

Programming Assignment: Your First NodeRED application

You have not submitted. You must earn 1/1 points to pass.

Deadline Pass this assignment by August 7, 11:59 PM PDT

Instructions

My submission

Discussions

Assignment goals

In this assignment you will generate a NodeRED flow to generate a random number between 0 and 10 inclusive. The random number generator should start without a user having to initiate the flow and a new number should be generated every 5 seconds.

Your application flow will output the following to the debug console:

- If the random number is less than 5 then output to the debug console:

Number <the generated random number> is a low number

- If the random number is 5 or higher then output to the debug console:

Number <the generated random number> is a high number

Where <the generated random number> should be replaced with the random number generated

Number 6 is a high number

Number 2 is a low number

How to complete the assignment

To complete this assignment you will need to deploy a NodeRED environment into your Bluemix account using the Internet of Things Platform starter. If your home Bluemix region is Sydney you will need to move to either the United Kingdom or US South region to be able to complete the assignments in this course. The flow you create can use any nodes in the standard pallet available when you deploy the Bluemix boilerplate, with the addition of the Random node highlighted in the presentation (node-red-node-random).

What to submit

When you have the flow completed you should select all the nodes then export the flow to your clipboard. Open a text editor and copy the flow then save as a text file named assignment1.txt. Submit the text file containing your flow.

How to submit

When you're ready to submit, you can upload files for each part of the assignment on the "My submission" tab.

