

# Datasheet PushButton

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## PushButton device

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This document shows technical characteristics of the simulated device PushButton.

## VERSION

Version	Date	Description
V1.0	02/09/13	File creation

## General Description

PushButton can supply only one model of push button which is a standard binary button (is pressed, or not).

The push button can be used to notify events, for example, to send an alarm when the button is pressed. We describe in section “PushButton device Outline” methods linked to this device.

## Physical considerations

There is no physical consideration for this type of device. Indeed, this device is used to get a physical value. In our case, we do not care about the way the actuator gets this value.

## PushButton device Outline

Hereafter we explain methods that can be useful for the user to use a push button.

Interface: **fr.liglab.adele.icsa.device.button.PushButton**

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<code>getSerialNumber()</code>	Get the device ID
<code>addListener(DeviceListener listener)</code>	Subscribe to motion event
<code>isPushed()</code>	Get the current value of the device. If is pressed or not.

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## SimulatedPushButton device Outline

Hereafter we explain methods that can be useful for the user to use a simulated push button.

Interface: **fr.liglab.adele.icsa.device.button.simulated.SimulatedPushButton**

Inherits from: **fr.liglab.adele.icsa.device.button.PushButton**

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<code>pushAndHold(long period)</code>	Push the button and hold for a given period.
<code>pushAndRelease()</code>	Push and release immediately

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## DeviceListener Outline

Hereafter we explain methods that can be useful for the user to retrieve push button events.

Interface: **fr.liglab.adele.icasa.device.device.DeviceListener**

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**devicePropertyModified(PushButton device,  
String property, Object oldValue, Object  
newValue)**

Event triggered when the push button is pressed or released.

- **Device: is the push button object**
- **property:**
- **oldValue is a Boolean. True when is released, and False when the button is pressed.**
- **newValue is a Boolean . True when is pressed, and False when the button is released.**