**Developing an IoT Android Application for Controlling and Monitoring a Smart Home System**

A REPORT SUBMITTED TO MANCHESTER METROPOLITAN UNIVERSITY FOR THE DEGREE OF BACHELOR OF SCIENCE IN THE FACULTY OF SCIENCE AND ENGINEERING



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# Declaration

No part of this project has been submitted in support of an application for any other degree or qualification at this or any other institute of learning. Apart from those parts of the project containing citations to the work of others, this project is my own unaided work. This work has been carried out in accordance with the Manchester Metropolitan University research ethics procedures and has received ethical approval number 2020-26247-20539.

Signed:

# Acknowledgments

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# Abstract

The aim of this project is to design and develop an Android application capable of controlling and monitoring a smart home system.

This was done by creating an Android application capable of enabling a user to control and monitor smart home devices, a client which is connected to the devices and is capable of sending and receiving information between itself and the Android application, a database on which a user’s account information and currently active smart home devices are stored, and also an application programming interface to allow the Android application to communicate with the database. The project was successful as the application developed allowed a user to control and monitor several kinds of smart home devices effectively.

NEEDS REVIEW

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Figure 1: “The things home automation can do” (Source: Diy Doctor, 2020: online).

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# Abbreviations

IoT Internet of Things

MQTT Message Queuing Telemetry Transport

PC Personal Computer

API Application Programming Interface

SQL Structured Query Language

JS JavaScript

TCP/IP Internet Protocol Suite

USB Universal Serial Bus

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# 1 Introduction

## 1.1 Project Background

Smart home automation systems have become increasingly common in the last decade due to the arrival of the Internet of Things (Ali et al., 2020). The Internet of Things is an “interconnection of sensing and actuating devices providing the ability to share information across platforms through a unified framework, developing a common operating picture for enabling innovative applications. This is achieved by seamless ubiquitous sensing, data analytics and information representation with Cloud computing as the unifying framework.” (Gubbi et al., 2013:1647) for IoT to be able to connect such a large number of devices it needs to have a flexible and layered architecture, the most basic model of IoT consists of a 3 layer architecture which includes the Perception, Network and Application layers (Choudhary and Jain 2016).

There are many different applications of IoT including wearables, agriculture, smart grids, hospitality, connected health, smart cities and more, but this project will be focused on its smart home automation applications. A smart home system is normally made up of IoT devices such as cameras, sensors, actuators, and appliances that can be accessed remotely (Rizvi et al., 2018) as shown in Figure 1 below.

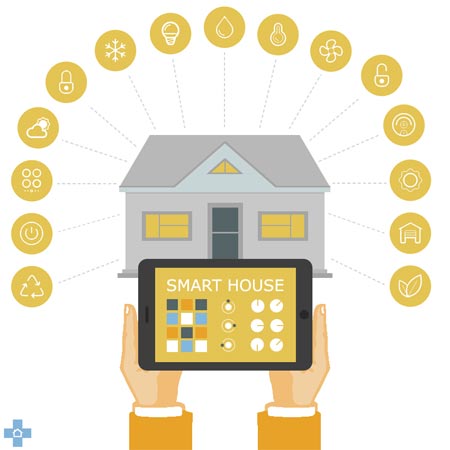


Figure 1: “The things home automation can do” (Source: Diy Doctor, 2020: online).

For IoT devices to be able to transmit data over a network they need to use a certain protocol, the main protocol that will be used in this project is MQTT which is very lightweight and usually runs over TCP/IP and uses a publish/subscribe concept to transfer information through a broker.

The smart home devices used in this project are all Phidget devices which are inexpensive electronical components and sensors which can be connected to a PC or Raspberry Pi via a USB connection. The project is made up of four main components: A React Native Android application, a JavaScript API, a MySQL relational database and a Java PC client. The Android application provides a user interface enabling a user to add their Phidget devices to the system and monitor/control the added Phidget devices. The Android application can communicate with a database via the API, the database used is a MySQL relational database running on the university’s ‘mudfoot’ server. This database can contain a user’s account information and connected Phidget devices, this means the system can support multiple users. The client runs on a computer that has all the Phidget devices connected to it, the Android application can communicate with this client through an MQTT broker, meaning that any Phidget devices connected can be controlled or monitored.

## 1.2 Aim

The aim of this project was to create an Android application that allows a user to control or monitor smart devices within their home, the system must be affordable, efficient, and easy to use.

## 1.3 Objectives

* Find existing related works and mobile applications for controlling and monitoring smart home systems
* Identify user requirements and features
* Research and choose an appropriate software design methodology
* Research appropriate languages and technologies that can be used for Android applications, APIs, clients, databases, and voice recognition
* Research UI design that can be used for Android applications
* Research and choose appropriate smart home devices
* Design and Wireframe Android application
* Design database system
* Design API used to communicate with database system
* Design PC client that will be connected to the smart home devices
* Implementation of the Android application, database system, API and PC client and voice recognition
* Thoroughly test and evaluate the system and provide the results
* Conclude project with summary of the created application, the results produced and provide suggestions for further related works

## 1.4 Report Structure

* Chapter 1 – Introduction
* Chapter 2 – Literature Review
* Chapter 3 – Design
* Chapter 4 – Implementation
* Chapter 5 – Evaluation
* Chapter 6 – Conclusion

UPDATE AT END

# **2 Literature Review**

## 2.1 Smart Home Hubs and Devices Currently on The Market

A smart home system typically comprises of multiple IoT devices normally connected to a central hub, however there are also standalone devices that do not requires a hub. This section of the literature review will cover existing smart home systems, hubs and devices that are currently on the market.

### 2.1.1 Google Nest Hub Max

The Google Nest Hub Max is a 10-inch smart display which supports Wi-Fi, Bluetooth, and Thread connections. From the display you can watch videos, play music, make video calls, and control any Google Home compatible devices. The Nest Hub Max retails at around £219 (Google 2021)



Figure 2: “Google Nest Hub Max” (Source: Google Store, 2021: online).

### 2.1.2 Amazon Echo (4th Gen)

The Amazon Echo is a smart speaker that acts as a smart home hub it supports Bluetooth, Wi-Fi and Zigbee connections. The Amazon Echo uses Amazon Alexa as a voice assistant which allows the user to control smart devices through voice commands and configure complex routines and schedules. It also uses Zigbee radio which means it can connect to many different low power smart home devices such as sensors and lightbulbs. The Amazon Echo retails at around £89.99 (Amazon 2021)



Figure 3: “Amazon Echo (4th Generation)” (Source: Amazon, 2021: online).

### 2.1.4 Samsung SmartThings Hub v3

Samsung SmartThings Hub v3 is a smart home hub, it supports Samsung’s own smart home devices but also many others on the market allowing you to control, monitor and schedule these devices via an IOS or Android mobile application. The Samsung SmartThings Hub v3 retails at around £90.98 (Amazon 2021)



Figure 4: “Samsung SmartThings Hub V3” (Source: Tom’s Guide, 2021: online).

### 2.1.5 August Wi-Fi Smart Lock

The August Smart Lock is a battery powered lock that is controlled over a Wi-Fi connection, you are able to control the lock using the August mobile application and it also supports a very wide range of other hubs, platforms and devices including some of the previously mentioned smart home systems. The August Wi-Fi Smart Lock retails for around $249.99 (August 2021)



Figure 5: “August Wi-Fi Smart Lock” (Source: The Verge, 2021: online).

### 2.1.6 Phillips Hue

Phillips Hue is a range of smart lightbulbs and devices that support an extremely wide range of other platforms, smart hubs, and smart home systems. The reason Phillips Hue can support so many devices is because they have an open and accessible API allowing almost anyone to develop software for use with the Hue technology. There is also a Phillips Hue mobile application that allows for control of all the Phillips Hue devices over a Wi-Fi connection. The Phillips Hue Starter kit E27 retails for around £119.99 (Phillips 2021)



Figure 6: “Phillips Hue Starter Kit” (Source: Amazon, 2021: online).

## 2.2 Android Applications

## 2.3 Usability and UI Design

## 2.4 Database Design

## 2.5 APIs

## 2.6 Software Development Methodologies

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# Appendices