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ThingSpeak (https://thingspeak.com/channels/1727264)

#### TINYOS

#### -Challenge3C.nc

Similarly to the laboratory activity, Leds, Timer<TMilli> and Boot interfaces were used. As asked for the challenge, every minute a Timer called to decide the LED to toggle. In order to keep track of the states of the LEDs, the bool values (*state0*, *state1*, *state2*) were used (0/1 – off/on respectively). To define the toggled LED, two variables were used: *quotient* – initialized as ID, which is rewritten at every step with a floored result of the division by 3; *remainder* - initialized as 0, which is rewritten at every step with a remainder of the division by 3. Depending on the remainder, *switch-case* is activated to toggle the corresponding LED and change the state. At every step, the values of the states are outputted in Cooja in a concatenated format (ex.: "101" – led0 is on, led1 is off, led2 is on). The mote on Cooja was modeled the same way as it was discussed during the class (Sky mote + view LEDs). When the *quotient*== 0, it means that the iterations must stop, thus for this case *Timer0.stop()* is called to stop the timer.

## -Challenge3AppC.nc

In this file all the components are wired, and since there might be problematic for the node-red to use PrintfC, SerialPrintfC and SerialStartC were used.

### -Makefiele

Same as the one for the printing example, with only line COMPONENT = Challenge3AppC.nc different.

The compilation was done using the *make telosb* command.

### • NODE-RED

Firstly, a *TCP-node* was used using the port from Cooja (serial socket (server): 60001), configured to output stream of strings delimited by '\n'. Then the message is passed into the *function-node* in order to create a payload and the topic needed for the *mqtt-node* with the value and the channel ID. Since the TCP node outputs a string of three characters, we can easily separate them by using  $var\ fieldi = msg.payload[i]$  for every i corresponding to the fields. MQTT-node was configured using the methods discussed during the second challenge using the credentials from the Thingspeak which was made public for the results evaluation.

