## Description of Device to switch on PC remotely

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**Understanding the Requirements:** The objective is to develop a remotely-controlled arguing based on-off switch device that connects to the school's eduroam WiFi network and retrieves information from an Open Google Doc to determine the device's switching state.

- Hardware Selection: The ESP32 microcontroller, equipped with an integrated WiFi module, is chosen for its suitability to the project requirements.
- Development Environment Setup: Install the Arduino IDE or a compatible development environment and configure it to support the ESP32 microcontroller.
- 3. ESP32 Programming: Develop the firmware or program for the ESP32 microcontroller using the Arduino programming language.
  - a. Encompass WiFi connectivity: Set up the WiFi credentials on the microcontroller so that it can connect to the internet, configure the ESP32 to establish a connection with the school's eduroam WiFi network. Retrieve the required WiFi network credentials, including the SSID (network name) and security parameters, from the school's IT department.
  - b. Communication with the Google Doc: Employ the Google Docs API to access and retrieve data from the designated Google Doc. Obtain the requisite API credentials and authentication tokens for accessing the document.
  - c. The logic for switching the device based on retrieved information.
- Testing and Debugging: Thoroughly test the device to ensure proper functionality. Identify and rectify any bugs, errors, or unexpected behavior. Make iterative adjustments to the program as necessary.

- 5. for the further optimization and Function Expansion:
  Once the device is functioning as intended, consider the following areas for optimization and function expansion:
  - a. Power Efficiency: Optimize power consumption by implementing sleep modes or power management techniques to prolong battery life or reduce energy usage, if applicable.
  - b. User Interface: Enhance the device's usability by incorporating a user interface, such as an LCD display or LEDs, to provide real-time information or status updates.

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Pseudo code in the C programming language:
// WiFi Connectivity
void configure wifi() {
  // Configure ESP32 WiFi module with eduroam
credentials and settings
void connect wifi() {
  // Connect ESP32 to eduroam WiFi network
// Google Doc Integration
void retrieve data from google doc() {
  // Retrieve data from the specified Google Doc using the
Google Docs API
// Decision Making Logic
void switch on() {
  // Function to switch on the device
void switch off() {
  // Function to switch off the device
void update device state(char* data) {
  // Update device state based on the retrieved data from
Google Doc
  if (strcmp(data, "on") == 0) {
```

```
switch_on();
} else if (strcmp(data, "off") == 0) {
    switch_off();
}

// Main Program
int main() {
    configure_wifi();
    connect_wifi();

while (1) {
    char* data = retrieve_data_from_google_doc();
    update_device_state(data);
}

return 0;
}
```

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