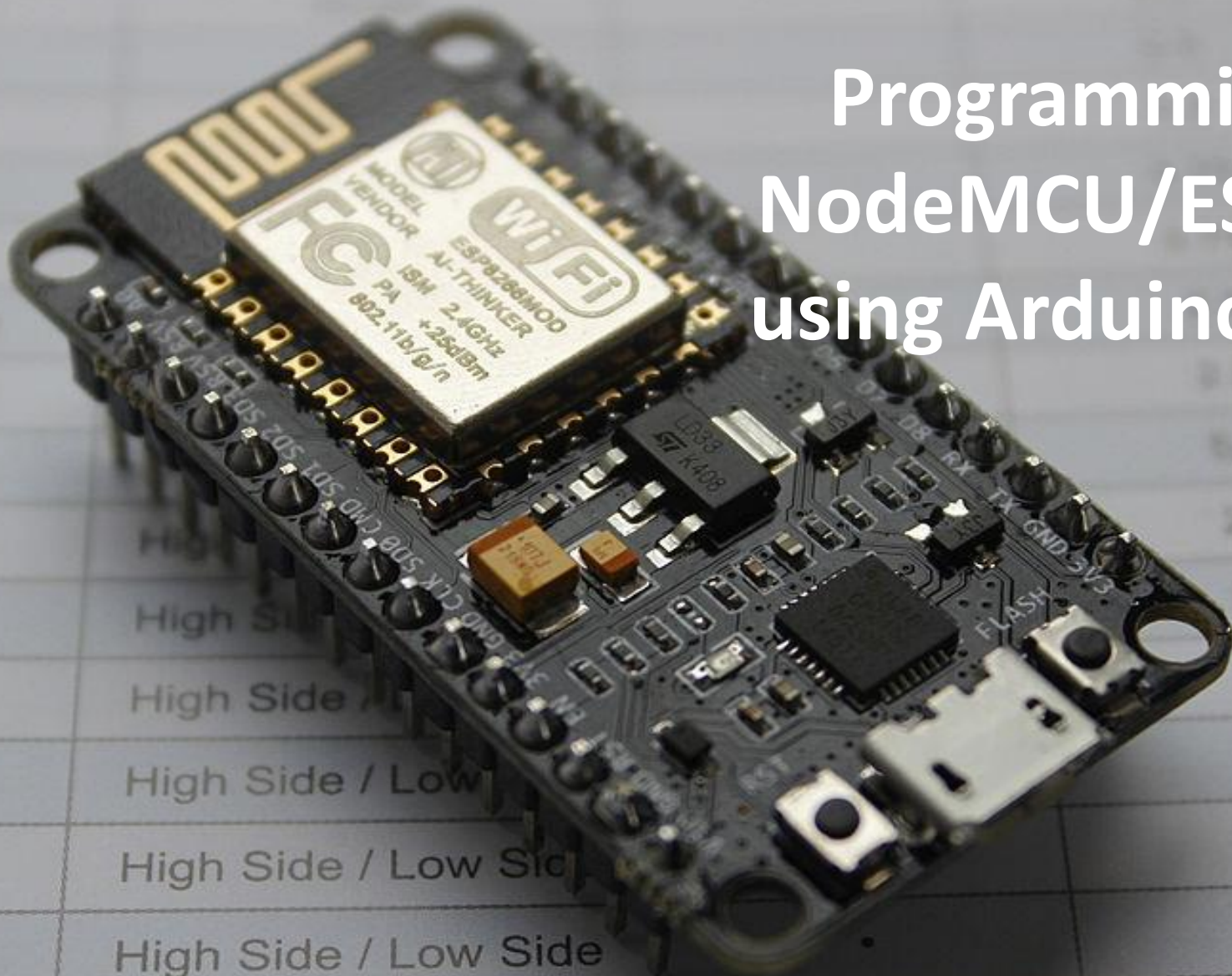


Programming NodeMCU/ESP32 using Arduino IDE



ESP32

- Open the Arduino IDE.
- Go to **Files** and click on the **Preference** in the Arduino IDE.
- Copy the URL below in the **Additional boards Manager**.

https://raw.githubusercontent.com/espressif/arduino-esp32/gh-pages/package_esp32_index.json

- Click **OK** to close the preference Tab.

Preferences ✕

Settings **Network**

Sketchbook location:
 Browse

Editor language: System Default ⌵ (requires restart of Arduino)

Editor font size:

Interface scale: ☒ Automatic 100 ⬆ ⬇ ⬆ % (requires restart of Arduino)

Theme: Default theme ⌵ (requires restart of Arduino)

Show verbose output during: ☒ compilation ☒ upload

Compiler warnings: None ⌵

☒ Display line numbers ☐ Enable Code Folding

☒ Verify code after upload ☐ Use external editor

☐ Check for updates on startup ☒ Save when verifying or uploading

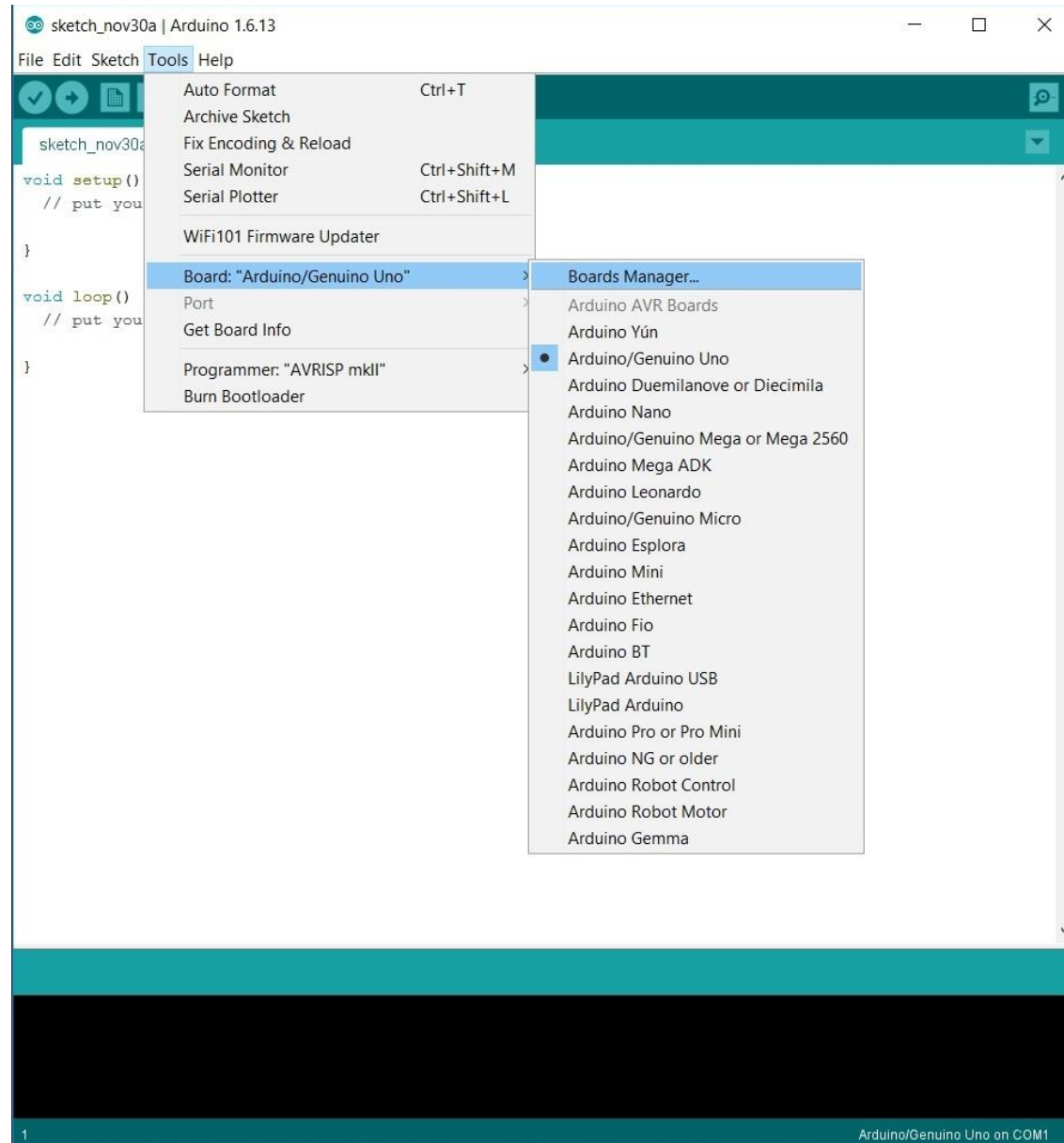
☐ Use accessibility features

Additional Boards Manager URLs:

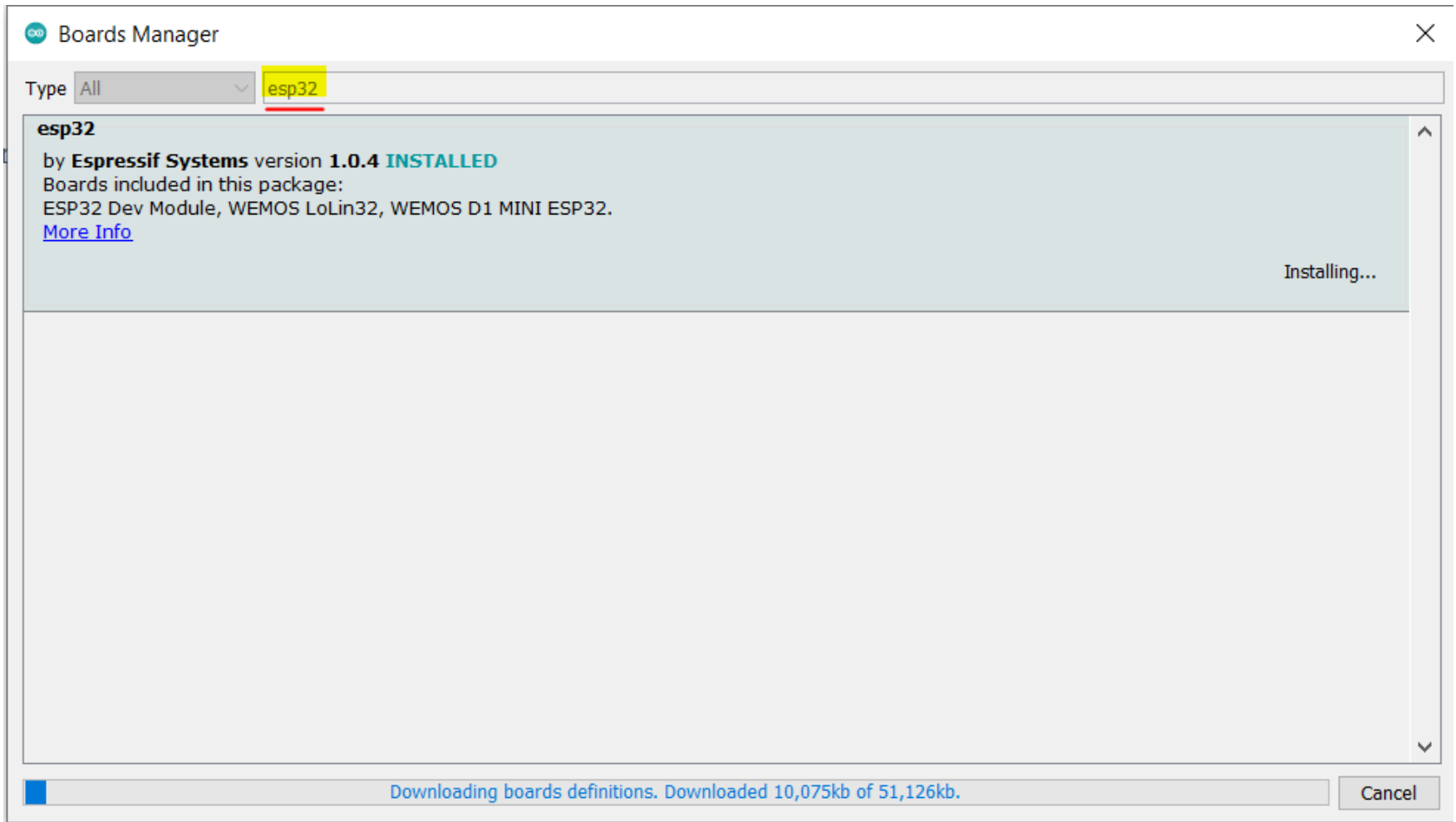
More preferences can be edited directly in the file
C:\Users\z665059\AppData\Local\Arduino15\preferences.txt
(edit only when Arduino is not running)

OK Cancel

- Go to **Tools** and **Board**, and then select **Board Manager**.

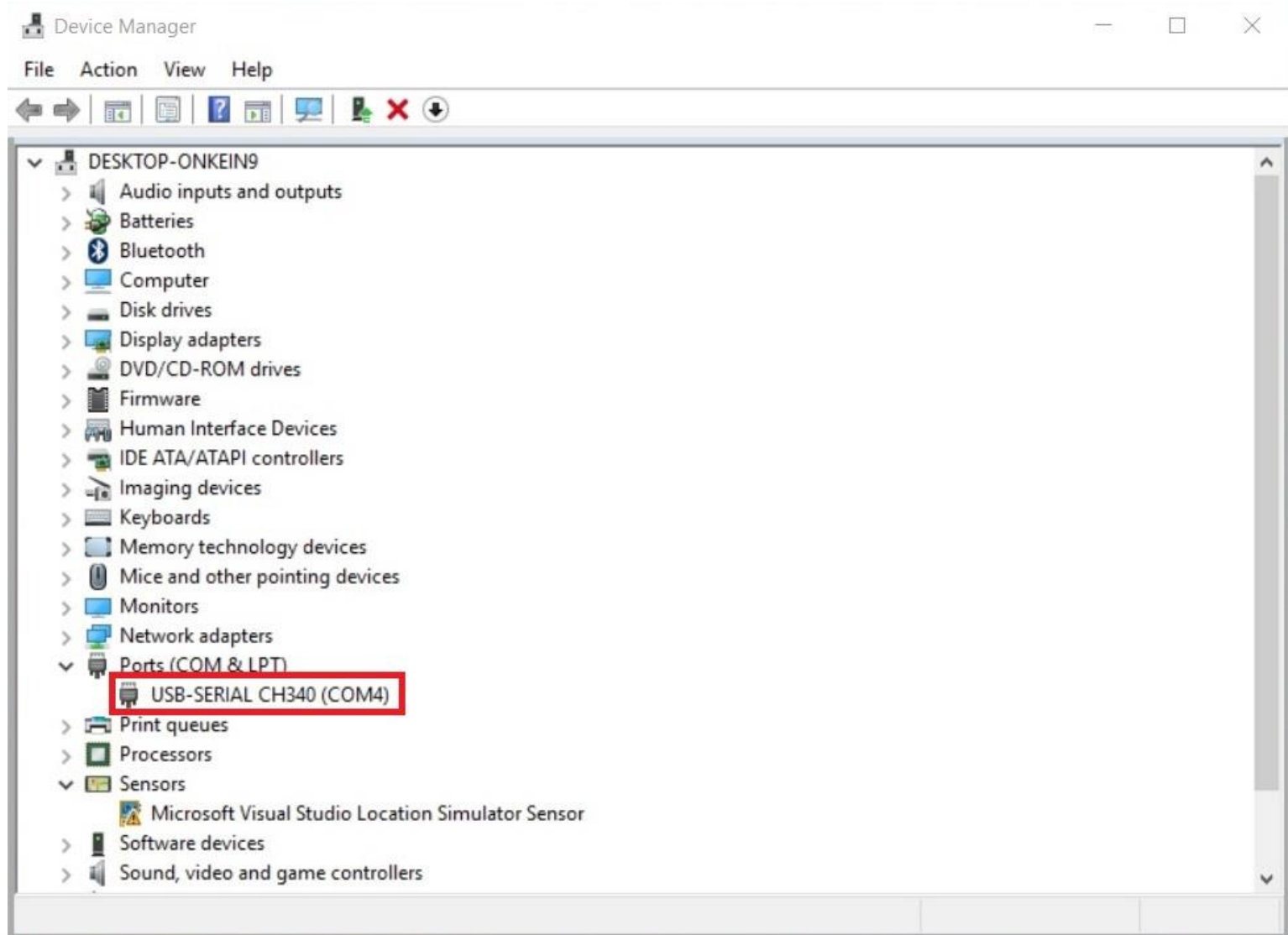


- Navigate to **esp32 by Espressif Systems** and install the software for Arduino.



- Once all the above process has been completed we are ready to program our **ESP32** with Arduino IDE.

- Connect ESP32 to PC with USB to microUSB cable .
- Windows should automatically download necessary drivers for it.



The screenshot shows the Arduino IDE interface with the following components:

- Tools Menu:**
 - Auto Format (Ctrl+T)
 - Archive Sketch
 - Fix Encoding & Reload
 - Manage Libraries... (Ctrl+Shift+I)
 - Serial Monitor (Ctrl+Shift+M)
 - Serial Plotter (Ctrl+Shift+L)
 - WiFi101 / WiFiNINA Firmware Updater
 - Board: "ESP32 Dev Module"** (highlighted)
 - Upload Speed: "921600"** (highlighted)
 - CPU Frequency: "240MHz (WiFi/BT)"
 - Flash Frequency: "80MHz"
 - Flash Mode: "QIO"
 - Flash Size: "4MB (32Mb)"
 - Partition Scheme: "RainMaker"
 - Core Debug Level: "Info"
 - PSRAM: "Disabled"
 - Arduino Runs On: "Core 1"
 - Events Run On: "Core 1"
 - Port
 - Get Board Info
 - Programmer
 - Burn Bootloader
- Boards Manager:**
 - Boards Manager...
 - Arduino AVR Boards
 - ESP32 Arduino** (highlighted)
 - ESP32S3 Dev Module
 - ESP32C3 Dev Module
 - ESP32S2 Dev Module
 - ESP32 Dev Module** (highlighted)
 - ESP32-WROOM-DA Module
 - ESP32 Wrover Module
 - ESP32 PICO-D4
 - ESP32-S3-Box
 - ESP32-S3-USB-OTG
 - ESP32S3 CAM LCD
 - ESP32S2 Native USB
 - ESP32 Wrover Kit (all versions)
 - UM TinyPICO
 - UM FeatherS2
 - UM FeatherS2 Neo
- Code Editor:**

```

1 //This
2 //Vid
3 //Ardu
4 //Doc
5
6 #incl
7 #incl
8 #incl
9
10 #defi
11 #defi
12 //Def
13 #defi
14 #defi
15 #defi
16 #defi

```

The code editor also displays the following text:

```

RainMaker with a custom device
/watch?v=eYVtHuLk008
ESP32 (ESP Rainmaker)
com/esp8266/arduino-esp32/tree/main

```


01-Serial

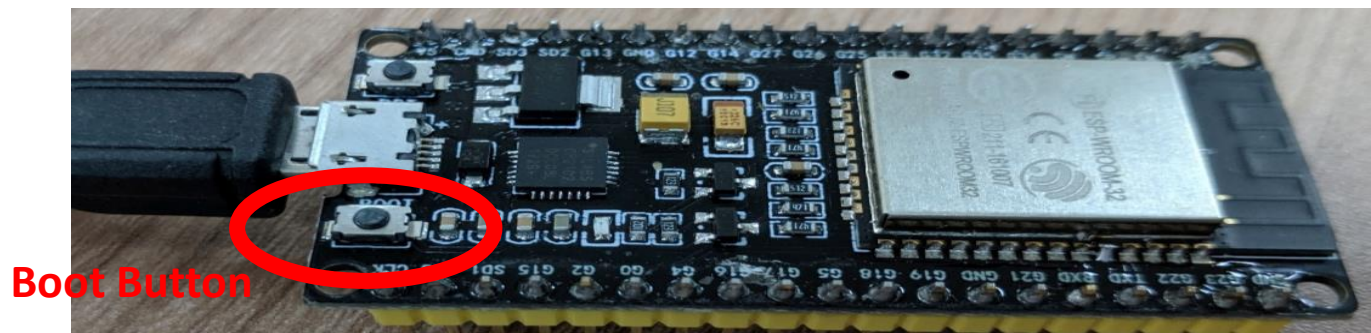
1. Verify Portable Arduino SDK installed correctly by Blinking OnBoard Led

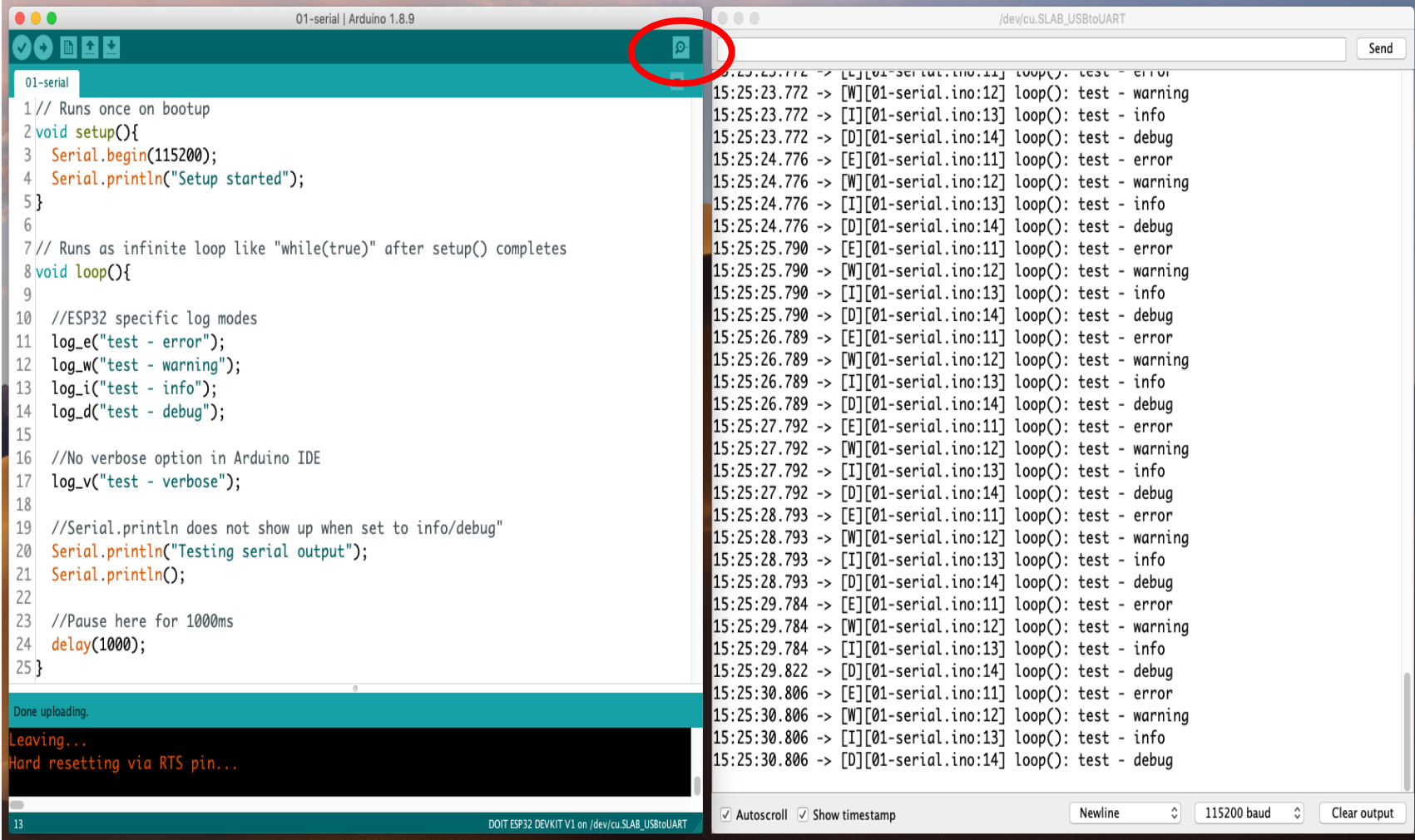
2. How to flash an ESP32 program?

By Pressing BOOT Button when

connecting.....

3. Using the serial console and ESP32 log facility





- **Magnifying glass opens serial console**
- Show Timestamps
- Newline
- **115200 baud**

02-Blinky

1. Do NOT Connect an LED, use OnBoard LED at pin no 2
2. Blink from the LED
3. `#define PIN_LED 2`

Blinky Video
kept in 02-
Blinky Folder



Basics of Wi-Fi

- Devices that connect to Wi-Fi network are called stations.
- Connection to Wi-Fi is provided by an access point, that acts as a hub for one or more stations.
- Each access point is recognized by a SSID (**S**ervice **S**et **I**Dentifier).
- Clients can access services provided by servers in order to send, receive and process data.
- Server provide functionality to other programs or devices, called clients.
- We need to use ESP8266WiFi library to make Wi-Fi applications on NodeMCU.

WiFi library for ESP8266

- `WiFi.begin(ssid, password, channel, bssid, connect)`

Meaning of parameters is as follows:

ssid - a character string containing the SSID of Access Point we would like to connect to, may have up to 32 characters

password to the access point, a character string that should be minimum 8 characters long and not longer than 64 characters

channel of AP, if we like to operate using specific channel (optional)

bssid - mac address of AP (optional)

connect - a boolean parameter that if set to false, will instruct module just to save the other parameters without actually establishing connection to the access point

- `WiFi.localIP()`

Station Mode

- `WiFi.status()`

Function returns one of the following connection statuses:

`WL_CONNECTED` after successful connection is established

`WL_NO_SSID_AVAIL` in case configured SSID cannot be reached

`WL_CONNECT_FAILED` if password is incorrect

`WL_IDLE_STATUS` when Wi-Fi is in process of changing between statuses

`WL_DISCONNECTED` if module is not configured in station mode

- `WiFi.isConnected()`

Soft Access Point Mode

- `WiFi.softAP(ssid, password, channel, hidden)`
- The first parameter of this function is required, remaining three are optional.
- Meaning of parameters

channel - optional parameter to set Wi-Fi channel, from 1 -13. Default channel is 1.

hidden - optional parameter, if set to true will hide SSID

- Function will return true or false depending on result of setting the soft-AP
- `WiFi.softAPgetStationNum()`
- The maximum number of stations that may be connected to ESP8266 soft-AP is five.

Scanning

- `WiFi.scanNetworks()`
- `WiFi.scanNetworks(async, show_hidden)`
- Both function parameters are of boolean type.

async - if set to true then scanning will start in background and function will exit without waiting for result. To check for result use separate function.

show_hidden - set it to true to include in scan result networks with hidden SSID.

- `WiFi.scanComplete()`

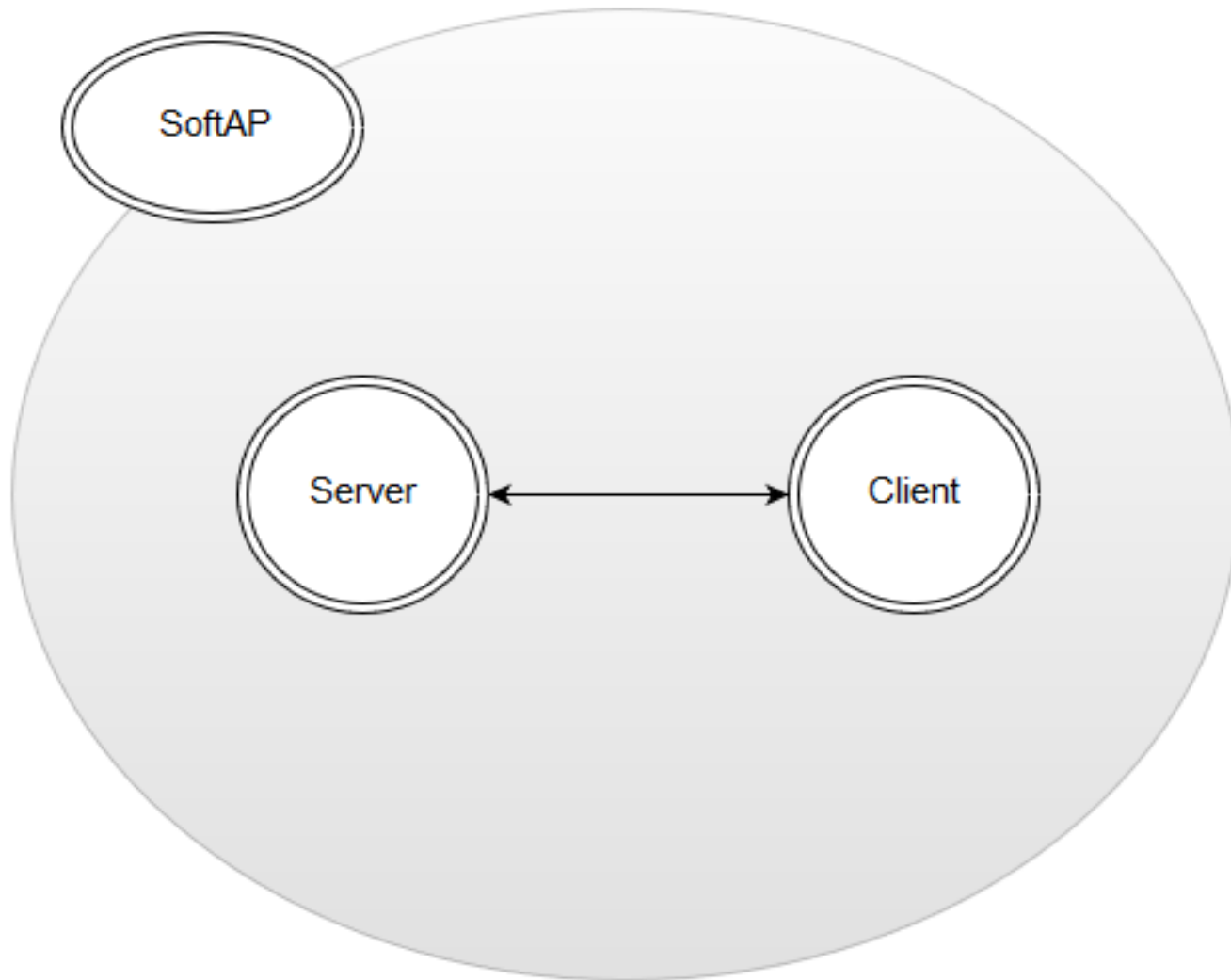
Client Mode

- Create a client object using
- `WiFiClient client;`
- Declare server address using
- `IPAddress server(74,125,115,105);`
- `client.connect(server, 80)`
- `client.stop()`
- `client.available()`
- Returns the number of bytes available for reading
- `client.write(data)`
- Write data to the server the client is connected to
- `client.read()`
- Read the next byte received from the server the client is connected to (after the last call to `read()`).

Server Mode

- `WiFiServer server(80);`
- Creates a server that listens for incoming connections on the specified port.
- `server.begin()`
- `server.available()`
- Returns a Client object, if no Client has data available for reading, this object will return false.
- `server.write(data)`
- Write data to all the clients connected to a server (one byte at a time).
- To read data from client use `available` to get client object and use `client.read()` to read data.

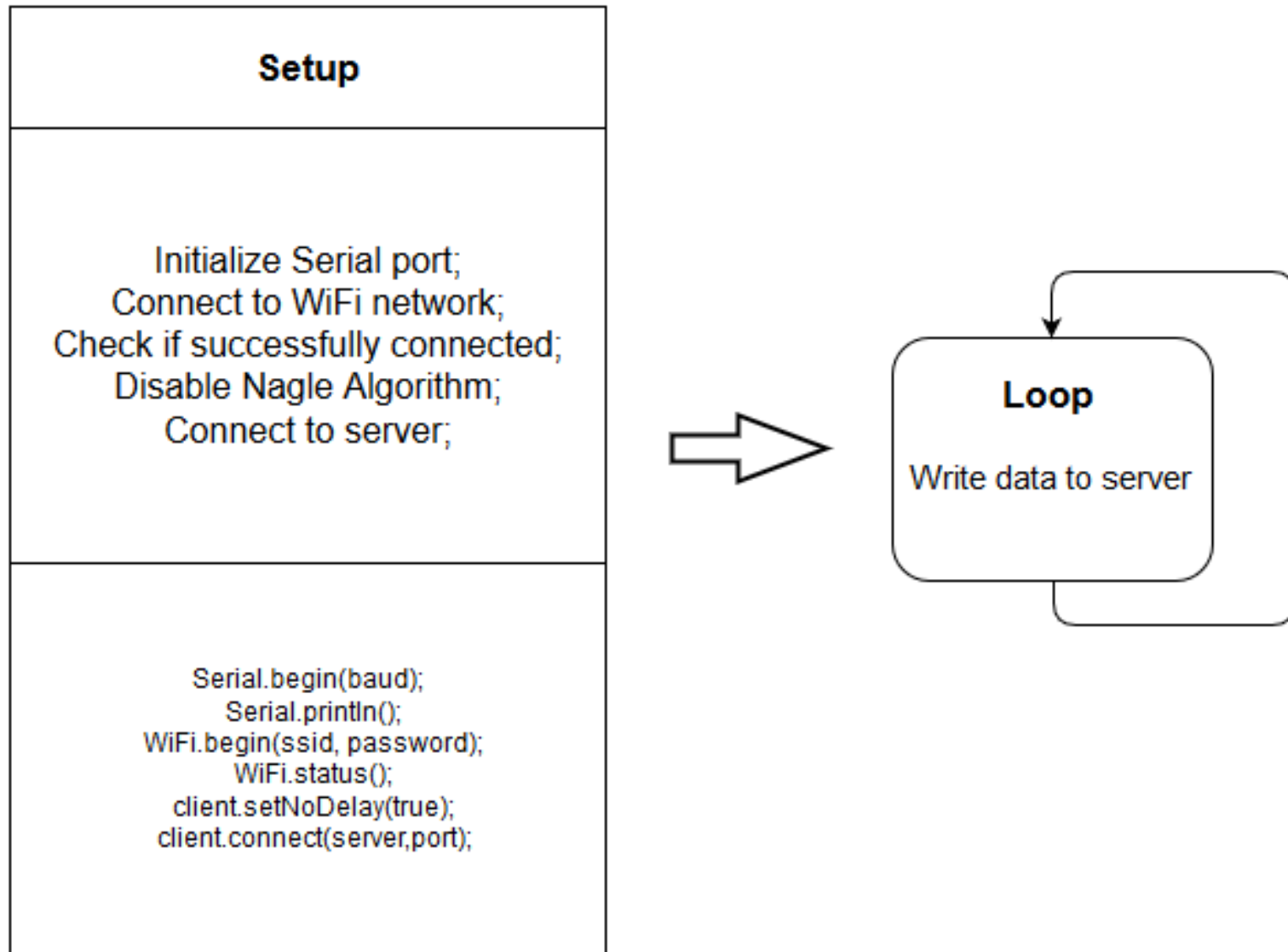
Basic Example



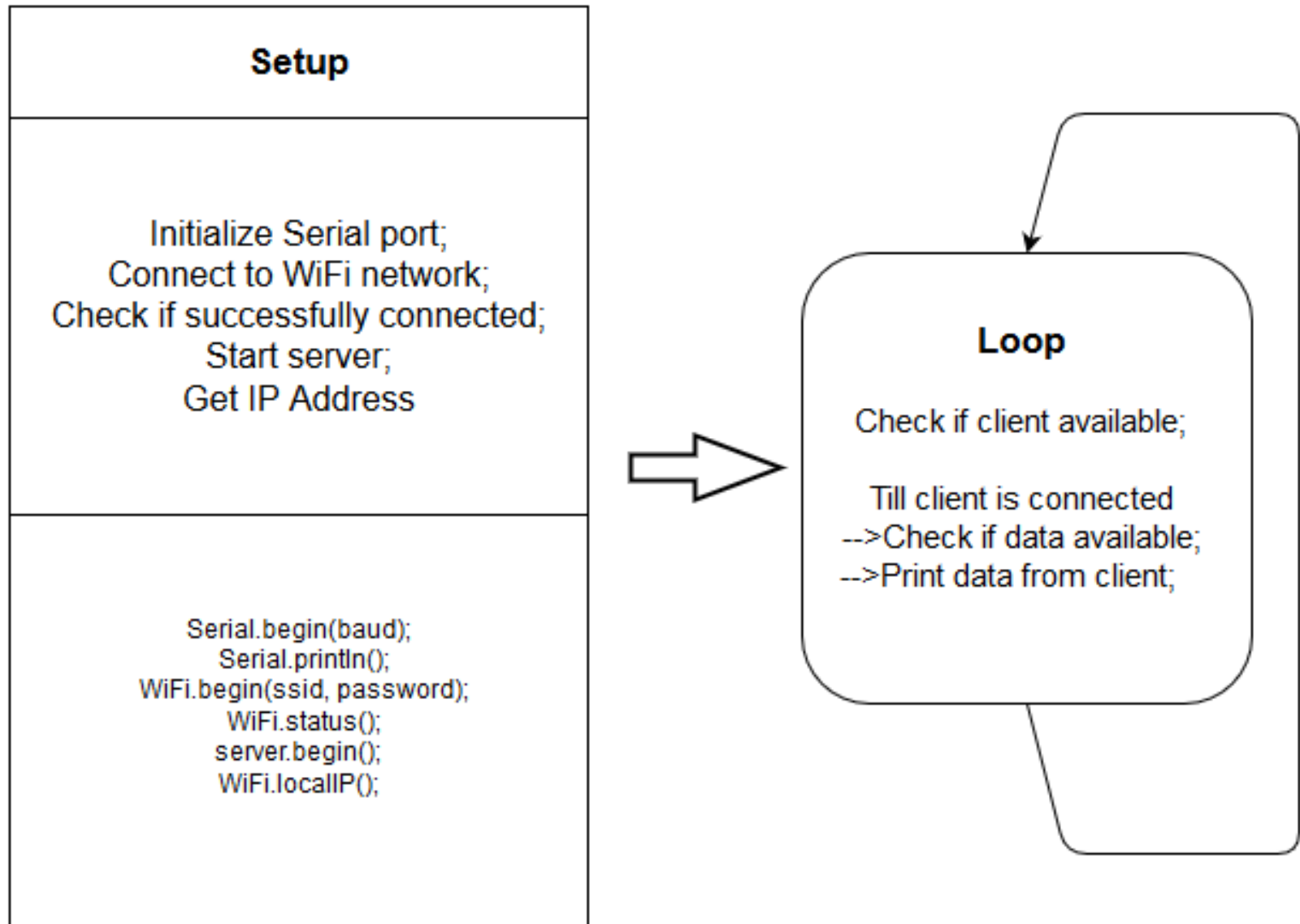
Writing your first program (sketch)

- The code always has at least 2 functions
 - `setup()`
 - `loop()`
- The `setup()` function is called when a sketch starts. Use it to initialize variables, pin modes, start using libraries, etc.
- The setup function will only run once, after each power up or reset.
- After creating a `setup()` function, which initializes and sets the initial values, the `loop()` function does precisely what its name suggests, and loops consecutively.
- Its very similar to C/C++.

Client



Server



PART2

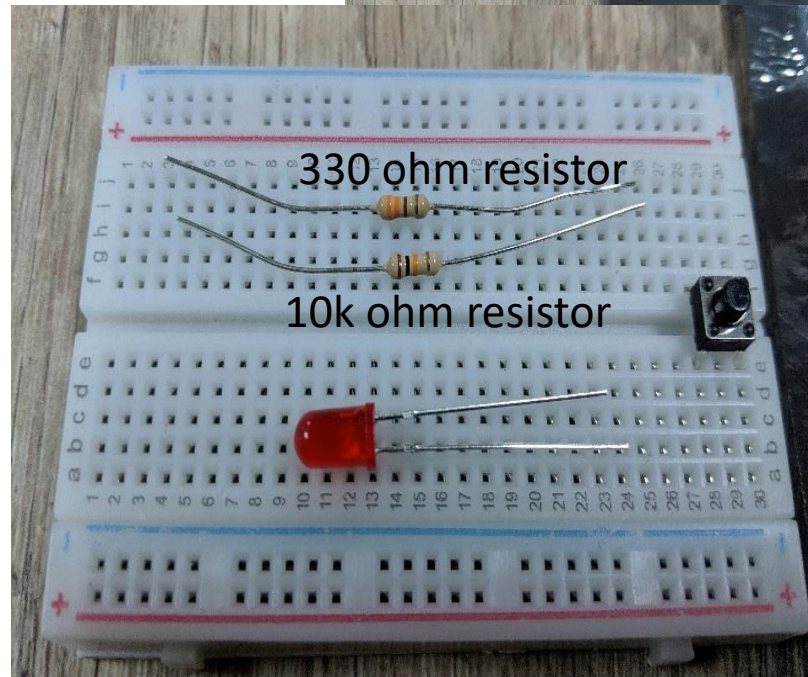
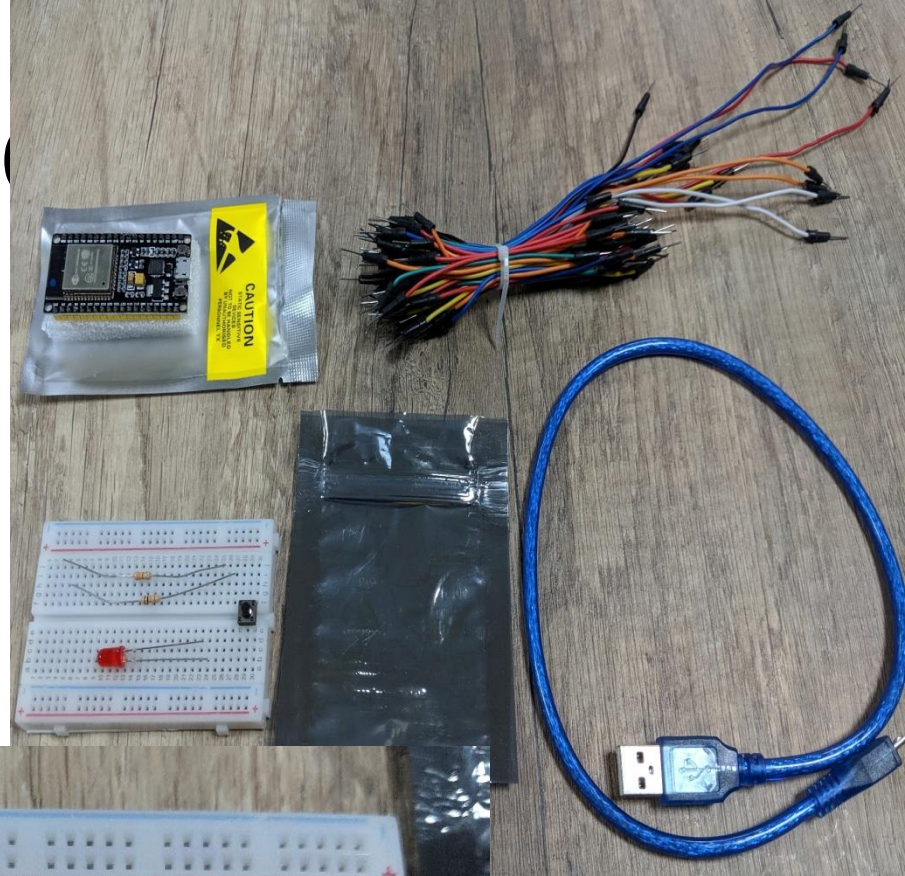
ESP32

SDK installation

- <https://github.com/yeokm1/iot-esp32-mcu-workshop>
- Install Serial Virtual Com Port drivers for your operating system if needed
 - <https://www.silabs.com/products/development-tools/software/usb-to-uart-bridge-vcp-drivers>
- Install Arduino IDE:
 - <https://www.arduino.cc/en/main/software>
- Install ESP32 SDK addon to Arduino IDE
 - Add the following path to Additional Boards URL configuration
 - https://dl.espressif.com/dl/package_esp32_index.json

Components

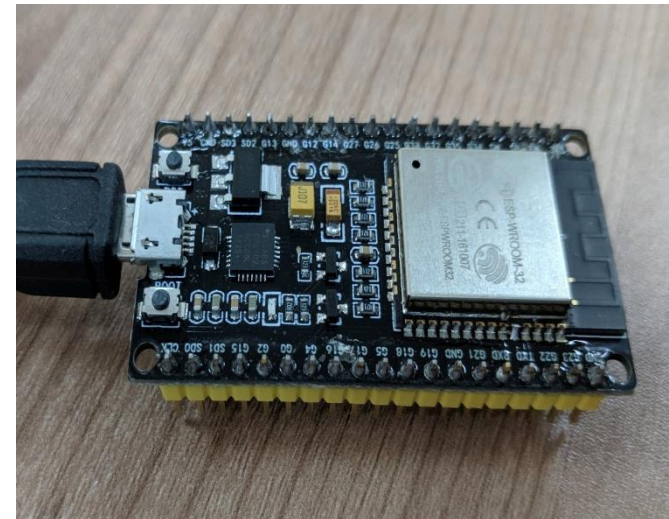
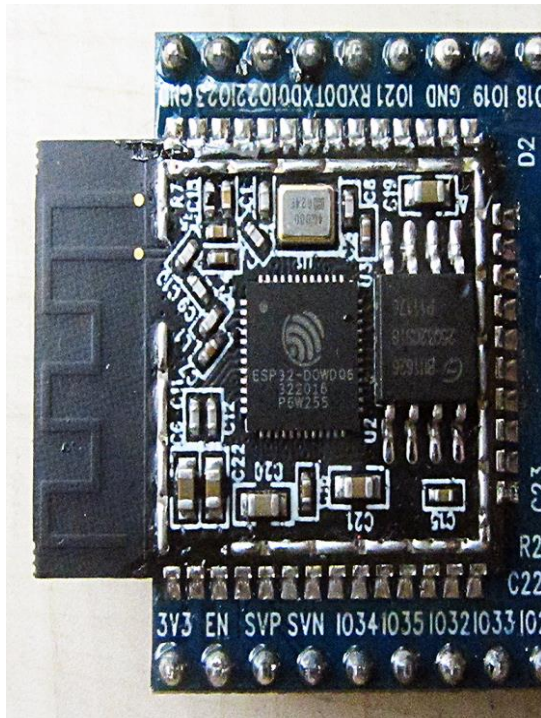
- ESP32 breakout board
- 50cm micro-USB cable
- Half-size breadboard
- Bunch of wires
- In ESD bag
 - Red LED
 - Push button
 - 330 ohm resistor
 - 10k ohm resistor



Agenda

- Basics of Wifi
 1. Setup ESP32 as a Station
 2. Setup ESP32 as a AP
- Basics of electronics
 1. Serial - Setting up of software SDK and testing
 2. Blink - Connecting and blinking LED
 3. Button - Connecting button and try to detect press
 4. Debounce - Concept of input debouncing
- The “Internet” portion of IoT
 5. Post - Posting Request to a server on button press
 6. Get - Repeatedly polling the server for on or off instruction

ESP32 chip vs ESP32 module vs ESP32 breakout



ESP32 Specs

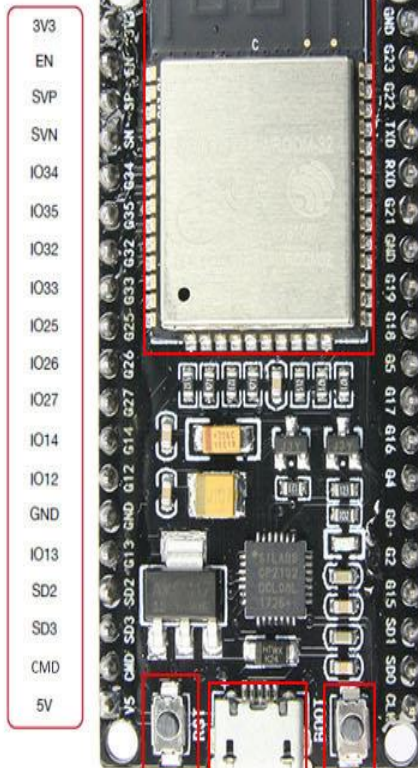


Specs	Value
CPU	Xtensa dual/single-core 32-bit LX6 microcontroller, operating at 160/240 MHz
RAM	520 KiB
Flash memory	4 - 16 MiB
Network Connectivity	Wifi 802.11n 2.4Ghz + BT 4.2
Peripheral Interfaces	3x UART, 2x SPI, 2x I2C, ADC, SD touch sensors, etc

JTAG



ESP-WROOM-32



Reset

Micro-B
USB

Boot

JTAG 20-pin

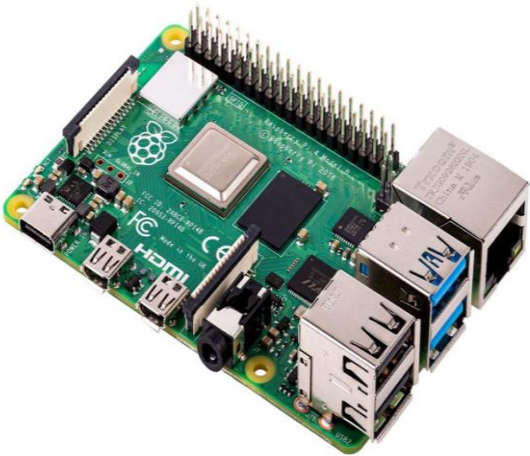
Red	3V3	VTref	1 ● ● 2	---
Gray	RSTnTRST		3 ● ● 4	GND GND
Orange	IO12	TDI	5 ● ● 6	GND Black
Yellow	IO14	TMS	7 ● ● 8	GND
Blue	IO13	TCK	9 ● ● 10	GND Green
(to GND)	RTCK		11 ● ● 12	GND White
Purple	IO15	TDO	13 ● ● 14	GND
	RESET		15 ● ● 16	GND
	DBGREQ		17 ● ● 18	GND
	5V-Supply		19 ● ● 20	GND

Pins 14, 16, 18, 20:

On some models like the high-end model J-Link PRO, these pins may not be connected to GND but are reserved for future use/extension. In case of doubt, leave open on target hardware.



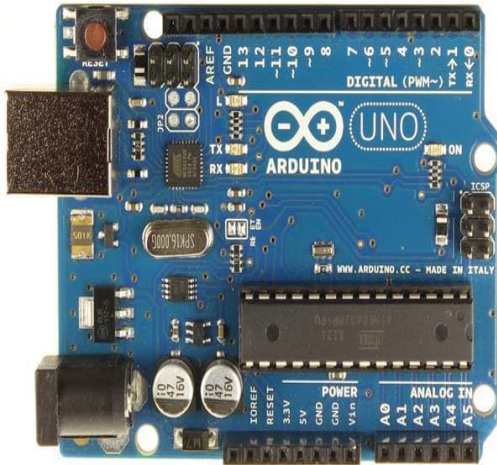
Why not single-board computers like



Specs	Arduino-compatible ESP32	Raspberry Pi 4 B
CPU type	Microcontroller	Microprocessor
Speed	Dual Core 160/240Mhz	Quad core 1.5 Ghz
RAM	520KB	1 - 4 GB
GPU/Display	None	VideoCore VI GPU, 4K
Disk	4 MiB	Depends on microSD card
Other connectivity	Wifi 802.11n 2.4Ghz + BT 4.2	USB, Ethernet, HDMI, audio, Wifi 2.4/5Ghz 802.11ac, BT 5.0
Operating System	None	Linux (usually Raspbian)
Real Time Operation	Better	Poorer
Typical Power consumption	0.8W	8W

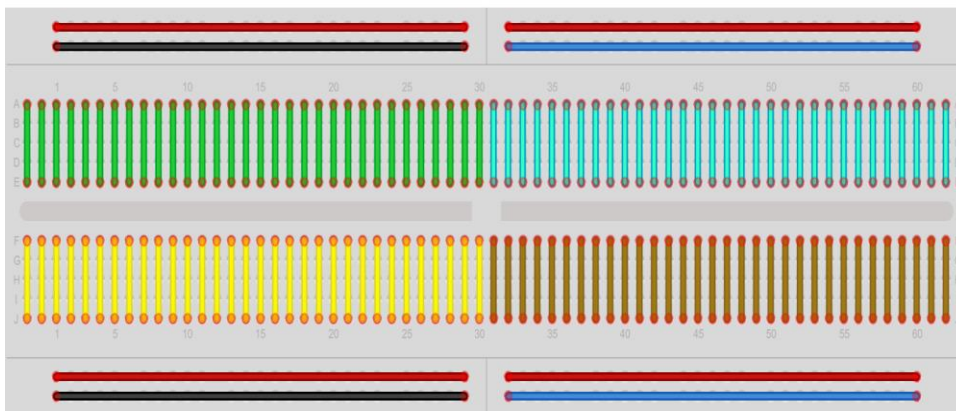
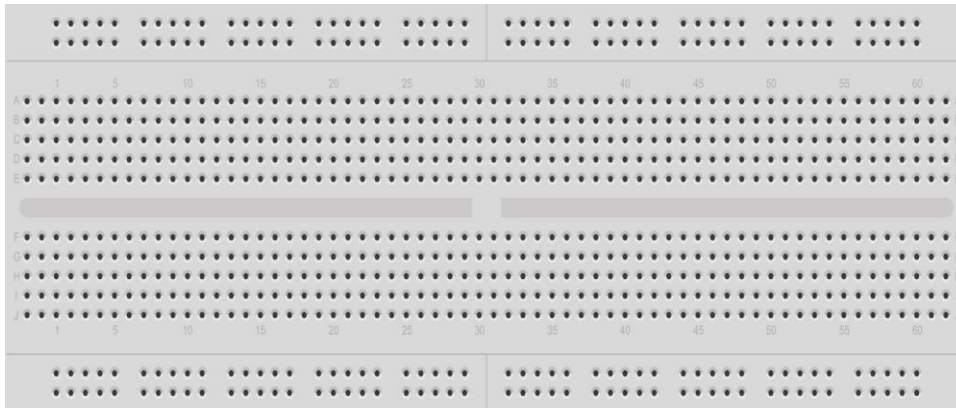
Arduino SDK

- Easy to use cross-platform IDE for microcontroller programming
- Support for many microcontrollers
- C/C++ language
- Numerous libraries

[illegible]

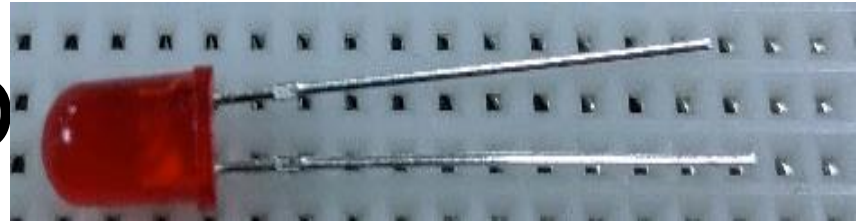
Half/Full Breadboard

- Base Prototyping component
- Continuous lines indicate those holes are

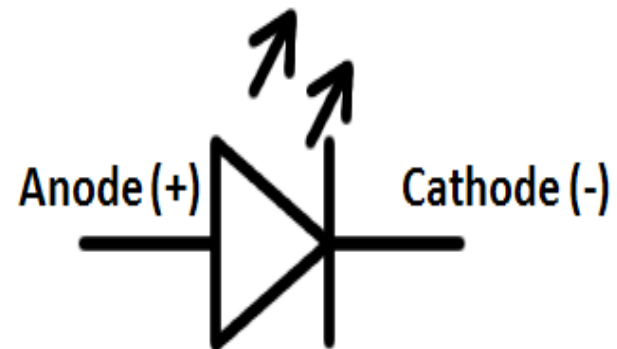


- Horizontal usually for power
- Convention: **Red** for +, Black/**Blue** for -
- Vertical for your components

LED



- “A **light-emitting diode (LED)** is a semiconductor light source that emits light when current flows through it. ”
- Diode: Component allowing current flow
- Anode +: Longer leg
- Cathode -: Shorter Leg



Resistor

- Resists the flow of current
- Resistor Colour bands
- 4-band 330 ohm
 - Orange, Orange, Brown, Gold
 - 3, 3, x10, 5% tolerance
- 4-band 10K ohm
 - 1, 0, x1000, 5% tolerance
 - Brown, Black, Orange

2%, 5%, 10%

4-Band-Code

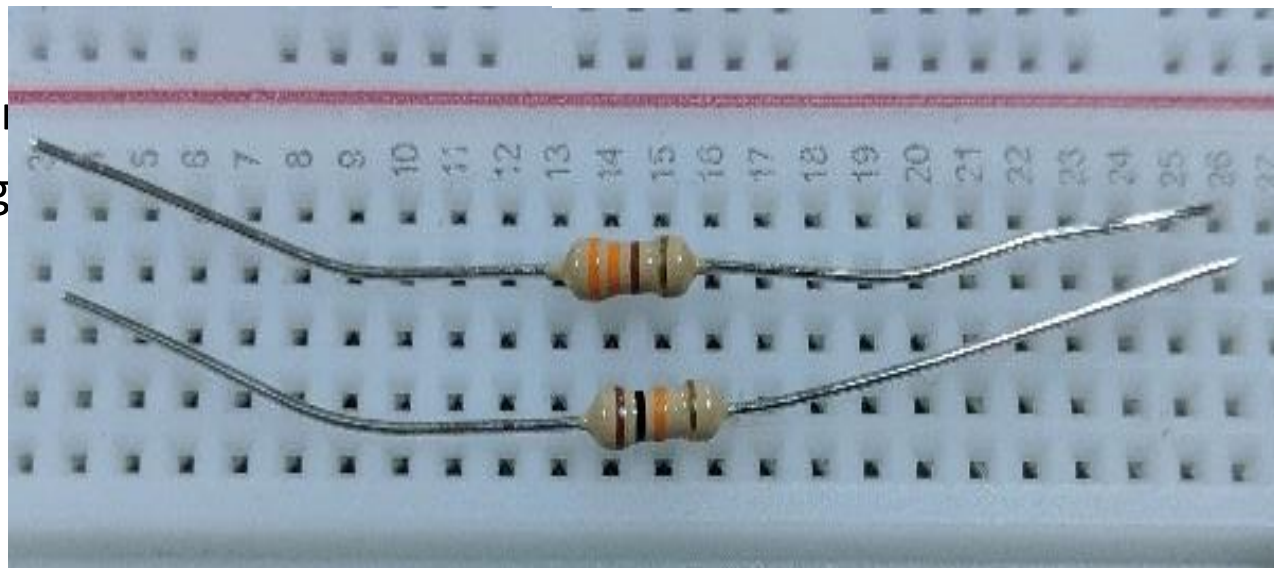
560k Ω \pm 5%

COLOR	1 ST BAND	2 ND BAND	3 RD BAND	MULTIPLIER	TOLERANCE
Black	0	0	0	1 Ω	
Brown	1	1	1	10 Ω	\pm 1% (F)
Red	2	2	2	100 Ω	\pm 2% (G)
Orange	3	3	3	1K Ω	
Yellow	4	4	4	10K Ω	
Green	5	5	5	100K Ω	\pm 0.5% (D)
Blue	6	6	6	1M Ω	\pm 0.25% (C)
Violet	7	7	7	10M Ω	\pm 0.10% (B)
Grey	8	8	8	100M Ω	\pm 0.05%
White	9	9	9	1G Ω	
Gold				0.1 Ω	\pm 5% (J)
Silver				0.01 Ω	\pm 10% (K)

0.1%, 0.25%, 0.5%, 1%

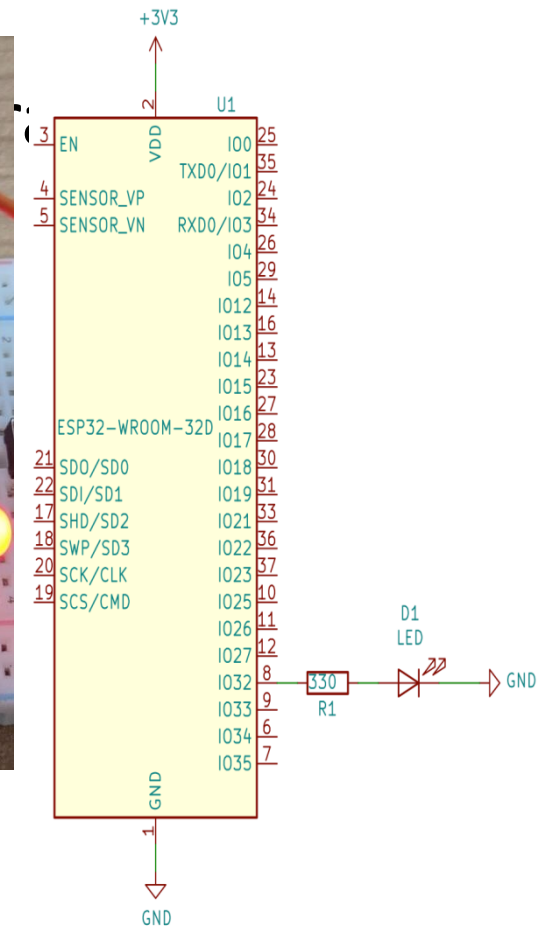
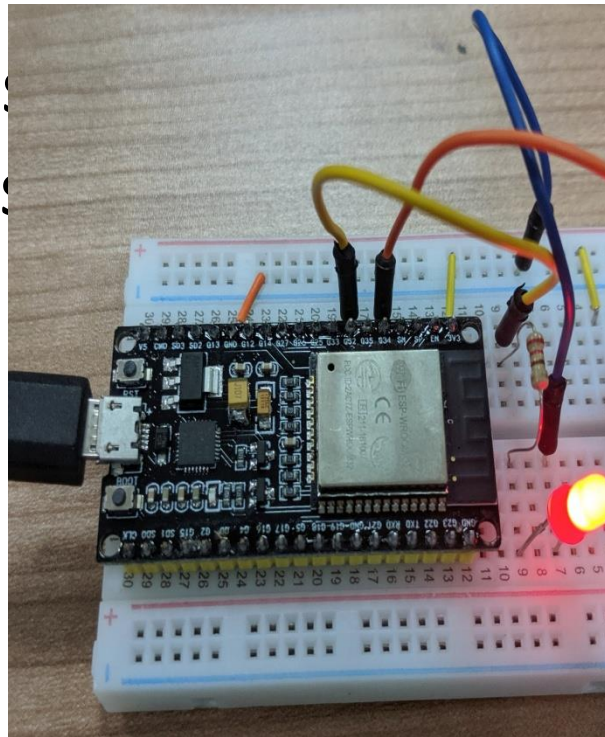
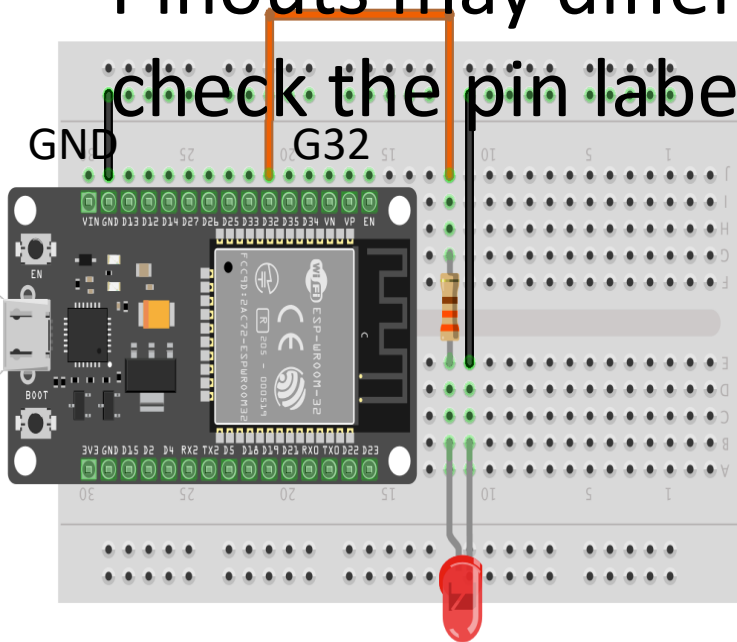
5-Band-Code

237 Ω \pm 1%

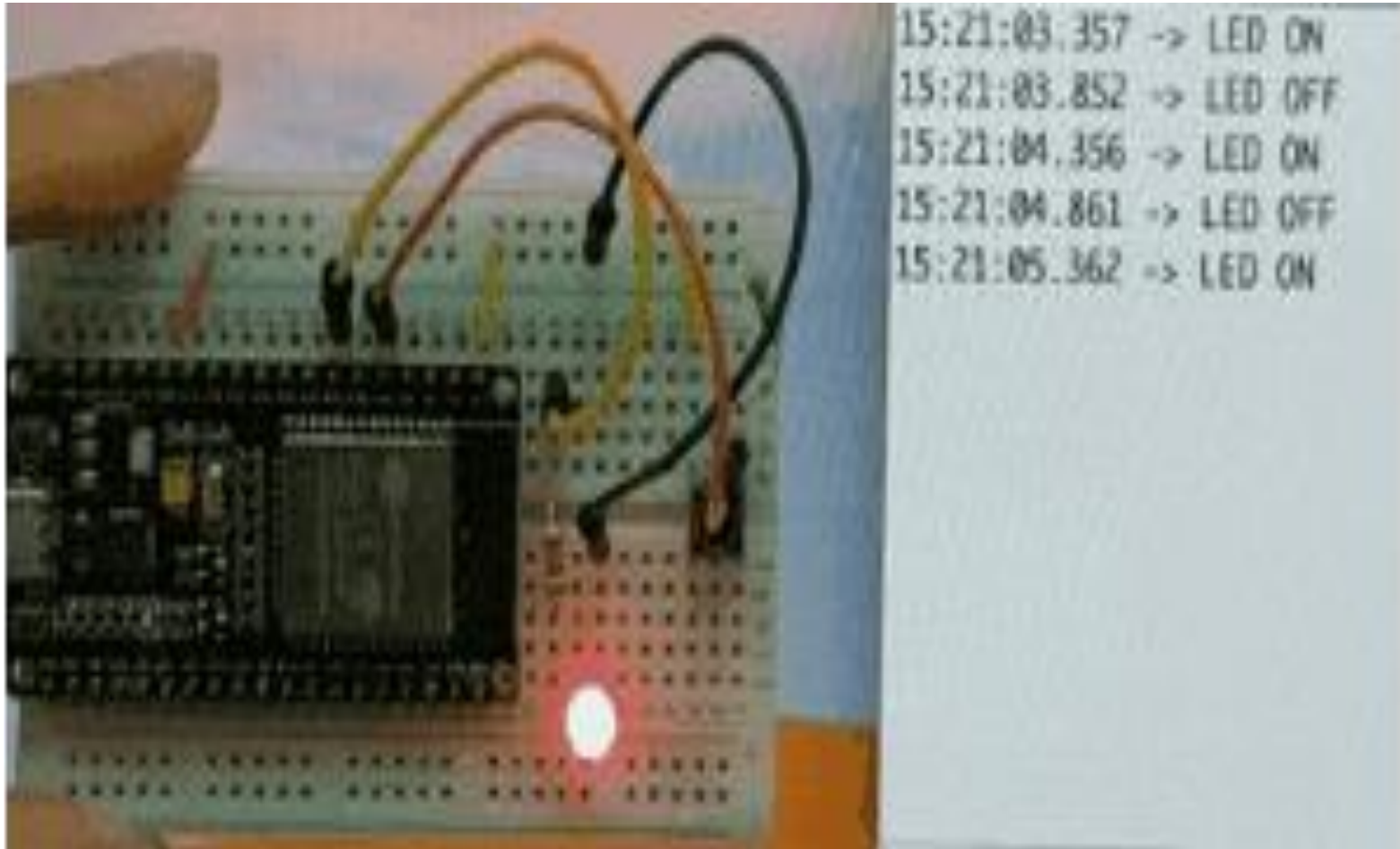


Connecting the LED setup

- Unplug USB cable before working on electronics
- Breadboard + ESP32 board (G32, GND) + 330 ohm resistor + LED + wires
- Pinouts may differ so check the pin labels

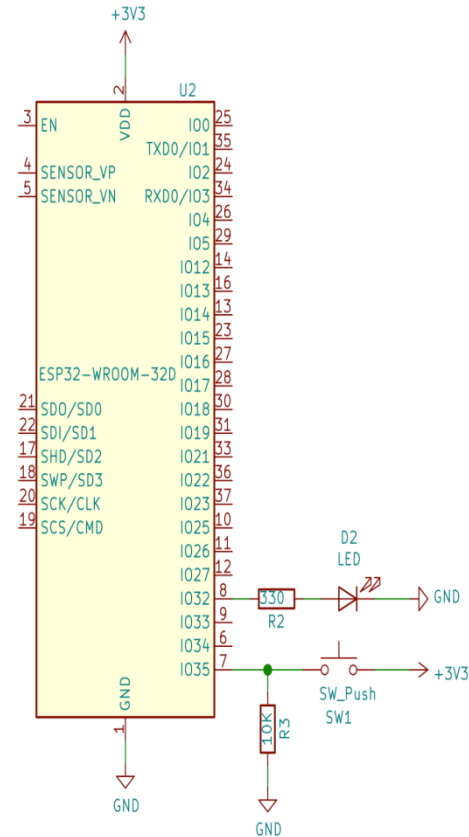
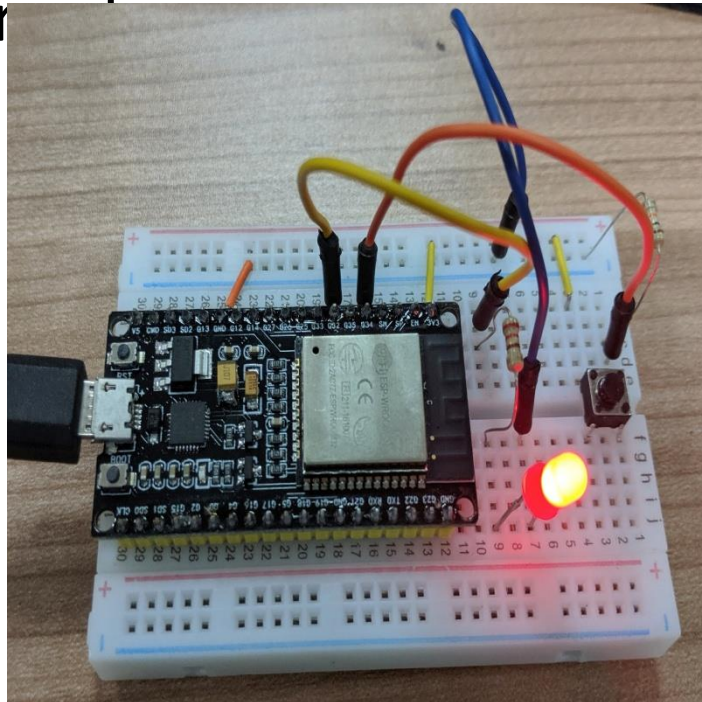
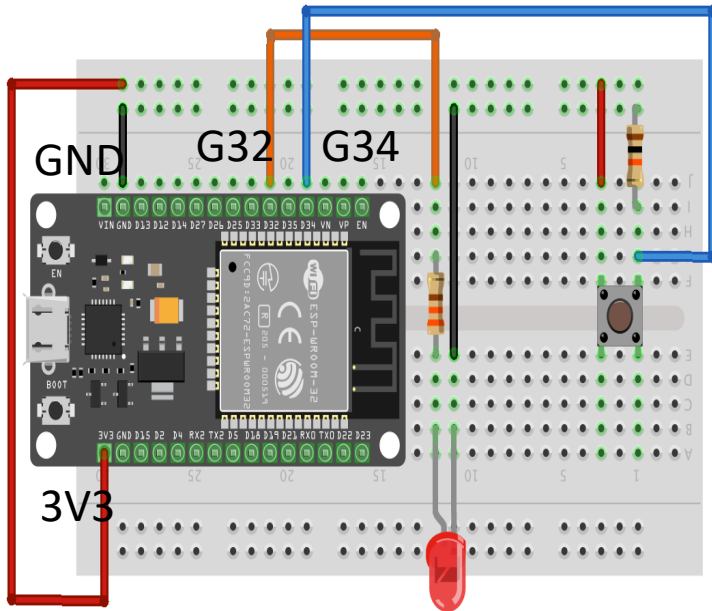


Program the board with 02-blinky.ino



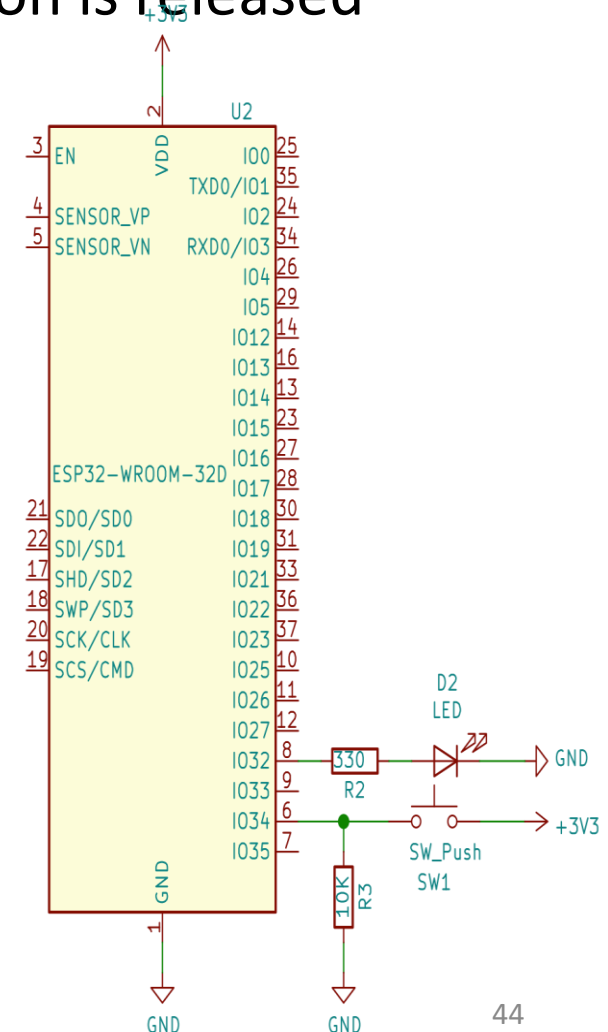
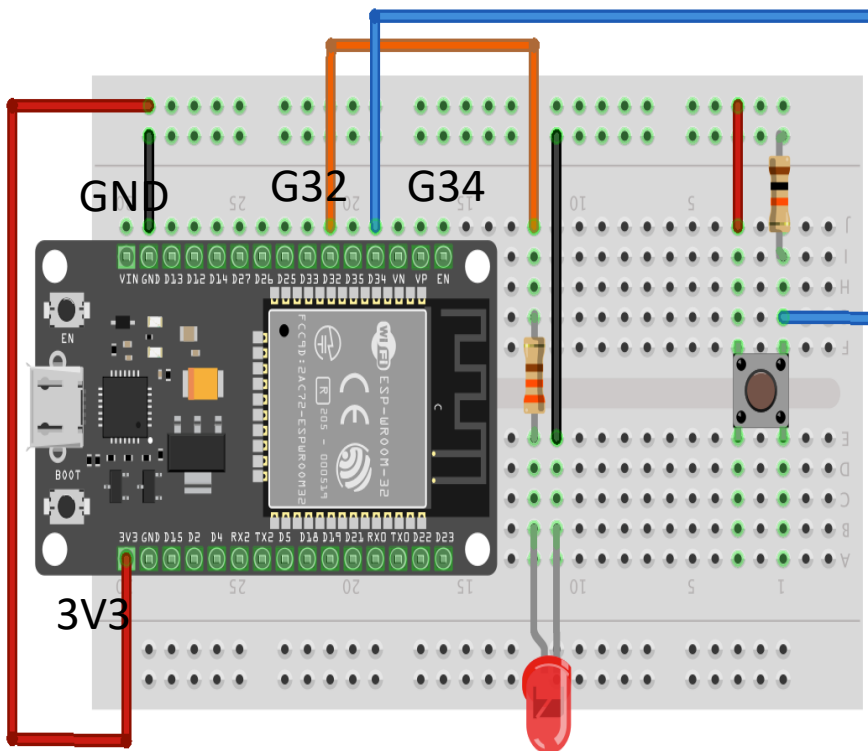
03-button button setup

- 10k ohm resistor + button + wires -> G34
- Actual breakout 3V3 pin position **differs from picture**
- “Pull down” resistor



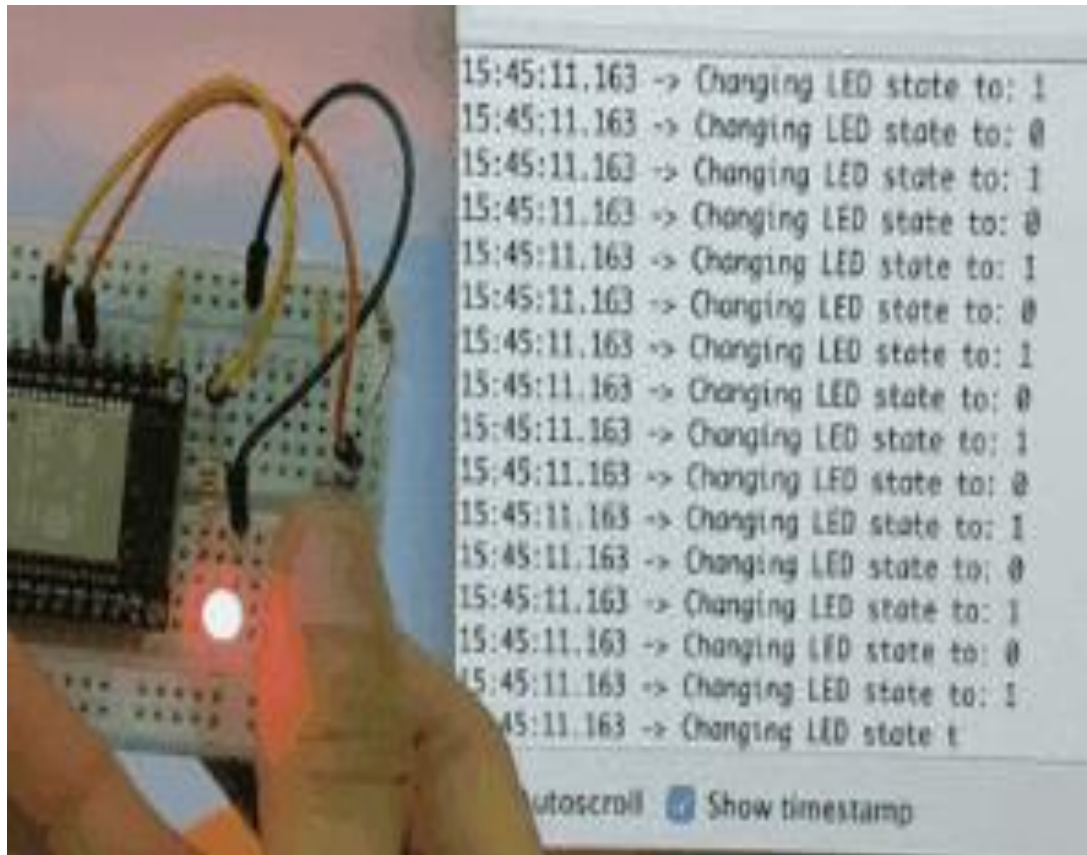
Pull down resistor for button

- Resistor “pulls” IO34 to ground when button is released
- Guarantees that IO34 pin goes to 0



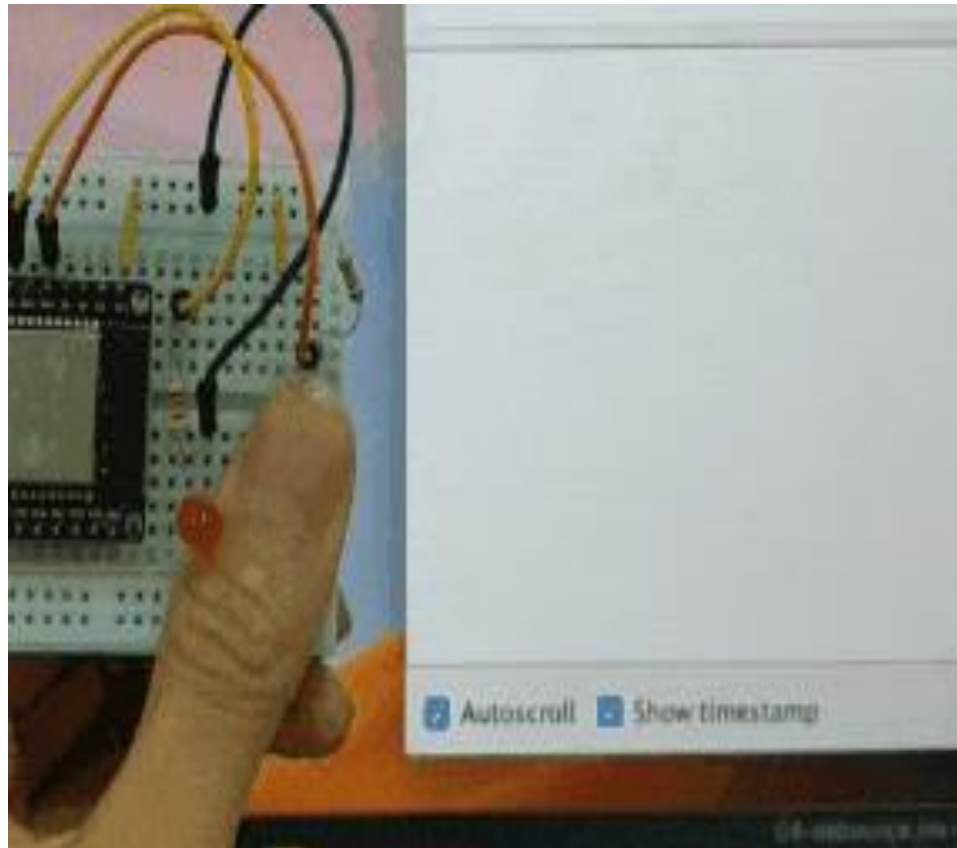
Program the board with 03-button.ino

- We want to toggle LED on each button press
- Observe looping speed of button press detection is too fast to be useful



04-debounce

- Process one input within an interval



05-wifi-post

1. Making a POST request to the server via a button press
 2. Able to receive a POST request using a Go program
- WIFI_SSID: iot-workshop

The image shows two terminal windows. The left window is an SSH session to a machine named 'yeokm1@YKM-testing'. It shows the execution of 'uname -a' and 'sudo ./server'. The 'server' program outputs a series of messages indicating it has received POST requests from an ESP32 with values 1234, 1235, 1236, 1237, and 1238. The right window is a serial terminal window titled '/dev/cu.SLAB_USBtoUART'. It shows a log of events: 'Setup complete', 'Button pressed, sending: ESP32 value 1234', 'Received a POST request', 'Button pressed, sending: ESP32 value 1235', and so on, corresponding to the values seen in the left window. The serial terminal window has a 'Send' button and checkboxes for 'Autoscroll' and 'Show timestamp', with a baud rate of 115200.

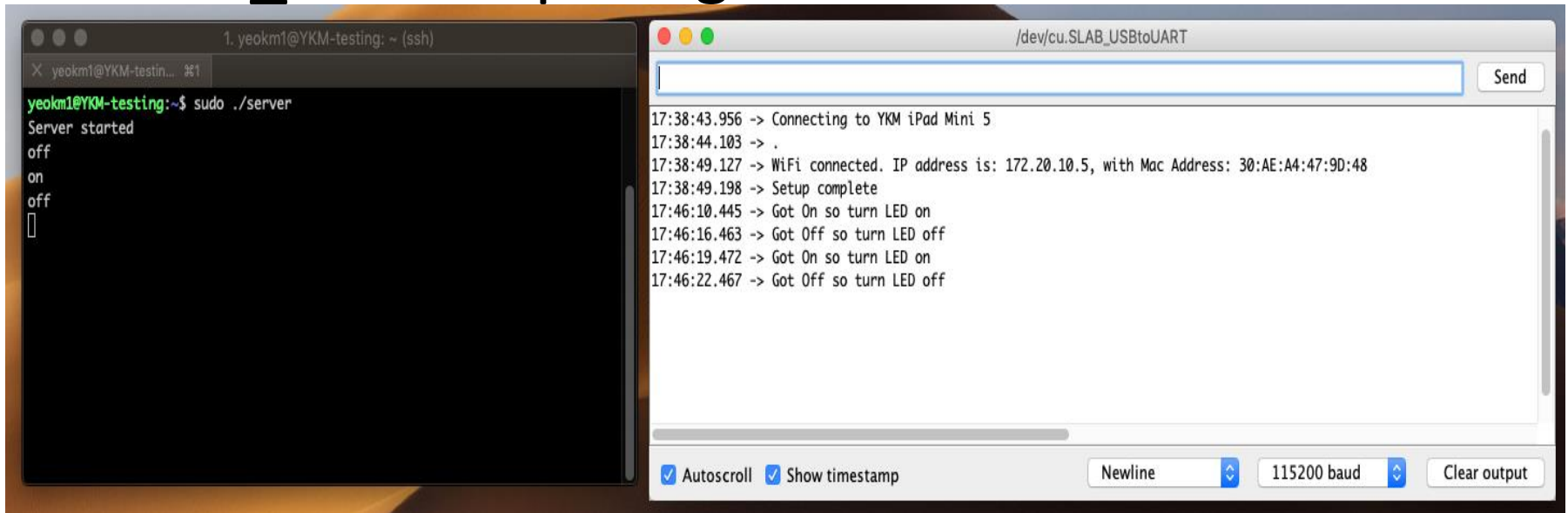
```
yeokm1@YKM-testing:~$ uname -a
Linux YKM-testing 4.18.0-1023-azure #24-18.04.1-Ubuntu SMP Tue Jun 25 15:14:42 UTC 2019 x86_64 x86_64 x86_64 GNU/Linux
yeokm1@YKM-testing:~$ sudo ./server
Server started

Received a POST request from: <ESP32          value 1234>
Received a POST request from: <ESP32          value 1235>
Received a POST request from: <ESP32          value 1236>
Received a POST request from: <ESP32          value 1237>
Received a POST request from: <ESP32          value 1238>
```

```
/dev/cu.SLAB_USBtoUART
17:34:00.341 -> Setup complete
17:34:03.192 -> Button pressed, sending: ESP32          value 1234
17:34:03.573 -> 200
17:34:03.573 -> Received a POST request
17:34:04.357 -> Button pressed, sending: ESP32          value 1235
17:34:04.749 -> 200
17:34:04.749 -> Received a POST request
17:34:05.421 -> Button pressed, sending: ESP32          value 1236
17:34:05.525 -> 200
17:34:05.525 -> Received a POST request
17:34:40.952 -> Button pressed, sending: ESP32          value 1237
17:34:41.343 -> 200
17:34:41.343 -> Received a POST request
17:35:10.637 -> Button pressed, sending: ESP32          value 1238
17:35:11.127 -> 200
17:35:11.127 -> Received a POST request
```

06-wifi-get

1. Making a Get Request to a server to get instruction
2. Serve a GET request using a Go program
 - WIFI_SSID: iot-workshop
 - WIFI_PASS: esp32isgreat



The image shows two terminal windows. The left window, titled '1. yeokm1@YKM-testing: ~ (ssh)', shows the execution of a server program. The user enters 'sudo ./server', and the output shows 'Server started', followed by a series of 'off', 'on', 'off' commands, and a cursor. The right window, titled '/dev/cu.SLAB_USBtoUART', shows the output of the server program. It displays a series of log messages: '17:38:43.956 -> Connecting to YKM iPad Mini 5', '17:38:44.103 -> .', '17:38:49.127 -> WiFi connected. IP address is: 172.20.10.5, with Mac Address: 30:AE:A4:47:9D:48', '17:38:49.198 -> Setup complete', '17:46:10.445 -> Got On so turn LED on', '17:46:16.463 -> Got Off so turn LED off', '17:46:19.472 -> Got On so turn LED on', and '17:46:22.467 -> Got Off so turn LED off'. The right window also has a 'Send' button and a status bar with 'Autoscroll', 'Show timestamp', 'Newline', '115200 baud', and 'Clear output'.

```
1. yeokm1@YKM-testing: ~ (ssh)
X yeokm1@YKM-testin... %1
yeokm1@YKM-testing:~$ sudo ./server
Server started
off
on
off
[]

/dev/cu.SLAB_USBtoUART
17:38:43.956 -> Connecting to YKM iPad Mini 5
17:38:44.103 -> .
17:38:49.127 -> WiFi connected. IP address is: 172.20.10.5, with Mac Address: 30:AE:A4:47:9D:48
17:38:49.198 -> Setup complete
17:46:10.445 -> Got On so turn LED on
17:46:16.463 -> Got Off so turn LED off
17:46:19.472 -> Got On so turn LED on
17:46:22.467 -> Got Off so turn LED off

[Autoscroll] [Show timestamp] [Newline] [115200 baud] [Clear output]
```

Useful websites

- <http://frightanic.com/iot/comparison-of-esp8266-nodemcu-development-boards/>
- <https://www.gitbook.com/book/krzychb/esp8266wifi-library/details>
- <https://github.com/esp8266/Arduino/blob/master/doc/reference.md>
- <http://www.esp8266.com/wiki/doku.php>
- <https://github.com/esp8266/Arduino/blob/master/doc/libraries.md>
- <http://esp8266.github.io/Arduino/versions/2.0.0/doc/libraries.html>

Thank You