ARTHUR :

Good morning everyone, thank you for being here. Today, concerning the question “ how has programming changed our lives”, we will tell you about a major technology which appeared thanks to programming, the internet of things.

We will tell you about it following 4 parts. First of all, we’ll give you a definition of what it is and a small timeline, then we’ll tell you what it today, what it could be in the future and we’ll eventually conclude.

Let’s begin with a small definition : The **Internet of things** (**IoT**) is the extension of Internet connectivity into physical devices and everyday objects. Embedded with electronics, Internet connectivity, and other forms of hardware (such as sensors), these devices can communicate and interact with others over the Internet, and they can be remotely monitored and controlled.

Therefore, The internet of things needs objects that can be transformed into connected devices. That’s what the following timeline describes. As you can see, it describes the evolution of the amount of possible connected objects in time, and it looks like an exponential curve. We can see computers of course, but also common objects like door handles, ovens and even electrical outlets ! And with those numbers increasing, we can understand that the need for easier control became quite important as time passed, which is why programming came in handy.