9. Registering services and other entities .....	19

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# 1. Quickstart for the impatient

Smart API is a comprehensive library for making for better API's. It is consequently not surprising that it also has quite a pile of documentation. This document is a brief intro to the main features with coding samples to try out.

Now, while we do consider this document as a whole to be short, if you'd like to skip even the brief version and would just give the first whack at it, below is a very brief and condensed set of instructions to get something going. This sample connects to a demo server, fetches some objects, and displays their details.

First the sample, after that a short explanation of what it actually does. So here we go...

1. First, you need the libraries that the program uses. The dependencies are

- Qt. <http://www.qt.io>
- Redland RDF. <http://librdf.org>
- Smart API. <http://www.smart-api.io>

Follow instructions on each site to install the package if you don't already have it. Note that if you work on some common Linux distro, both Qt and Redland should be available in your package manager for easy installation. As you will be compiling things, remember to install the devel packages that contain the header files. You'll also need `make` and a C++ compiler (these have been tested with `gcc`).

2. Next copy-paste the following code into your favorite editor and save it as `QuickStartSample.h`.

```
#include "factory/RequestFactory.h"
#include "model/PhysicalEntity.h"
#include "model/Response.h"
#include "model/ValueObject.h"
#include "common/Tools.h"

#include <QCoreApplication>
#include <QtGlobal>
#include <QNetworkReply>
#include <QNetworkAccessManager>

class QuickStartSample : public QObject
{
    Q_OBJECT

public:
    QuickStartSample() {
        qsrand(QTime::currentTime().msec());
        mNetworkManager = new QNetworkAccessManager(this);
    }

    ~QuickStartSample() { delete mNetworkManager; }

    void runSample()
    {
        QString myIdentity = "http://smart-api.io/smart/examples/Cskooterfetchersample";
        QString serverUri = "http://talk.smart-api.io/demo/smart/v1.0e1.0/access";

        Entity* e = new Entity();
        e->addType(NS__SMARTAPI + "Skooter");

        Request* req = RequestFactory::createReadRequest(myIdentity, e);

        // make request
        HttpResponseMessage* msg = Tools::serializeRequest(req);
        req->destroyCascade();

        QNetworkReply* reply = msg->post(mNetworkManager, serverUri, "Request", "myClientID");
        connect(reply, SIGNAL(finished()), this, SLOT(onFetchEntityFinished()));
        delete msg;
    }

private slots:
    void onFetchEntityFinished()
    {
        QNetworkReply* reply = dynamic_cast<QNetworkReply*>(sender());
        if (reply) {
            QByteArray responseData = reply->readAll();
            Response* resp = Tools::parseResponse(responseData, reply->header(QNetworkRequest::ContentTypeHeader).toByteArray());
        }
    }
};
```

```

// print out the values of the ValueObject that the response holds for the requested entity
PropertyList<Entity*> scooters = resp->getActivities().first()->getEntities();
for (int i = 0; i < scooters.length(); i++) {
    PhysicalEntity* skooter = (PhysicalEntity*)scooters.at(i);
    qDebug() << "Found a skooter" << skooter->getIdentifierUri();
    qDebug() << "Current velocity:" << skooter->getVelocity()->getGroundSpeed()->getValue()->asInt() << skooter-
>getVelocity()->getGroundSpeed()->getUnit();
    qDebug() << "Current bearing:" << skooter->getDirection()->getBearing()->getValue()->asInt() << skooter->getDirection()-
>getBearing()->getUnit() << "\n";
}
resp->destroyCascade();
}

QCoreApplication::quit();
}

private:
    QNetworkAccessManager* mNetworkManager;
};

int main(int argc, char* argv[])
{
    QCoreApplication app(argc, argv);
    QuickStartSample* sample = new QuickStartSample();
    sample->runSample();
    app.exec();

    delete sample;
    return 0;
}

```

3. Third, to be able to compile the code, you'll need a project file for Qt. Here's one:

```

QT += network

TARGET = QuickStartSample

INCLUDEPATH += "/usr/include/raptor2/"
INCLUDEPATH += "/usr/include/rasqal/"
INCLUDEPATH += "/usr/include/redland/"
INCLUDEPATH += "/usr/include/smartapi/"

LIBS += -lraptor2
LIBS += -lrasqal
LIBS += -lrdf
LIBS += -lsmartapi

HEADERS += QuickStartSample.h

DESTDIR = bin
OBJECTS_DIR = objects
MOC_DIR = MOCS

```

Once you have that in place, create a makefile, make and run (pay attention to paths if you've setup something in uncommon ways)

```

qmake
make
bin/QuickStartSample

```

Now, what did that sample do and what made it so special?

What the sample does is that it connects to a demo service and fetches all objects from that are of the desired type (in this case scooters). It then displays the speed and heading of each of them. Simple, but actually quite a lot happens in the background.

First, notice that while it communicated over the network, at no point was there any message content written by hand. Developers who work with simple REST APIs are often used to just writing the payload in, say, JSON as text and inserting data with string concatenation and replacement. You can do that also with Smart API, but that is tedious and you miss many of the advantages. Instead, in Smart API you create objects and let the library handle the nitty gritty of traffic.

Second, those who do use a programmatic approach, often use a library to create a document that is sent over a network. This could be a JSON document or XML document. The document is then serialized

for sending and parsed at the receiver. In Smart API you work in a very similar way, except that you don't create documents, you create objects. For instance, to send a request, create a `Request` object, attach the details necessary to it, and serialize it.

Third, you'll notice that to get an actual value on screen, you need to dig quite deep into the structure. First you need to get the velocity, then ground speed, and then the value of that ground speed. This is intentional and a result of the simple fact that Smart API should be suitable, straight out of the box, for demanding scientific computing, artificial intelligence, geographical information systems, 3D modeling, and data automation. In such domains, it is not sufficient to just give one speed figure because velocity could be measured in relation to some other object, have components in different 3D axes, or measure not just linear velocity but also the speed of rotation. And the measurements need to have a unit; the same number in meters per second is a completely different speed than kilometers per hour. While it does take some extra effort to put such details in place, the benefit is that because this design - the so called "data modeling" - has been done by experts in advance, you get all that knowledge of the domain as an added bonus by just following the features of the library.

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## 2. Introduction

### 2.1. About this document

This document is a brief guide to Smart API programming. Step by step, starting from the basics it will show what Smart API is and more importantly, how you can use it in practice. After reading this document, you know how to use Smart API in your projects and also have some working code to use right away.

After this brief intro chapter, you'll be guided to create Smart API credentials to a developer site. This developer site has programming tools and management tools that help you extend the Smart API vocabulary when needed (more on when you'd want to do this later in the document). Topics covered include

- How to build your first Smart API program with your favourite programming language
- How to implement a client program that connects to a test server
- How to create your own Smart API enabled server and a client that can fetch data from it and send commands to it
- How to use encryption in Smart API messaging, and how to manage transactions

This document explains the first steps to take to get your systems running. If you are interested or required to dig deeper into the model, separate model and API documentation will guide you forward. The intended audience of this document is developers and some background in making web applications will help in following the guide.

### 2.2. What is the Smart API?

The Smart API is a technology for making better APIs for remote system and device management applications such as various IoT (Internet of Things) solutions. Technically, the Smart API is an **object centric, semantics enabled, transaction capable and secure method for transferring and storing linked data**. To understand a better what that is and why these features are important, let's open that up a bit:

- **Object centric.** Smart API has been designed for transferring remote objects between systems. "Objects" in this case means both the physical devices the objects represent and the programming abstractions software engineers actually use to model those devices. Objects are not only a natural way of representing physical "things" but also directly map into popular object oriented programming languages. Smart API transparently handles the details of transforming an object in memory into a datastructure transmitted over the network and back again, making the whole process easy and fast for engineers to use.
- **Semantics enabled.** Smart API builds on the principles of semantic web. The purpose of this technology is to make data exchange unambiguous and suitable for computers to deduct things from the data on behalf of users and programmers. The primary obstacle in most data exchange is that while it may work technically just fine, the data is interpreted incorrectly as different people and organizations use different terms and different measurement units for the same thing. So when for one person "length" is the dimension of a box measured in inches, for the other person the same thing is "depth" measured in centimeters. Common vocabularies of the semantics removes this ambiguity and makes it possible to do for instance unit conversion between inches and centimeters automatically as data is received or sent.
- **Transaction capable.** In most applications, there eventually needs to be some way to monetize the operations and data. For a long time it has been common to substitute revenue from the actual data with something else, such as advertising revenue, or apply some fixed pricing model such as a monthly fee on data services. But with the advent of Cloud Computing and Big Data, a more granular pricing



model is often desired to pay just for the resources consumed. So you would pay for the amount of bytes transferred, the number of commands sent, or the number of measurements stored. Smart API transaction support is exactly for this purpose. It allows storing such details of data transfers in a way that is cryptographically protected for confidentiality and non-repudiation and serves as a ledger for invoicing.

- **Secure.** Smart API is end-to-end crypto enabled. While it is highly recommended and fully supported to use a secure links over technologies such as HTTPS, Smart API messages can further be encrypted and signed per each message. So no matter what data communication links are in between, how the connections terminate and how the data may be stored in intermediate locations, the data remains confidential all the way to the recipient. Smart API also has built in support for authentication using OAuth2 so you get the building blocks of security straight out of the box.
- **Linked data enabled.** Connected systems are all about - surprise - connections. Those connections link one thing to another, then to another and another and possibly back again. Such links create graphs. Understanding and being capable of processing graphs is the core of many IoT analysis applications. In Smart API, things can be linked between objects, within messages, across messages, and in any other configuration available and necessary.

So why and when would you use Smart API? The short answer is of course when you need features listed above. The slightly longer answer is that Smart API is a highly recommended technology when you build remote control and measurement applications. True, simple get / put REST APIs over some JSON structure are the norm and in many applications sufficient - at least in the beginning. But when the application grows and it actually needs to be integrated with some larger entities, when security becomes an issue, and when you need to make sure that data is actually correct before making automation decisions, Smart API becomes an essential tool. It saves software engineers from a ton of headaches caused by the tedious process of building data converters, it always stores data in an understandable format, it creates documentation for both the API and the data automatically, and it can handle data ambiguity in a professional manner. And as Smart API is free and pretty much as easy to use as alternative formats, there really is few reasons why not build a system properly from the beginning.

But there already are other API standards and tools such as Swagger/OpenAPI, why another? Well, the simple answer is: Smart API takes many of the best practices of OpenAPI such as declarative specifications and automatic generation of documents and code, but adds essential features needed by modern Big Data applications on top. Where the design of Open API originates from the API itself, Smart API's core is in the data. In a nutshell: OpenAPI is excellent in telling **how** data is transferred but lacks the functionality to tell **what** the data is. Smart API fills this gap. It supports vocabularies, links and graphs, something that OpenAPI does not. In SmartAPI the definition of data is made with proper ontologies which can be validated and tested. These are the building block for data accuracy needed in critical systems and scientific computing. And ontology definitions are the core of transforming data into knowledge, an essential process with artificial intelligence applications.

### 2.3. Developing applications with the Smart API

Smart API gives you a predefined structure for the data and free programming libraries. These take the burden off the application development and make creating highly sophisticated, semantic data storages a breeze. It comprises

1. An extensible datamodel that is predesigned to be able to handle data exchange and control of remote entities
2. A vocabulary of terminology that ensures all applications talk about the same things in the same way, reducing ambiguity and the risk of incorrect processing of data
3. A programming library that makes embedding the model and the features into various IoT solutions easy
4. A supporting service infrastructure that handles issues such as autoconfiguration and security for you

The libraries are available for all major operating systems and programming languages so that you can integrate the functionality straight out of the box. To develop applications, you simply download and link the programming library - either with a package management tool or manually - and let the development tools create stub code for you to work with.

Smart API is fully extensible so that if the pre-programmed features are not sufficient for your application, you can further tweak the model and add custom details all the way down to individual triples of the RDF data that is produced.

## 2.4. Testing and validating a Smart API application

The development tools found on the developer site offer a tester against which you can test your application to make sure it runs properly and conforms to the standard. Unlike strict standards that only accept a certain fixed message structure, SEAS uses an API registry and a scoring system. You can create custom extensions as long as you register them so that other parties understand your data. A score is awarded to the design during tests and if the design deviates too much from the set model, a penalty is put on the service but it is not fully banned.



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## 3. Choosing the tools and the development path

Applications that use Smart API fall roughly under three categories

1. Those that connect to other applications to for instance fetch data, write values or control something like an actuator. These can be thought to be "client" applications in a classical client-server world.
2. Those that wait for connections from other applications in order to serve data or offer an API for controlling things. These are the "server" applications.
3. Those send data as broadcast to anyone interested in listening, without a specific request-response cycle. These are the "notifier" applications.

For a developer who thinks mostly in terms of network functionality and standards, a "client" would be an HTTP or CoAP client. A "server" is then obviously an HTTP or CoAP server. A notifier is typically software that uses MQTT to publish data or alternatively WebSocket or HTTP push.

That said, in modern IoT systems these roles are blurred as most systems are required to sometimes act as clients, sometimes as servers. And sometimes they are just sinks or sources of notifications, making them hard to put in either category.

Whatever the overall role of the application, inside the application there still are distinct blocks of code that work either as servers or clients. Smart API tools follow the same principle, offering you help in building client and server - or notifier - parts. So first choose whether you want to develop the client part, the server part or the notifier, the tools will then help you forward. Once done, you can come back and start from the other track to finish your application.

So once you know

- whether you are developing a client or a server
- what the main requirements of your application in this role are
- in which operating system and using which language you will be developing

you can enter the development website to get everything you need to get going.

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## 4. Using the Smart API Developer website

### 4.1. Accessing the site

The Smart API Developer website can be found at <http://talk.smart-api.io/developer/>

Once at the site, choose the correct development desktop for your needs

- Service Desktop, if you are coding server-side functionality
- Client Desktop, if you are coding client-side functionality
- Notifier Desktop, if you are coding notifier functionality

### 4.2. Creating a username and password

You can use the Smart API Developer site either anonymously or by signing in. Access in both ways is absolutely free.

Anonymous access gives you the basics of getting acquainted with the philosophy of Smart API and initial application development. If you are not signed in, you can browse the ontologies (i.e. data specifications) available for the API and generate sample code based on that. That is sufficient to get started.

Being logged in gives you additional features that help in developing larger applications and managing devices and security.

- First, you can save whatever you do on the site so you don't have to start all over again when you return to work.
- Second, you can generate test tokens that can be used to run the automatic protocol testers against the Smart API standard test end point - this greatly helps in testing that your application actually works as planned.
- Third, you can manage the public encryption keys for your services and devices, making it possible for other parties to send your services data in encrypted format.
- Fourth, you can manage your own vocabularies and data definitions. This is essential if you create applications for integration with other systems.

To sign up to the developer tools, simply click on "Sign up" at the right top corner and then fill in your details. A thing to pay attention to is the so called prefix, which is organization specific. If your organization already has a prefix assigned or you'd like to reserve a specific one, fill that into the corresponding field. Note that the prefix needs to be globally unique (you cannot have the same prefix as someone else). If you do not want to pick a prefix, leave the field blank and fill in the company name. A prefix will be generated automatically for you.

### 4.3. Editing vocabularies

#### 4.3.1. What is a vocabulary

A vocabulary is a set of definitions of variables you use for your data. It solves a common problem: if you have some variable you want to put into your data, how would you name it so that everyone else understands it? Let's say for example that you want to represent the speed at which a vehicle drives. Would you call this "speed" or "velocity" or "groundSpeed" or something else?

A widely used solution for the problem is to pick some term that sounds sufficiently appropriate for the case and then create a document that explains your choice. In APIs this is commonly part of an API doc. So you have some separate document that says there is a property called "velocity" which measures the speed of a vehicle in relation to the road. But this is quite tedious. First, you need to distribute that API doc. And second, there is no way to automate the mapping and processing. Which means that everyone who uses your terms needs to read the documents term by term and manually build various converters. And once you're past that hurdle, comes the question of units. Is that speed expressed in mph, kph, m/s or what is it?

With a vocabulary, we can jointly agree on such terms. So when someone measures speed, let's all call it "groundSpeed" and measure it in meters per second. If everyone sticks to that vocabulary, there is no need for separate documentation and conversion. But that sounds utopistic to say the least. There is no way we could a priori agree on a fully generic language that covers everything we'd like to define in the future. And then make absolutely everyone follow that. This is why vocabularies are dynamic and expandable. They can be tailored and customized by each party to fit various use cases.

Now that is an improvement and makes vocabularies a generic technology for solving compatibility issues. This approach does create further issues to solve. First, what if there are two parties that do call vehicle movement groundSpeed but use it with different meanings and different units? And second, that if two parties want to talk in completely different levels of accuracy. One needs to know ground speed, air speed, and descend rate while for the other just some velocity would be fine.

To solve the issues, a proper vocabulary first separates different definitions by domain. Technically this means that the term is expressed with a URL, say <http://www.commonterms.org/velocity#groundSpeed>. That full URL reduces the risk of conflicting definitions. The beginning of the URI, in this case <http://www.commonterms.org/velocity> is the so-called namespace. If two names are in different spaces, they do not conflict.

The URL is usually replaced by a prefix to make the representation shorter. For example `commonTerms:groundSpeed`. And if you have a differing meaning for it, that would be `myTerms:groundSpeed`. The useful thing about URL's is that you can actually point with them somewhere, in the case of vocabularies it points to the definition of the term. So if someone browses <http://www.commonterms.org/velocity#groundSpeed>, that link would return text that explains what groundSpeed is. No need for separate API docs, everything is conveniently online.

Further, vocabularies can do inheritance and classification. This is very similar to inheritance in object-oriented programming. Let's for instance assume you are making objects that are all boxes. So the basic type would be for example `myproducts:Box`. Some of these boxes are designed to be useless toys, some useful tools. Which means the box has two subcategories `myproducts:UselessBox` and `myproducts:Useful`. Let's further divide the useless boxes to `myproducts:Toybox` and `myproducts:DecorativeBox` and the useful boxes have a subcategory `myproducts:Toolbox`. In plan data exchange such classifications have limited meaning but when it comes to search, they are invaluable. For instance if you want to find all useless boxes, you don't need to search for both `myproducts:Toybox` and `myproducts:DecorativeBox` but instead can perform one search with `myproducts:UselessBox`. Automatically processing such hierarchies is the core of semantic tools, they automatically understand the classifications and can greatly help in data management.

### 4.3.2. Extending your own vocabulary

Once you know that you need a vocabulary for something that you'd like to express as data, you add it using the tools on the Smart API developer site. Do note that the existing vocabularies already cover a huge amount of things, especially in the domain of measurements and units. So it is always a good idea to check whether something exists before adding one of your own.

To add some new concept to a vocabulary, click on the vocabulary management tool icon on the left toolbar and enter the new concept. Concepts exist in many categories, for instance quantities that define what you are measuring (e.g. LiquidVolume), units that say in which unit that measurement is (e.g. Liter) and types of things (e.g. monocycle, bicycle, tricycle).

Once happy with your entry, click on submit to add it. The entry will be automatically added to the vocabulary directory and will appear in the search functionality on the developer site as well as the Smart API IDE plugins you can use to easily write compatible code with your favorite IDE.

Note that this is just a brief intro on the management of vocabularies. For a full overview of the functionality, please refer to the separate ontology management manual found on the developer website.

#### 4.4. Creating code for a service

To create a new service, follow the steps below.

1. At the server development desktop, describe the inputs and the outputs of the service by selecting the individual items to the workspace.
2. Save your service description.
3. Generate program code for your software by clicking the autogenerate icon.
4. Copy the generated code to your own application.
5. Obtain and link the Smart API library to your application.
6. Build and run your application.

#### 4.5. Creating code for a client

To call an existing service, follow the steps below.

1. At the client development desktop, first find a service using the provided search tool. The tool will analyze the outputs the service offers and give you a list of the available options. Note that in order to find the service, it must be registered at the Smart API Find registry. See 9, Registering services and other entities for details.
2. Select the output items you are interested in and generate program code for your software by clicking the autogenerate icon.
3. Copy the code to your own application.
4. Obtain and link the Smart API library to your application, if not done so yet.
5. Run and test your application.

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## 5. Your first Smart API program

It is time to get you powered up and start programming. To write your first program, you need to download the library, import it and write simple code for the 'HelloSmart' program.

### 5.1. Downloading the Smart API library

Using Smart API is made easy with libraries that abstract away all the semantic details you do not need to worry about. The library is currently available for C++, C#, Java and Python.

Download the library from: <http://talk.smart-api.io/develop/#download>

### 5.2. Choosing an IDE

To make writing code more pleasant, you can install an Integrated Development Environment (IDE) that will help you with many tasks, such as importing libraries into your projects. Smart API libraries were developed using Eclipse IDE, but you can choose any other, or use a simple text editor if you wish.

Eclipse is available for free download at: <https://eclipse.org/>

### 5.3. Importing libraries

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```
QT += network

TARGET = HelloSmart

INCLUDEPATH += "/usr/include/raptor2/"
INCLUDEPATH += "/usr/include/rasqal/"
INCLUDEPATH += "/usr/include/redland/"
INCLUDEPATH += "/usr/include/smartapi/"

LIBS += -lraptor2
LIBS += -lrasqal
LIBS += -lrdf
LIBS += -lsmartapi

SOURCES += HelloSmart.cpp
```

### 5.4. Writing code

Your first program is called HelloSmart.

```
// include classes from Smart API library so that you can use them in your code
#include "common/RESOURCE.h"
#include "model/Device.h"
#include "model/ValueObject.h"

int main(int argc, char* argv[])
{
    // suppress compiler warnings
    Q_UNUSED(argc)
    Q_UNUSED(argv)

    // identity is a URI that is unique and only used by one particular object (this device)
    QString deviceIdentity = "http://smart-api.io/smart/examples/CHelloSmartDevice";
    // create new Device with given identity
    Device* radio = new Device(deviceIdentity);
```

```
// create new ValueObject that represents weight of 3.6 kg
ValueObject* weight = new ValueObject(RESOURCE__WEIGHT, RESOURCE__KILOGRAM, 3.6);
// set weight ValueObject as radio Device weight
radio->setWeight(weight);
// print out radio in Turtle RDF format to console
radio->turtlePrint();
// free the allocated objects. this destroys both because they are linked
radio->destroyCascade();

return 0;
}
```

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TBA

Running the program will output the device data to console. The output is RDF in Turtle format. Note that because the Smart API library will automatically read and interpret this format, there is no need to try to actually understand what it says, though learning it is not that difficult either. For now, the output is here just for illustrative purposes. It should look like this:

```
@prefix rdf: <http://www.w3.org/1999/02/22-rdf-syntax-ns#> .
@prefix smartapi: <http://smart-api.io/ontology/1.0/smartapi#> .
@prefix xsd: <http://www.w3.org/2001/XMLSchema#> .
@prefix geo: <http://www.w3.org/2003/01/geo/wgs84_pos#> .
@prefix owl: <http://www.w3.org/2002/07/owl#> .
@prefix rdfs: <http://www.w3.org/2000/01/rdf-schema#> .
@prefix vcard: <http://www.w3.org/2006/vcard/ns#> .
@prefix qudt: <http://data.nasa.gov/qudt/owl/qudt#> .
@prefix quantity: <http://data.nasa.gov/qudt/owl/quantity#> .
@prefix unit: <http://data.nasa.gov/qudt/owl/unit#> .
@prefix dc: <http://purl.org/dc/terms/> .
@prefix gr: <http://purl.org/goodrelations/v1#> .

<http://smart-api.io/smart/examples/CHelloSmartDevice>
  smartapi:weight [
    qudt:quantityKind quantity:Weight ;
    qudt:unit unit:Kilogram ;
    a smartapi:ValueObject ;
    rdf:value 3.6
  ] ;
  a smartapi:Device .
```

Congratulations, you have just created your first Smart API program!

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## 6. Creating Smart API client program

This section will demonstrate how to create a simple Smart API client program. To make testing your client easier, a test server has been set up to process your requests.

The program is very simple. It will first fetch entity information from the server and print out all the ValueObjects that the entity holds. Then it will command a new value for one of the ValueObjects and again print out the ValueObjects that the server returns. Finally, it will send again the same request as in the first time, to see if the command has really taken effect on the server.

### 6.1. Server information

Note that in this example, we assume that the test server has not registered its description in Smart API registry, We therefore address it directly with predefined identifiers. In a real-life application, the identifiers would be first fetched with a find operation from a registry, removing the need to know any such identifiers beforehand. In this example, we assume that we already have the following information available.

- Server URI: `https://demo.iot.asema.com:443/smart/v1.0e1.0/access`
- Identifier of the entity on server: `http://demo.iot.asema.com/objects/C7f9c5aea0bf31f97483a8ab3e6579b390c982291`

### 6.2. Fetching entity information

Using the service URI and the known identity of the entity on the server, you can easily fetch the whole entity information. Creating a right kind of request is simply handled by the `Factory.createReadRequest()` method. Your code should look like this:

```
void SmartAPIClient::fetchEntity()
{
    qDebug() << "\nRunning fetch entity:";
    mFetchCounter++;

    // create standard read request object with your identity as sender
    Request* req = RequestFactory::createReadRequest(mMyIdentity, new Entity(mServerEntityIdentity));

    // make request
    HttpMessage* msg = Tools::serializeRequest(req);
    QNetworkReply* reply = msg->post(mNetworkManager, mServerUri, "Request", mClientId);
    connect(reply, SIGNAL(finished()), this, SLOT(onFetchEntityFinished()));
    delete msg;
}

void SmartAPIClient::onFetchEntityFinished()
{
    QNetworkReply* reply = dynamic_cast<QNetworkReply*>(sender());
    if (reply) {
        QByteArray responseData = reply->readAll();
        Response* resp = Tools::parseResponse(responseData, reply->header(QNetworkRequest::ContentTypeHeader).toByteArray());

        // print out the values of the ValueObject that the response holds for the requested entity
        PropertyList<ValueObject*> valueObjects = resp->getActivities().first()->getEntities().first()->getValueObjects();
        for (int i = 0; i < valueObjects.length(); i++) {
            ValueObject* vo = valueObjects.at(i);
            qDebug() << "\n*** ValueObject ***";
            qDebug() << "Quantity:" << (vo->hasQuantity() ? vo->getQuantity() : "not defined");
            qDebug() << "Unit:" << (vo->hasUnit() ? vo->getUnit() : "not defined");
            qDebug() << "Value:" << (vo->hasValue() ? vo->getValueAsString() : "not defined");

            if (vo->hasQuantity() && vo->getQuantity() == RESOURCE__TEMPERATURE) {
                mTemperature = new ValueObject(vo);
            }
        }
        resp->destroyCascade();
    }
}
```



### 6.3. Sending a command

Code for sending a write request is very similar to reading. You only need to change the value in the ValueObject you received in the previous method, and use `Factory.createWriteRequest()` for building the request object. Your code should look like this:

```
void SmartAPIClient::commandTemperature()
{
    qDebug() << "\nRunning command temperature:";

    // generate a random value that differs from the old value
    int oldValue = mTemperature->getValueAsInt();
    int newValue;
    do {
        newValue = qrand() % 3000;
    } while (newValue == oldValue);

    // set new temperature value
    mTemperature->setValue(newValue);

    // create standard write request object with your identity as sender
    Request* req = RequestFactory::createWriteRequest(mMyIdentity, new Entity(mServerEntityIdentity), mTemperature);

    // make request
    HttpMessage* msg = Tools::serializeRequest(req);
    QNetworkReply* reply = msg->post(mNetworkManager, mServerUri, "Request", mClientId);
    connect(reply, SIGNAL(finished()), this, SLOT(onWriteTemperatureFinished()));

    req->destroyCascade();
    delete msg;
}

void SmartAPIClient::onWriteTemperatureFinished()
{
    QNetworkReply* reply = dynamic_cast<QNetworkReply*>(sender());
    if (reply) {
        QByteArray responseData = reply->readAll();
        Response* resp = Tools::parseResponse(responseData, reply->header(QNetworkRequest::ContentTypeHeader).toByteArray());

        // print out the values of the ValueObject that the response holds for the requested entity
        PropertyList<ValueObject*> valueObjects = resp->getActivities().first()->getEntities().first()->getValueObjects();
        for (int i = 0; i < valueObjects.length(); i++) {
            ValueObject* vo = valueObjects.at(i);
            qDebug() << "\n*** ValueObject ***";
            qDebug() << "Quantity:" << (vo->hasQuantity() ? vo->getQuantity() : "not defined");
            qDebug() << "Unit:" << (vo->hasUnit() ? vo->getUnit() : "not defined");
            qDebug() << "Value:" << (vo->hasValue() ? vo->getValueAsString() : "not defined");
        }
        resp->destroyCascade();
    }

    fetchEntity();
}
```

### 6.4. Running the program

TBA main.cpp:

```
#include "SmartAPIClient.h"
#include <QtGlobal>
#include <QCoreApplication>
#include <QEventLoop>

int main(int argc, char* argv[])
{
    QCoreApplication app(argc, argv);

    SmartAPIClient* smartAPIClient = new SmartAPIClient();
    smartAPIClient->runTest();
    app.exec();

    delete smartAPIClient;
    return 0;
}
```

SmartAPIClient.cpp:

```

#include "SmartAPIClient.h"

#include "factory/RequestFactory.h"
#include "model/Activity.h"
#include "model/Response.h"

#include <QCoreApplication>
#include <QNetworkReply>

SmartAPIClient::SmartAPIClient() : QObject()
{
    mMyIdentity = "http://smart-api.io/smart/examples/CSmartAPIClient";
    mServerUri = "https://demo.iot.asema.com:443/smart/v1.0e1.0/access";
    mServerEntityIdentity = "http://demo.iot.asema.com/objects/C7f9c5aea0bf31f97483a8ab3e6579b390c982291";
    mClientId = "myClientID";
    mTemperature = NULL;
    mNetworkManager = new QNetworkAccessManager();
}

SmartAPIClient::~SmartAPIClient()
{
    mTemperature->destroyCascade();
    delete mNetworkManager;
}

void SmartAPIClient::runTest()
{
    mFetchCounter = 0;
    qsrand(QTime::currentTime().msec());

    fetchEntity();
}

// ... followed by the fetchEntity(), onFetchEntityFinished(),
// commandTemperature() and onWriteTemperatureFinished()
// methods that were already defined above

```

### SmartAPIClient.h:

```

#include <model/ValueObject.h>

class SmartAPIClient : public QObject
{
    Q_OBJECT

public:
    SmartAPIClient();
    ~SmartAPIClient();

    void runTest();

private slots:
    void onFetchEntityFinished();
    void onWriteTemperatureFinished();

private:
    void fetchEntity();
    void commandTemperature();

    QString mMyIdentity;
    QString mServerUri;
    QString mServerEntityIdentity;
    QByteArray mClientId;
    int mFetchCounter;

    ValueObject* mTemperature;
    QNetworkAccessManager* mNetworkManager;
};

```

Running the program will output the ValueObject data to console. From the output you can if the command really changed the value on the server. The output should look like this:

```

Running fetch entity:

*** ValueObject ***
Quantity: "http://smart-api.io/ontology/1.0/smartapi#Temperature"
Unit: "http://data.nasa.gov/qudt/owl/unit#DegreeCelsius"
Value: "2199"

*** ValueObject ***
Quantity: "http://www.smart-api.io/schema/quant/temperature"
Unit: "http://www.nasa.gov/ontology/unit/fahrenheit"
Value: "not defined"

Running command temperature:

```

```
*** ValueObject ***  
Quantity: "http://smart-api.io/ontology/1.0/smartapi#Temperature"  
Unit: "http://data.nasa.gov/qudt/owl/unit#DegreeCelsius"  
Value: "1108"
```

Running fetch entity:

```
*** ValueObject ***  
Quantity: "http://smart-api.io/ontology/1.0/smartapi#Temperature"  
Unit: "http://data.nasa.gov/qudt/owl/unit#DegreeCelsius"  
Value: "1108"
```

```
*** ValueObject ***  
Quantity: "http://www.smart-api.io/schema/quant/temperature"  
Unit: "http://www.nasa.gov/ontology/unit/fahrenheit"  
Value: "not defined"
```

---

## 7. Obtaining the Smart API SDK library

The code you get from the developer website will use the Smart API library which takes care of the majority of details in handling the data. You can, in principle, also use the Smart API data model by writing the model directly, but the library will significantly reduce development effort and speed up the process.

The library is available in all major programming languages. Direct links for downloading library, including source packages, are available at the developer website.

In addition to the manual downloads, Smart API is available in common package repositories.

- Java - Maven. To install, add the Smart API Maven repository and the Smart API dependency into your project (pom) as shown in the first quickstart chapter.
- .net/C# - NuGet. To install, go to NuGet package management in Visual Studio, search for SmartAPI and click on install.
- Python - pip. To install, use the Python package index by issuing at command line `pip install SmartAPI`.

---

## 8. Testing your software

Once you have integrated Smart API code to your software for either providing or consuming a service, you can run it against the Smart API Tester website.

To test your newly created service, follow the steps below.

1. Go to the Smart API tester website. <https://talk.smart-api.io/tester/> -> Test my service
2. Enter the URI of your published service.
3. Run the test.
4. Analyze the results and, if needed, improve the service as advised.

If you are using an existing service. Follow the steps below to test your newly created client code.

1. Go to the Smart API tester website. <https://talk.smart-api.io/tester/> -> Test my client
2. Request a test token from the tester.
3. Include the test token into your client code as X-Seas-Test-Token header.
4. Change the server address in your code to Smart API tester URI <https://talk.smart-api.io/tester/>
5. Run the client code.
6. Analyze the results on the website and, if needed, improve the client code as advised.

---

## 9. Registering services and other entities

Once the software has been developed and passes the tests, it would of course be nice to announce it to others and make it possible for other parties to find it and configure their part accordingly to use it. The purpose of the Smart API Find registry is to help in this.

So once you have integrated Smart API code to your software and tested it against the Smart API tester website, you need to generate its registration code. In practice the registration takes place through a software component called RegistrationAgent. What you need to do is to describe what your application does to the agent, and the agent will then do the actual communication with the registry.

After registration, Smart API Find will contain a "recipe" of your software API which allows others to create their parts of the communication with the API. You may also register other details of your solution, such as the location and the price for usage. Especially if your application runs a physical device, the geographical search capabilities of the registry will allow others to find suitable devices to use and share in the vicinity of their own operations.

To register your service, follow the steps below.

1. Go to the Smart API Developer website. <http://talk.smart-api.io/developer/> -> ServiceDesktop
2. Load your service description (saved earlier when generating the service code).
3. Generate registration program code for your software.
4. Copy the code to your own application.
5. Run your application.

---

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