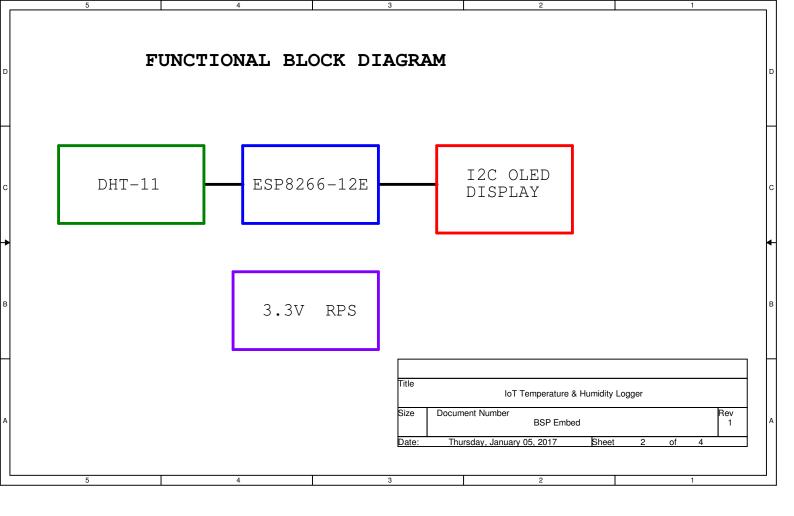
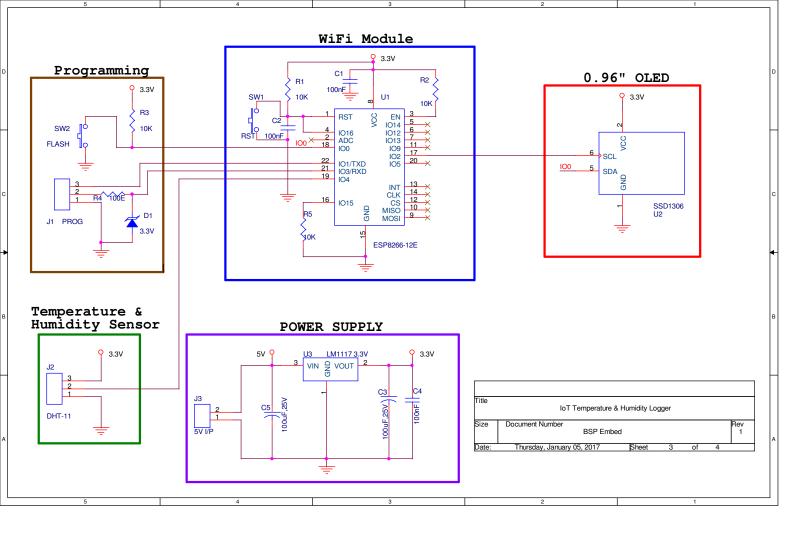
Introduction & Project Objective We hear a lot about IoT AKA Internet of things. What is This? The things i.e. devices which are connected to the internet. it's estimated by 2020 there will be 50 billion devices connected to the Internet. Let's design a simple application that will illustrate the concept about IoT, Where the climate (i.e. temperature & Humidity) in the living room are logged to the server or the Fancy Name called "cloud". Title IoT Temperature & Humidity Logger Document Number BSP Embed Custom Thursday, January 05, 2017





Initial Setup Procedure The first thing was getting an API key from ThingSpeak https://thingspeak.com/ Create an New Channel Enter the Name of the channel. Enter Field 1 as Temperature and $\,$ Field 2 as Humidity and Enable the Field. Remaining Fields are optional. Save Channel. Channel information will be displayed. Get write API key from API Keys Tab. Download & Install Libraries from GitHub https://github.com/adafruit/Adafruit_SSD1306 https://github.com/adafruit/Adafruit-GFX-Library IoT Temperature & Humidity Logger https://github.com/adafruit/Adafruit_Sensor BSP Embed https://github.com/adafruit/DHT-sensor-library Add all these Libraries to Arduino IDE.