Complex Home Automation in Home Assitant Using NetDaemon

```yaml
- id: '1713204776017'
  alias: Secondary Light Automation
  description: ''
  trigger:
  - type: motion
    platform: device
    device_id: ed149efb2b02971ed15043d6f6ce8f08
    entity_id: 15d6a2926db539345135ab1d4b5a5edd
    domain: binary_sensor
  - type: motion
    platform: device
    device_id: 128eadc606cec8ee1dba4a44301a1528
    entity_id: bcdb53c917162133462a65f790c09f17
    domain: binary_sensor
  condition:
  - condition: sun
    before: sunrise
    after: sunset
  - condition: time
    before: '23:00:00'
    after: 05:00:00
  action:
  - service: light.turn_on
    metadata: {}
    data: {}
    target:
      device_id:
      - 2f45c99a394e9b7405f6235757213759
      - 9d26edd2a6de83a4742b3b78922de610
  mode: single
- id: '1713205343992'
  alias: Night Mode Secondary Light
  description: ''
  trigger:
  - type: motion
    platform: device
    device_id: ed149efb2b02971ed15043d6f6ce8f08
    entity_id: 15d6a2926db539345135ab1d4b5a5edd
    domain: binary_sensor
  - type: motion
    platform: device
    device_id: 128eadc606cec8ee1dba4a44301a1528
    entity_id: bcdb53c917162133462a65f790c09f17
    domain: binary_sensor
  condition:
  - condition: time
    after: '23:00:00'
    before: 05:00:00
  action:
  - service: light.turn_on
    metadata: {}
    data:
      brightness_pct: 30
    target:
      device_id:
      - 9d26edd2a6de83a4742b3b78922de610
  mode: single
```

STATE?

Figure 1: Raw HA motion triggered automation

```
public ChildrenRoom(
    IHaContext context, LightEntities lights,
    BinarySensorEntities sensors, PersonEntities personEntities,
    SunEntities sun){
    Entities = new List<AutomationBase> {
        new LightAutomationBase {
            EntitiesList = new List<ILightEntityCore> {
                lights.LivingroomBulb,
                lights.LedLivingRoomSonoffLed,
            },
            Triggers = new [] {
                new MotionSensor(new[]{
                        sensors.LivingRoomMotionSensor1Motion,
                        sensors.LivingRoomMotionSensorMotion
                    }, context)
            },
            WaitTime = TimeSpan.FromMinutes(20),
            SwitchTimer = TimeSpan.FromHours(1),
            StopAtTimeFunc =
                () => DateTime.Parse(sun.Sun.Attributes?.NextDawn).TimeOfDay,
            StartAtTimeFunc =
                () => DateTime.Parse(sun.Sun.Attributes?.NextDusk).TimeOfDay,
            NightMode = new NightModeConfig {
                IsEnabled = true,
                Devices = new List<ILightEntityCore>{
                    lights.LivingroomBulb,
                },
                StartAtTimeFunc = () => DateTime.Parse("23:00:00").TimeOfDay,
                StopAtTimeFunc = () => DateTime.Parse("05:00:00").TimeOfDay,
            }
        }
    };
}
```

GitHub

Figure 2: NEA Light Automation

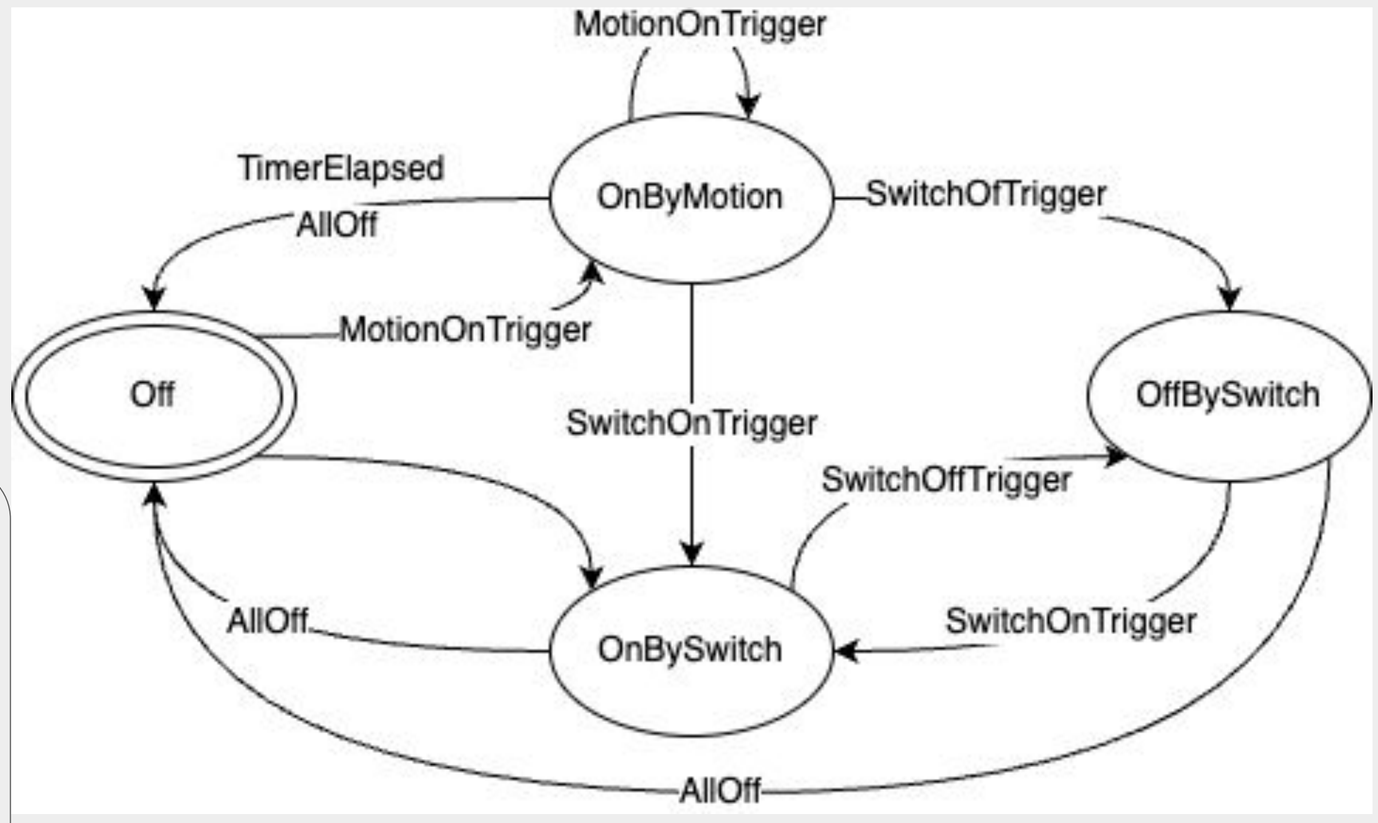

Figure 4: FSM for secondary light

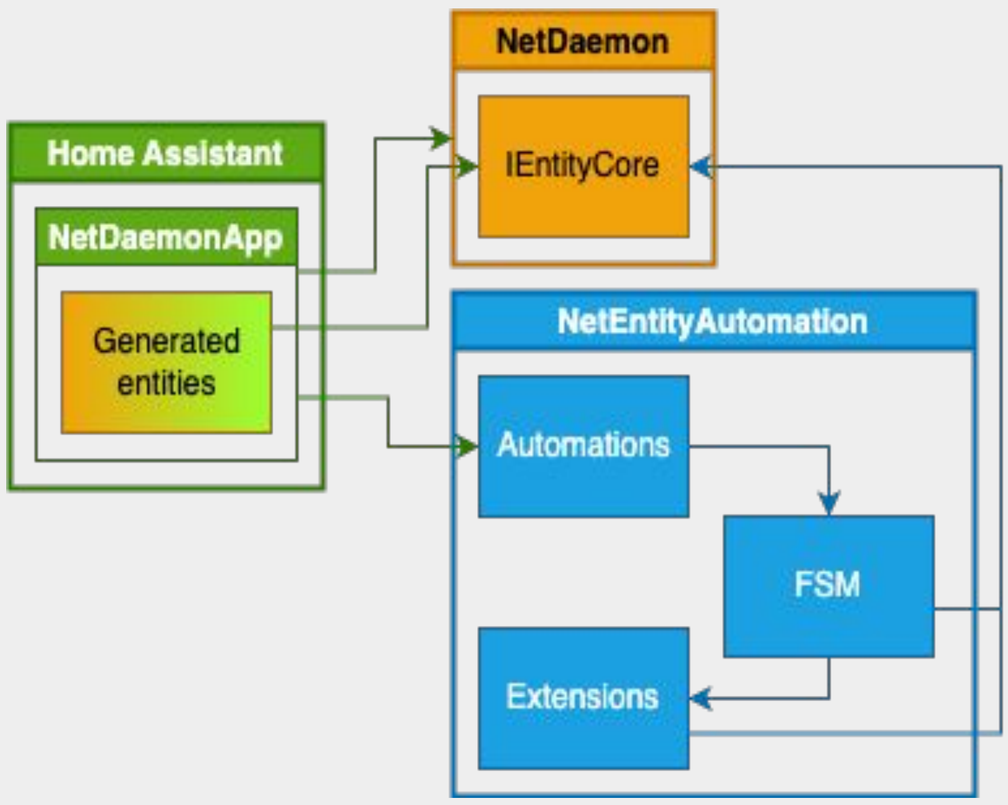

Figure 3: NEA dependency diagram

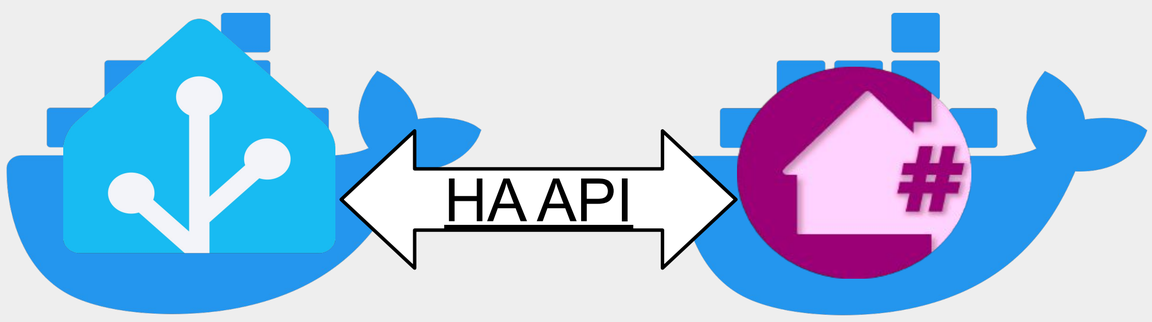

Figure 5: Deployment model

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