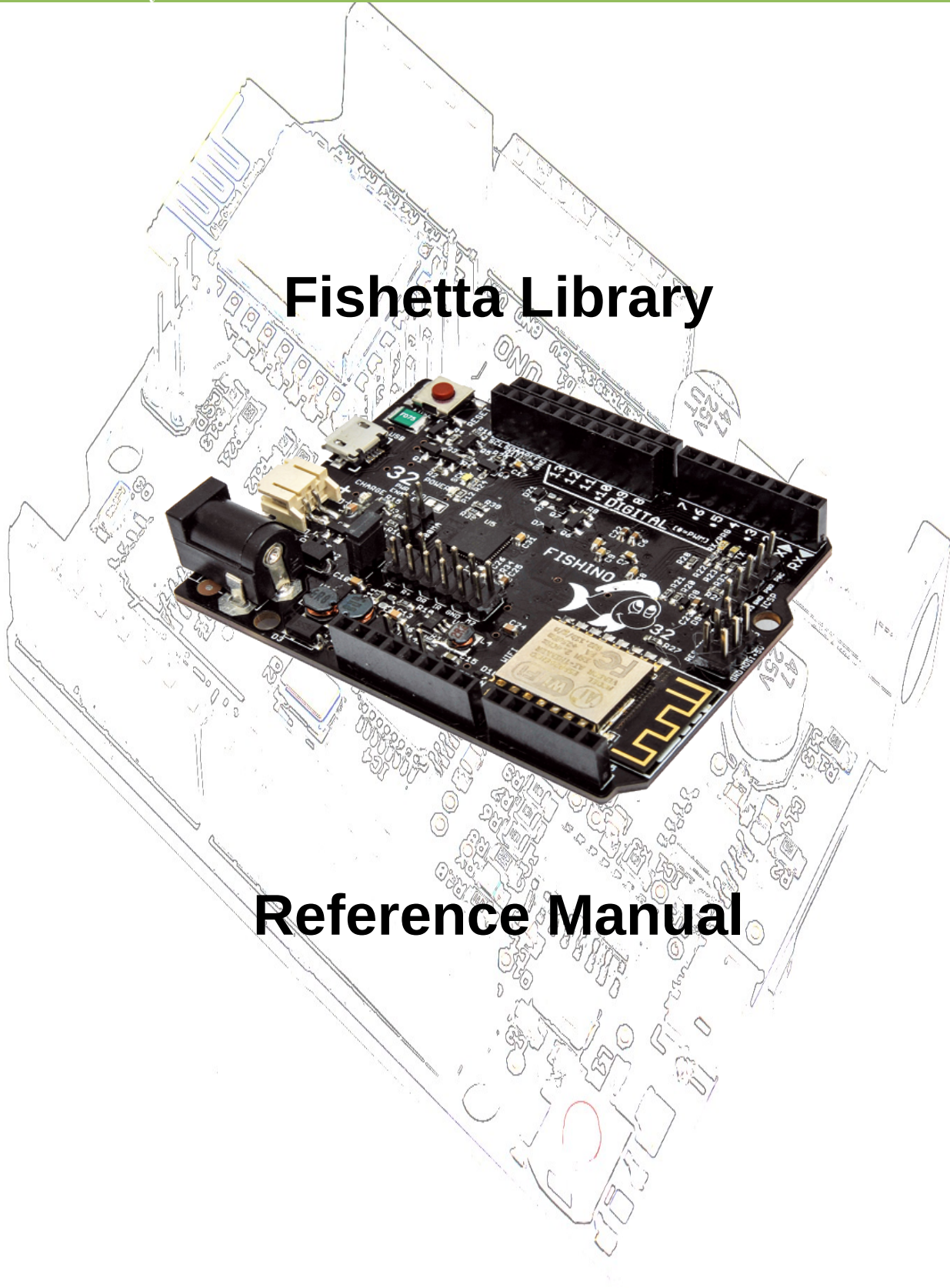


Fishetta Library



Reference Manual



Class Fishetta

Class **Fishetta** is the main interface of **Fishetta Library**.

It has just **ONE** instance, called **Fishetta** which makes a bridge between the **Pushetta** server and the **Fishino** board.

FishettaClass needs two variables to be declared:

Fishetta(const char *CHANNEL, const char* APIKEY)

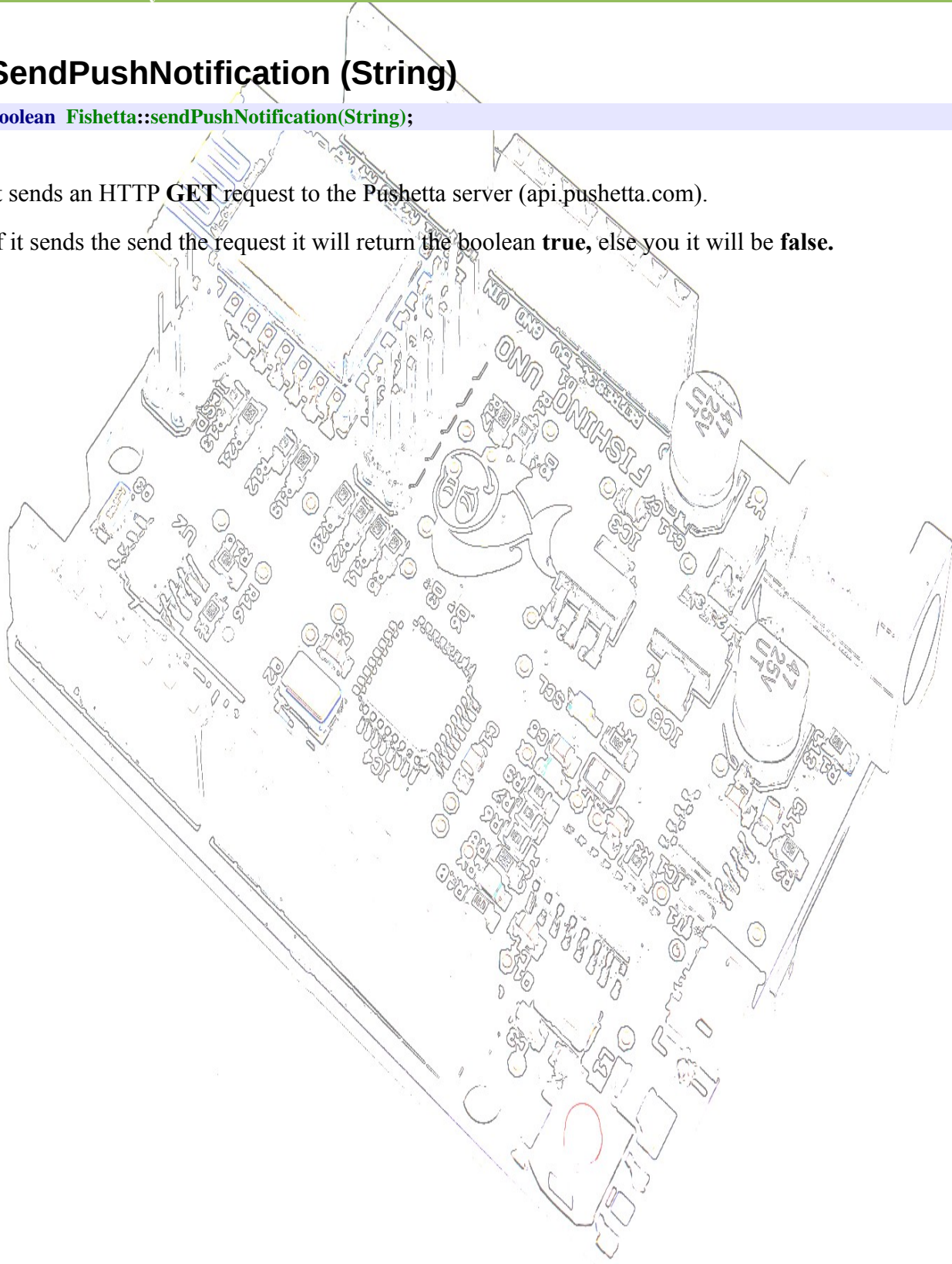


SendPushNotification (String)

boolean Fishetta::sendPushNotification(String);

It sends an HTTP **GET** request to the Pushetta server (api.pushetta.com).

If it sends the send the request it will return the boolean **true**, else you it will be **false**.



Index

Class Fishetta.....	2
SendPushNotification (String).....	3

