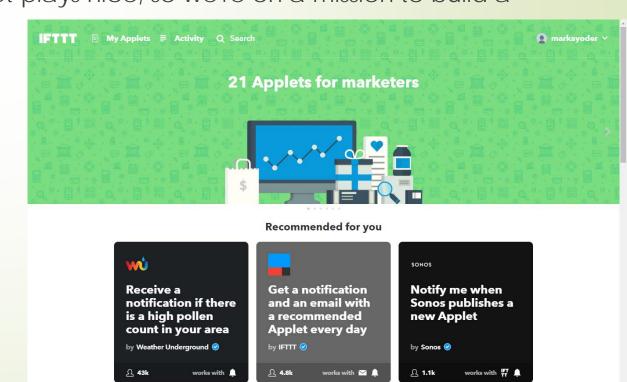


#### IFTTT

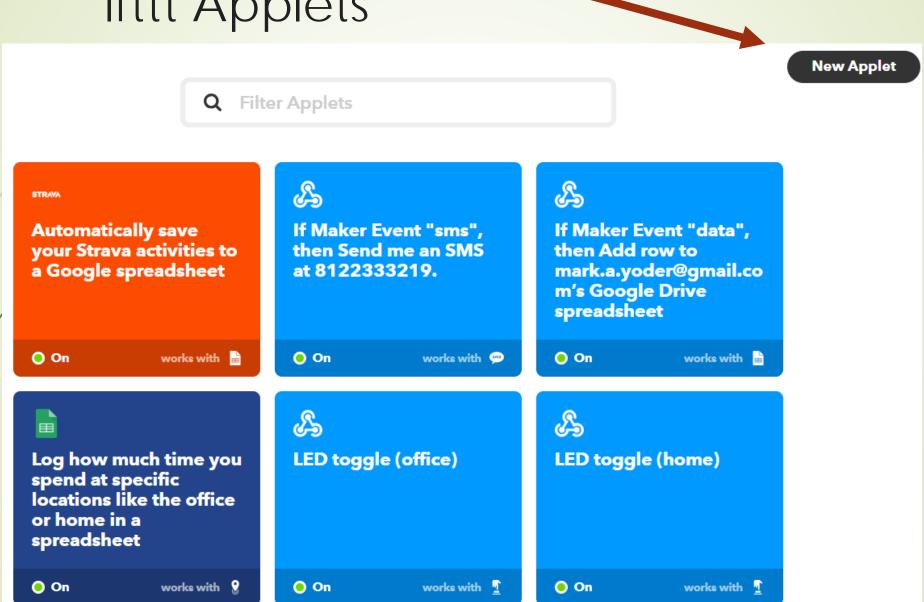
https://ifttt.com/

IFTTT is the free way to get all your apps and devices talking to each other. Not everything on the internet plays nice, so we're on a mission to build a

more connected world



# Ifttt Applets





# **New Applet**

# if this then that

Want to build your own service? Build on the platform ☐

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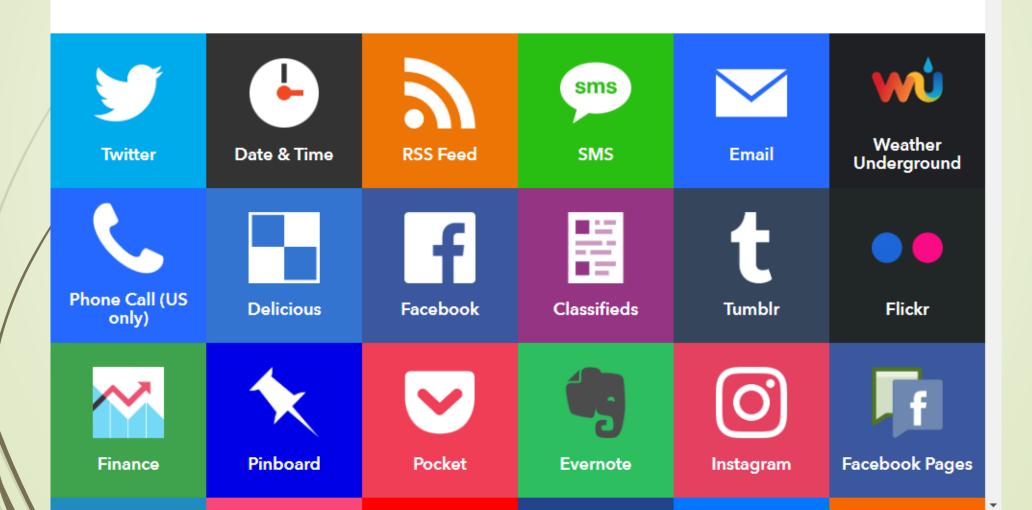
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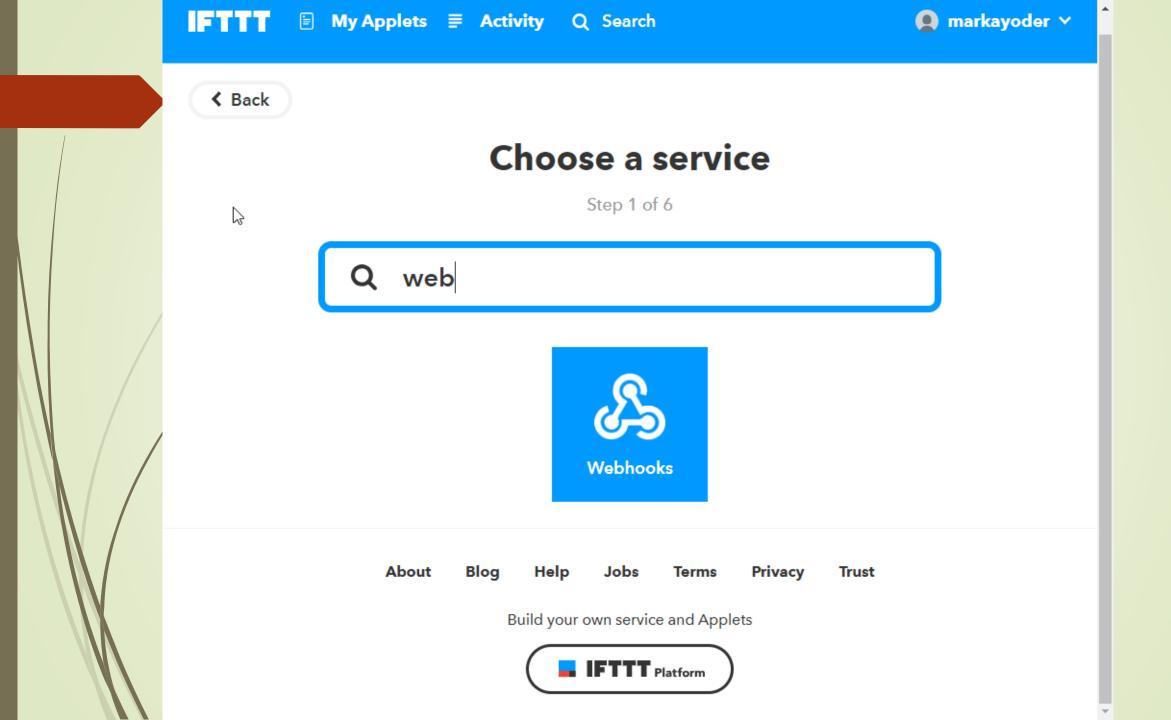


#### **Choose a service**

Step 1 of 6

Q Search services







Step 2 of 6

#### Receive a web request

This trigger fires every time the Maker service receives a web request to notify it of an event. For information on triggering events, go to your Maker service settings and then the listed URL (web) or tap your username (mobile)

Don't see what you're looking for?

Suggest a new trigger





#### **Complete trigger fields**

Step 2 of 6

#### Receive a web request

This trigger fires every time the Maker service receives a web request to notify it of an event. For information on triggering events, go to your Maker service settings and then the listed URL (web) or tap your username (mobile)

#### **Event Name**

sms

The name of the event, like "button\_pressed" or "front\_door\_opened"

Create trigger







2

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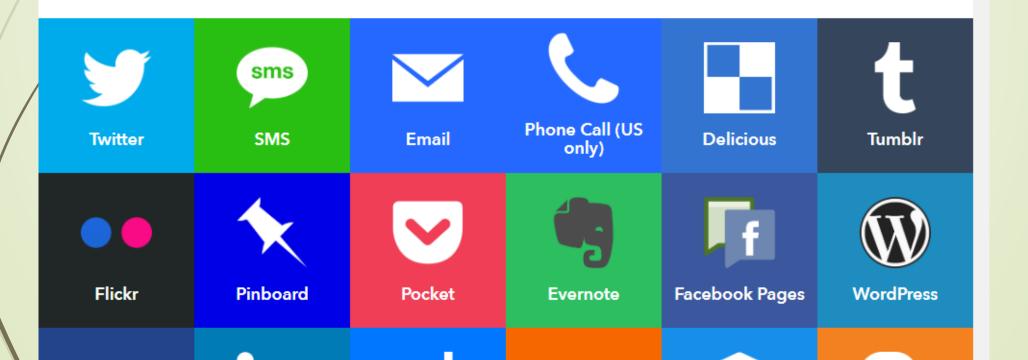




#### **Choose action service**

Step 3 of 6

Q Search services











Step 4 of 6

Send me an SMS

This Action will send an SMS to your mobile phone.









#### Complete action fields

Step 5 of 6

B

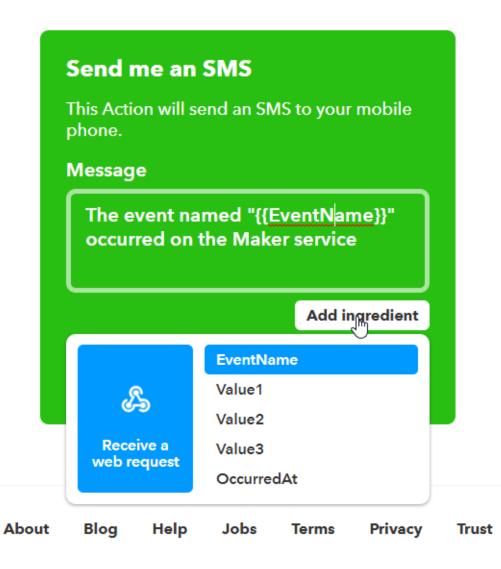
# Send me an SMS This Action will send an SMS to your mobile phone. Message The event named "{{EventName}}" occurred on the Maker service Add ingredient

**Create action** 



#### Complete action fields

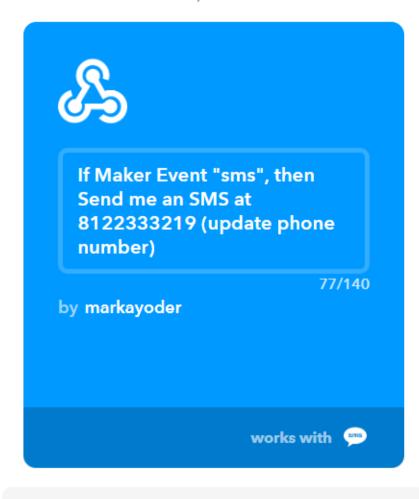
Step 5 of 6



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#### **Review and finish**

Step 6 of 6



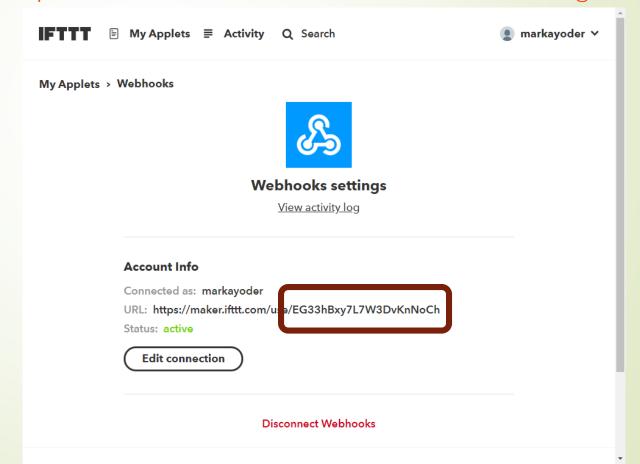
Receive notifications when this Applet runs

# Trigger the event

```
#!/usr/bin/env node
var request = require('request');
var qs = require('querystring');
var event = 'sms';
var key = 'bHddeE oLPxdP0ZKABzAe4';
var string = {value1: 'My', value2: 'Test', value3: 'BeagleBone'};
var url = 'https://maker.ifttt.com/trigger/' + event + '/with/key/' + key +
            '?' + qs.stringify(string);
console.log(url);
request(url, function (err, res, body) {
  if (!err && res.statusCode == 200) {
    console.log(body);
  } else {
    console.log("error=" + err + " response=" + JSON.stringify(res));
});
```

# Ifttt - key

■ To get the key, <a href="https://ifttt.com/services/maker\_webhooks/settings">https://ifttt.com/services/maker\_webhooks/settings</a>



#### Ifttt – run it

```
bone$ cd exercises/iot/ifttt

bone$ sudo npm install -g request

bone$ export NODE_PATH=$NODE_PATH:/usr/lib/node_modules

bone$ ./send.js

https://maker.ifttt.com/trigger/sms/with/key/bHddeE_oLPxdP0ZKAB
zAe4?value1=My&value2=Test&value3=BeagleBone

Congratulations! You've fired the sms event
```

The event named "sms" occurred on the Maker service. v1= My v2= Test 2 v3= BeagleBone at October 17, 2018 at 11:40AM

# Responding to events

- Need to setup a web server on the Bone
- This my not work on campus if the Bone can't be seen exernally

### exercises/iot/ifft/receive.js

```
#!/usr/bin/env node
// From Getting Started With node.js and socket.io
// http://codehenge.net/blog/2011/12/getting-started-with-node-js-
and-socket-io-v0-7-part-2/
var port = 9090, // Port to listen on
    http = require('http'),
          = require('url'),
    url
   util = require('util'),
          = require('querystring'),
    qs
    b
          = require('bonescript'),
    server,
   LED = 'P9 14';
b.pinMode(LED, b.OUTPUT);
```

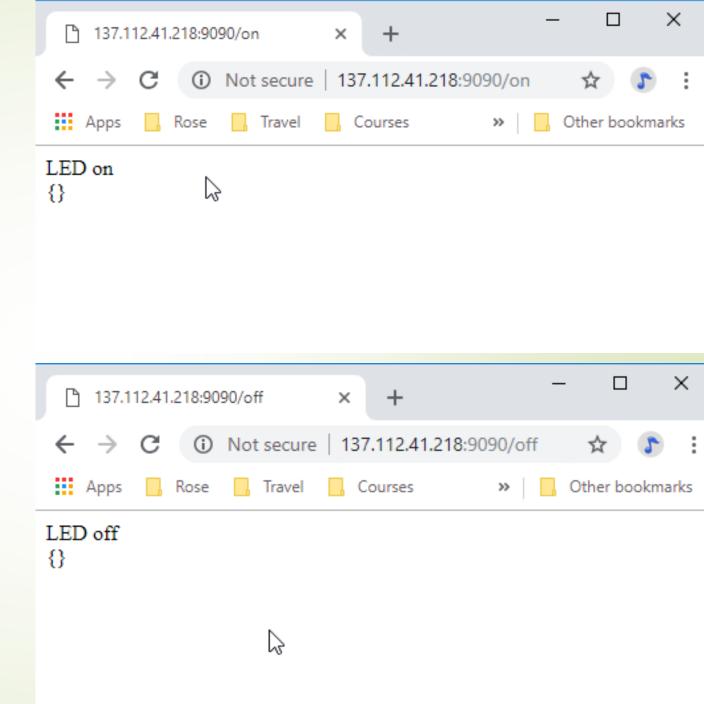
# exercises/iot/ifft/receive.js

```
server = http.createServer(function (req, res) {
   // server code
   var path = url.parse(req.url).pathname;
   console.log("path: " + path);
   res.write("<html>");
    if(path === '/on') {
       b.digitalWrite(LED, 1);
        res.write("LED on<br>");
    } else if (path === '/off') {
       b.digitalWrite(LED, 0);
       res.write("LED off<br>");
```

```
exercises/iot/ifft/receive.js
server = http.createServer(function (req, res) {
   var params =
util.inspect(qs.parse(url.parse(req.url).query));
   console.log(params);
   res.write(params);
   res.write("</html>");
   res.end();
});
server.listen(port);
console.log("Listening on " + port);
```

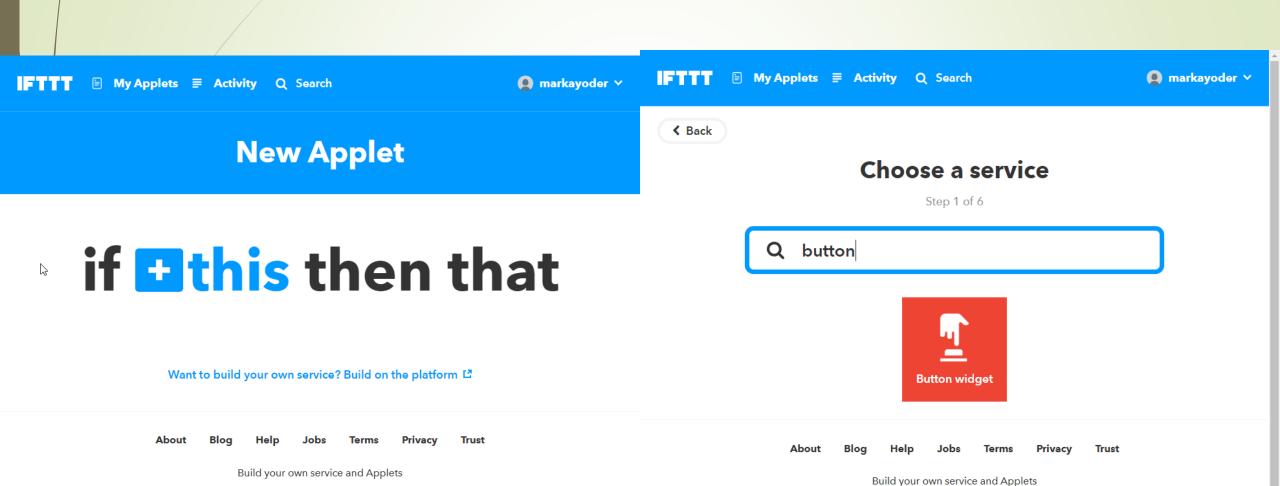
#### Ifttt – run it

```
bone$ ./receive.js
Listening on 9090
path: /on
path: /favicon.ico
path: /off
path: /favicon.ico
```

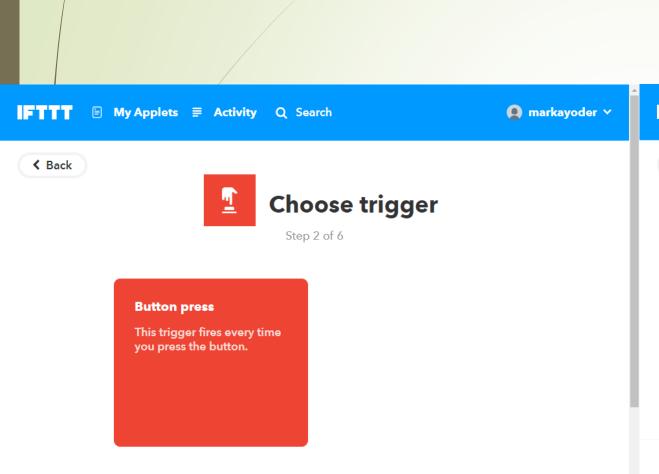


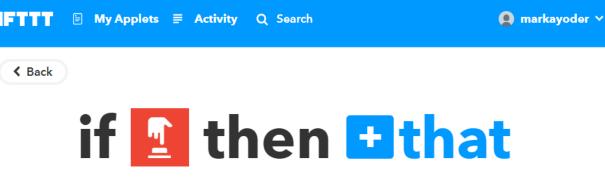
# Create a trigger

FTTT Platform



FTTT Platform

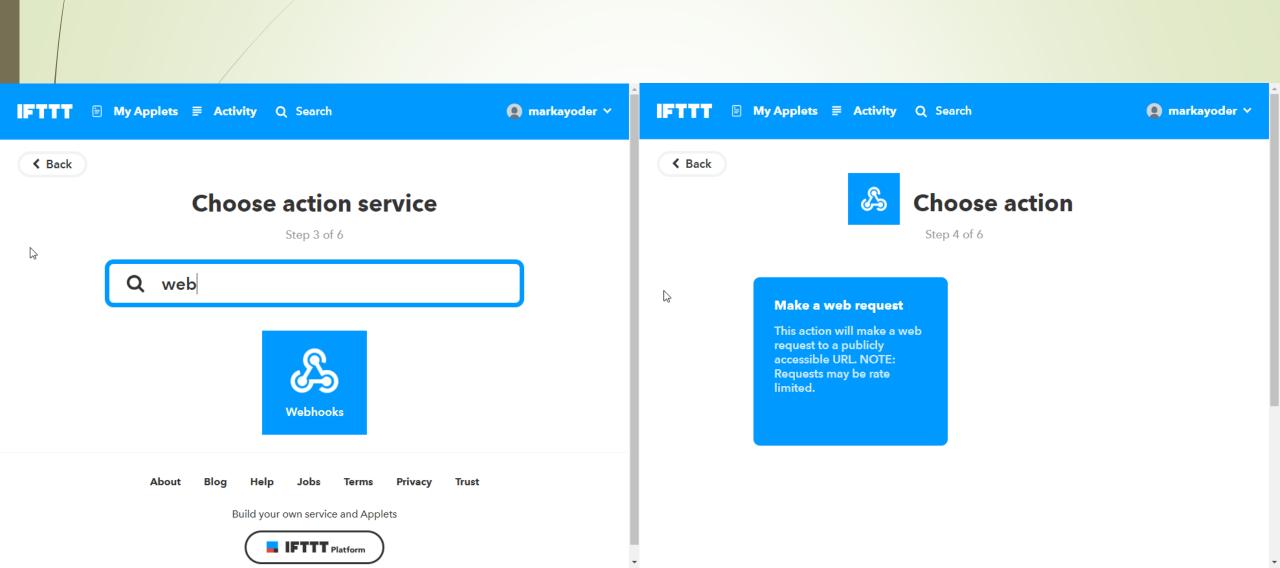


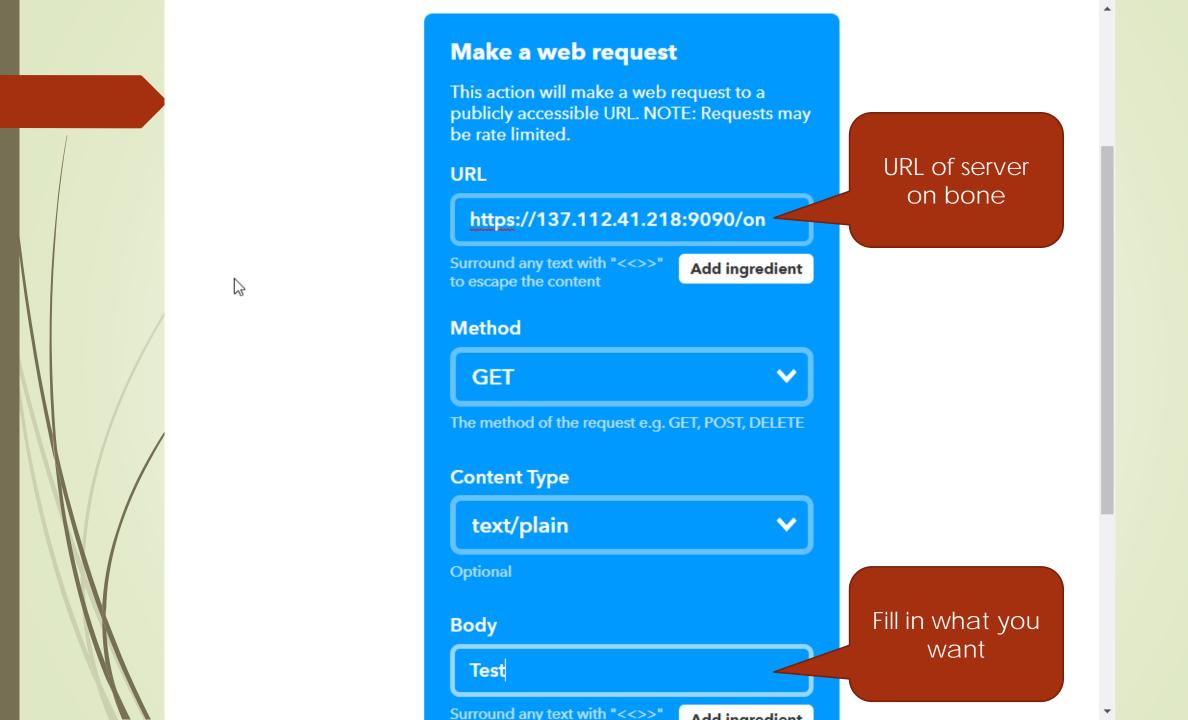


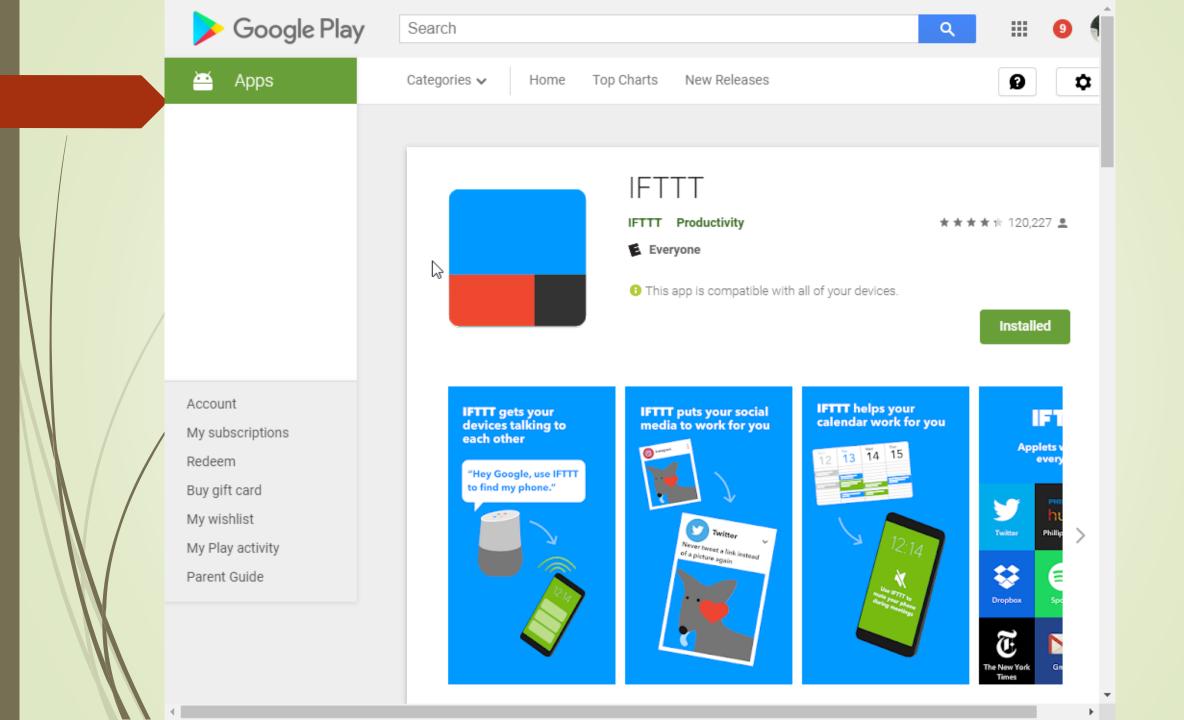
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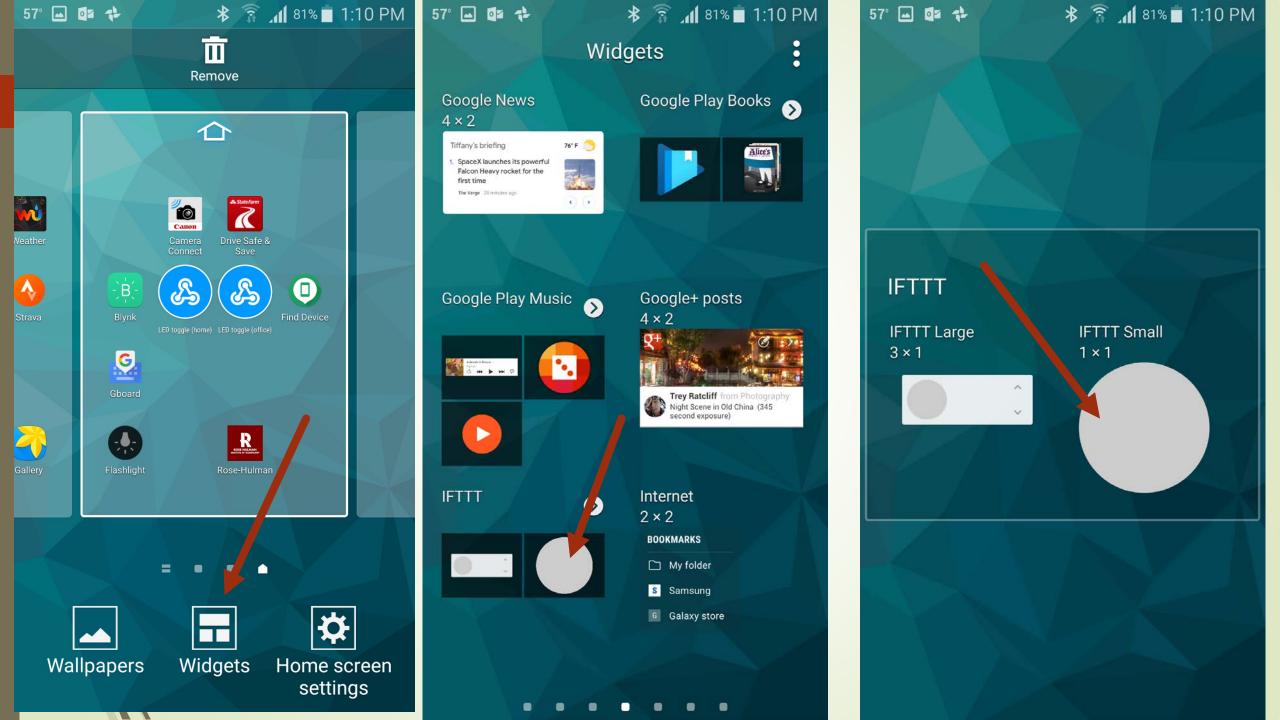
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# Conclusion

Ifttt is more work to get started than Blynk, but it has many, many options