

IoT?



loT merupakan singkatan dari "Internet of Things". IoT merujuk pada konsep di mana berbagai jenis perangkat fisik, seperti sensor, perangkat elektronik, kendaraan, peralatan rumah tangga, dan lain sebagainya, dapat saling terhubung melalui jaringan internet dan berkomunikasi satu sama lain. Tujuan utama dari IoT adalah menghubungkan dunia fisik dengan dunia digital, sehingga objek-objek tersebut dapat mengumpulkan, mengirimkan, dan menerima data serta berinteraksi secara otomatis.

The physical world meets the digital world



Sejarah IoT

1982	Researcher dari Carnegie Mellon University menghubungkan vending machine dengan internet	
1990	John Romkey mendemokan toaster yang dikontrol via internet	
1999	Terminologi "Internet of Things" pertama kali digunakan oleh Kevin Aston di MIT	
2008	Konferensi IoT pertama diselenggarakan di Swiss	
> 2017	Integrasi IoT dengan Sistem Cerdas (AI, BigData)	



Penerapan [IoT]

- Smart Home/City
- Smart Farming
- Manufacturing
- Power Grid
- Logistics / Supply Chain







Telekomunikasi





Smart City



Lingkungan Hidup

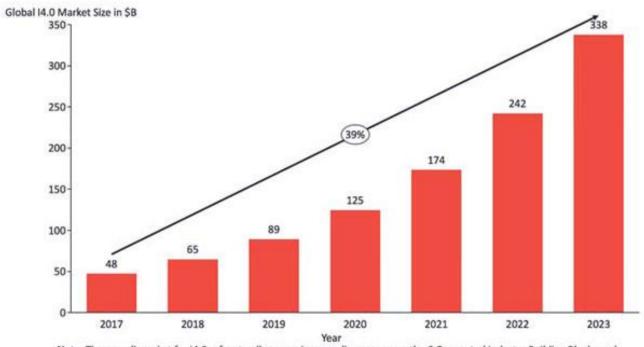








Market Potential



Note: The overall market for I4.0 refers to all companies spending money on the 6 Connected Industry Building Blocks and 6 I4.0 Supporting Technologies, which are further defined later in this report.

Source: https://www.iot-now.com/

Keseluruhan pasar diperkirakan akan mencapai US\$338 miliar pada tahun 2023

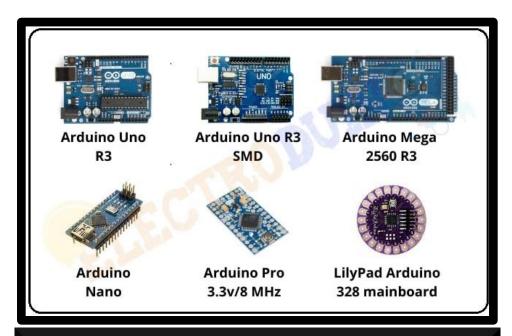
Komponen Dasar [IoT]

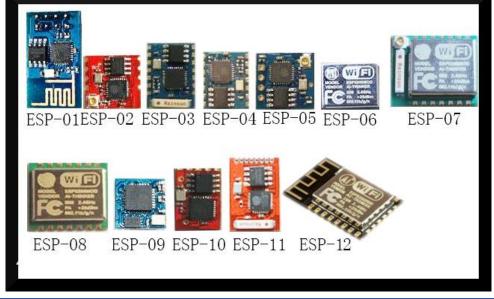




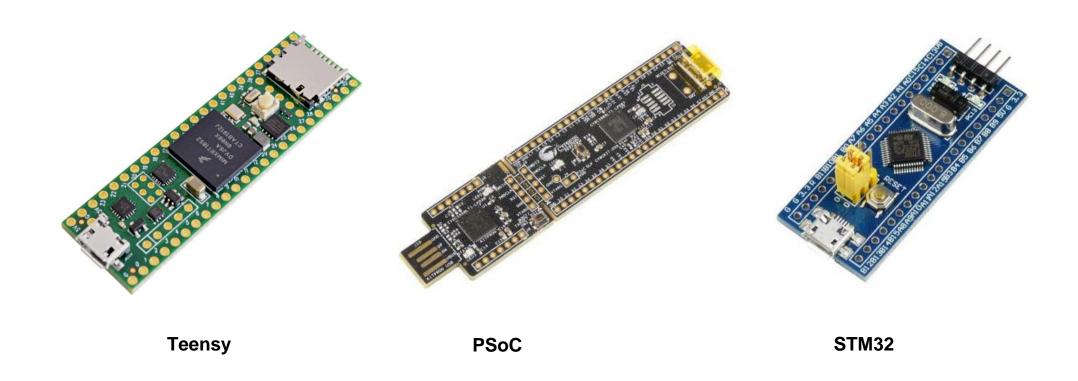
Microcontrollers



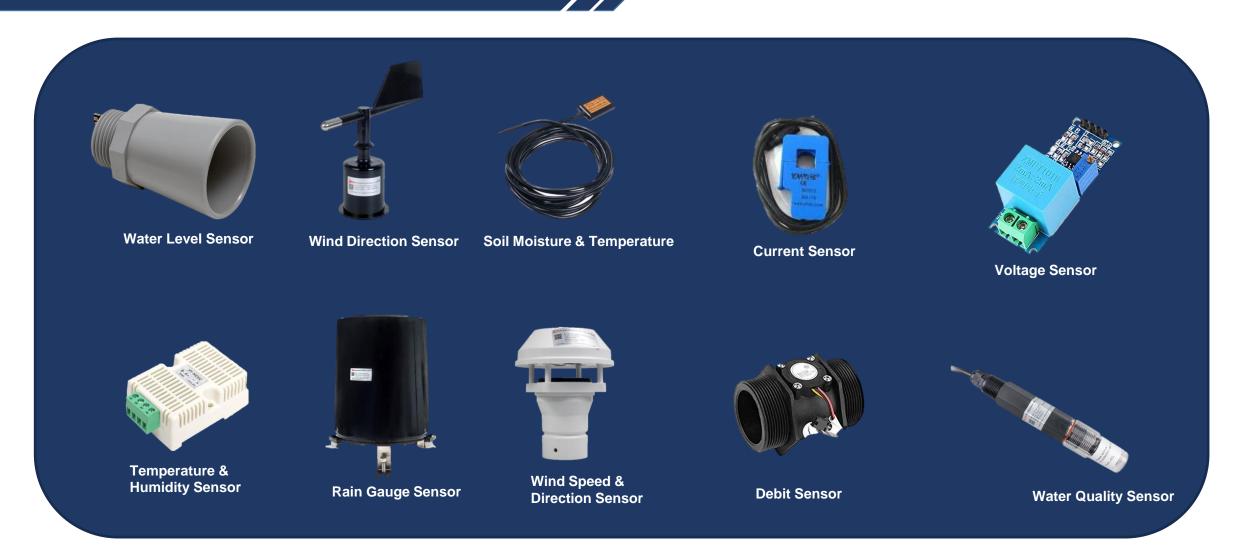




Development Boards



Sensors



Actuators



Communication Module

Short Range	Long Range		
E.g. Bluetooth, ZigBee, NFC, WiFi, RFID,	Non cellular LPWAN	Cellular LPWAN	
	LoRaWAN, SigFox , Ingenue, Nwave, Weightless	Cat-1, Cat-0, Cat-M1, Cat-M2, GSM, NB-IoT	













Power Source

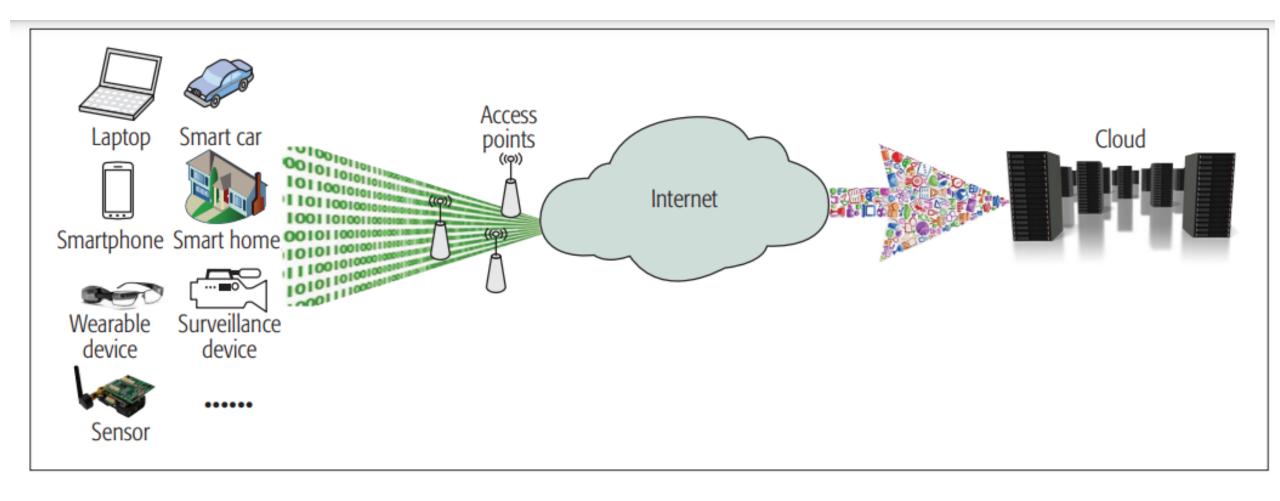


Content

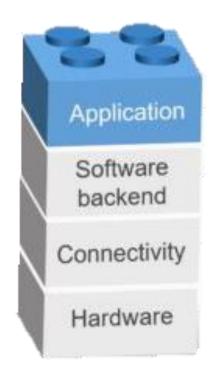


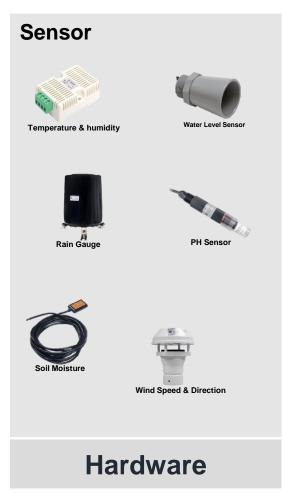
Traditional IoT Architecture



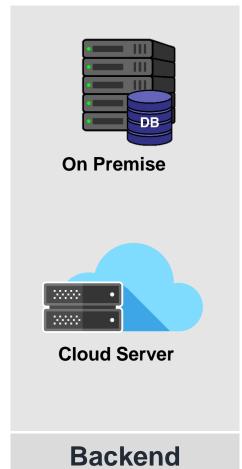


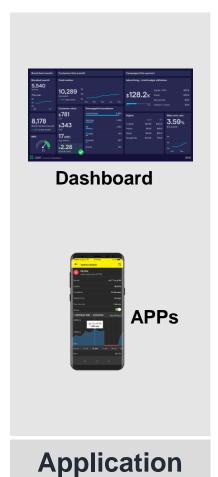
IoT Tech Stack











Hardware programming Language//









Challenges in IoT devices development

Challenges in IoT devices development



Arduino IDE





Arduino IDE 2.0.4

The new major release of the Arduino IDE is faster and even more powerful! In addition to a more modern editor and a more responsive interface it features autocompletion, code navigation, and even a live debugger.

For more details, please refer to the **Arduino IDE 2.0** documentation.

Nightly builds with the latest bugfixes are available through the section below.

SOURCE CODE

The Arduino IDE 2.0 is open source and its source code is hosted on **GitHub**.

DOWNLOAD OPTIONS

Windows Win 10 and newer, 64 bits

Windows MSI installer
Windows ZIP file

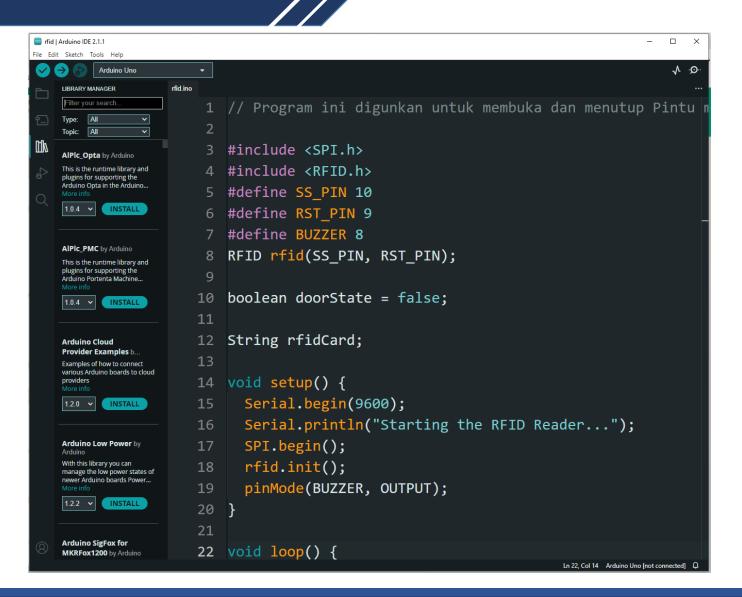
Linux Applmage 64 bits (X86-64) **Linux** ZIP file 64 bits (X86-64)

macOS Intel, 10.14: "Mojave" or newer, 64 bits
macOS Apple Silicon, 11: "Big Sur" or newer, 64 bits

Release Notes

Arduino IDE Software

Arduino IDE



ESP32 Development Board //



ESP32

MCU	Xtensa Dual-Core 32-bit LX6 with 600 DMIPS	
802.11 b/g/n Wi-Fi	HT40	
Bluetooth	Bluetooth 4.2 and BLE	
Typical Frequency	160 MHz	
SRAM	Yes	
Flash	Yes	
GPIO	36	
Hardware /Software PWM	None / 16 channels	
SPI/I2C/I2S/UART	4/2/2/2	
ADC	12-bit	
CAN	Yes	
Ethernet MAC Interface	Yes	
Touch Sensor	Yes	
Temperature Sensor	Yes	
Hall effect sensor	Yes	
Working Temperature	-40°C to 125°C	

Simulator



Wokwi Simulator

THANK YOU