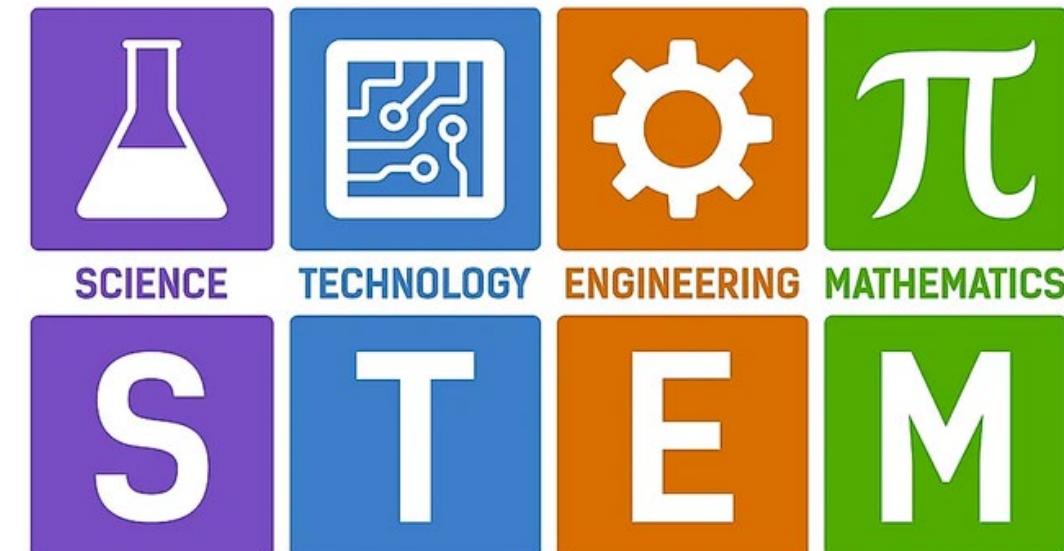


# Introduction to StemX

- Benefits of StemX
  - Develop STEM Skills
  - Build Soft Skills
- What are we going to do?
  - Hardware Assembly
  - Engineer Solutions
  - Hands On Builds
  - Learn Python
  - Integrate AI
  - Much More!



# Why Should I pursue STEM education?

## High demand:

- The demand in government agencies is constantly increasing.
- Government requires large numbers of professionals with technical expertise.
- Approximately 367,000 federal employees classified as having a "STEM" occupational series.
- Wide range of positions, STEM is applicable across ALL industry

## SCHOLARSHIPS!

<https://www.dodstem.us/participate/opportunities/?type=Scholarship>

## Competitive government salaries:

- Government agencies offer competitive salaries for STEM professionals.
- Base government salary entry-level positions ranges \$40,000 to \$80,000 per year.
- The salary for individuals with STEM degrees in government jobs is higher than many other fields, making it a lucrative career path.

## Benefits:

- Follow your passion: Individuals with STEM education can find a job that suits their interests and passions!
- Impactful work: Government service provides opportunities to make positive impacts on society. Many focused on addressing critical issues, such as climate change, national security, and public health, safety and defense.
- Job security: Government jobs offer more job security than private sector jobs, with benefits such as retirement plans and health insurance. Pursuing STEM education for government service can provide long-term job stability and security.

## Employment in STEM occupations

Other available formats: [\(XLSX\)](#)

**Table 1.11 Employment in STEM occupations, 2021 and projected 2031  
(Numbers in thousands)**

Occupation category	Employment, 2021	Employment, 2031	Employment change, 2021–31	Percent employment change, 2021–31	Median annual wage, 2021 <sup>(1)</sup>
<b>Total, all occupations</b>	158,134.7	166,452.1	8,317.4	5.3	\$45,760
<b>STEM occupations<sup>(2)</sup></b>	9,880.2	10,944.2	1,064.0	10.8	\$95,420
<b>Non-STEM occupations</b>	148,254.5	155,508.0	7,253.5	4.9	\$40,120

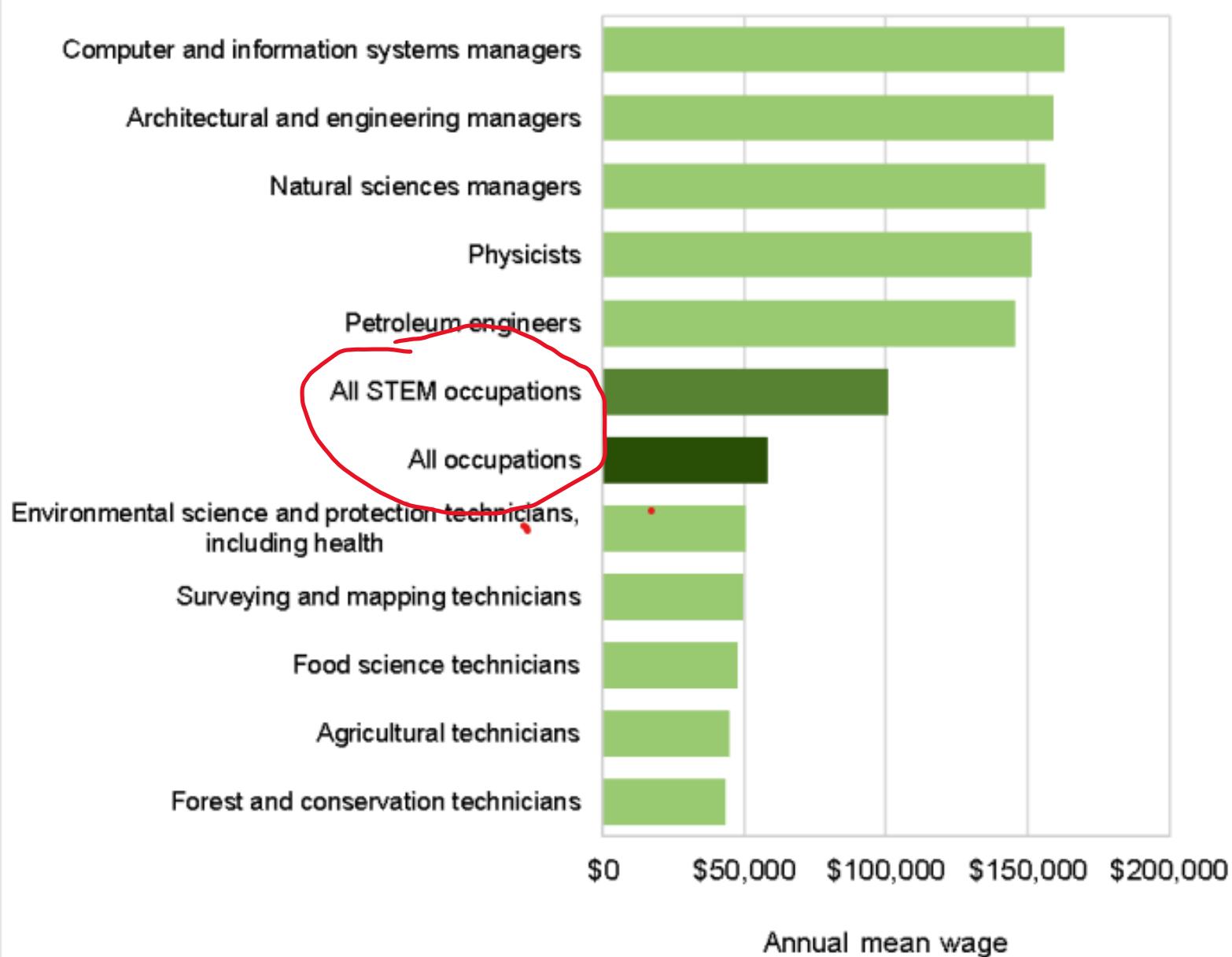
“The future of the economy is in STEM,” says James Brown, the executive director of the STEM Education Coalition in Washington, D.C. “That’s where the jobs of tomorrow will be.”

### Note:

- Projected growth at 10%, much better than other occupations at large
- Salary expected twice as much!

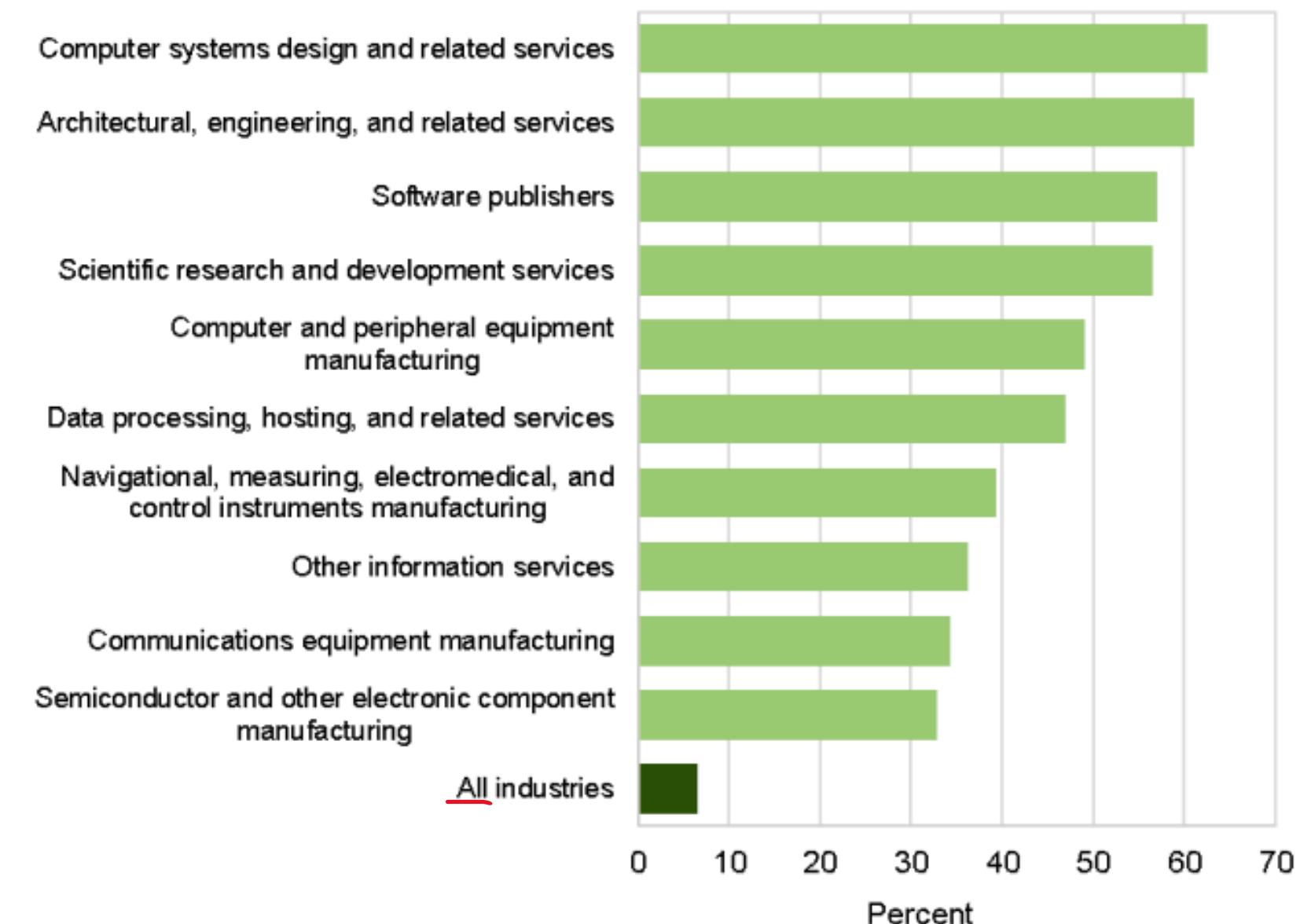
Courtesy: US Bureau of Labor Statistics

### Highest and lowest paying STEM occupations, May 2021



Source: U.S. Bureau of Labor Statistics, Occupational Employment and Wage Statistics.

### Industries with the highest employment shares of STEM occupations, May 2021



Source: U.S. Bureau of Labor Statistics, Occupational Employment and Wage Statistics.

Government STEM job roles:

DoD Stem career profiles <https://dodstem.us/meet/>

**Dr. Abigail Juhl**

**Materials Research Engineer**

Materials and Manufacturing Directorate, Air Force Research Laboratory

**Dr. Bryn Adams**

**Synthetic Biologist and Environmental Microbiologist**

DEVCOM, Army Research Laboratory

Lauren Ejiaga <https://dodstem.us/meet/professionals-and-alumni/>

**Student Scientist**

2019 DoD STEM Talent Award Winner, Broadcom MASTERS

There are many areas of government that need STEM talent!

DHS Science and Technology Directorate

Brannan Villee, Senior Program Director (~1:54)

[https://www.youtube.com/watch?v=Hq8UINLlud8&list=PLPaVPPbYHq\\_juZ-PC9KHBMulQqBMHzHLi&index=2](https://www.youtube.com/watch?v=Hq8UINLlud8&list=PLPaVPPbYHq_juZ-PC9KHBMulQqBMHzHLi&index=2)

Talking points: What is critical infrastructure?

"The Department of Defense needs talented folks like you to solve complex problems that our scientists and engineers are faced with every day to ensure that our nation remains safe."

**Louie Lopez**

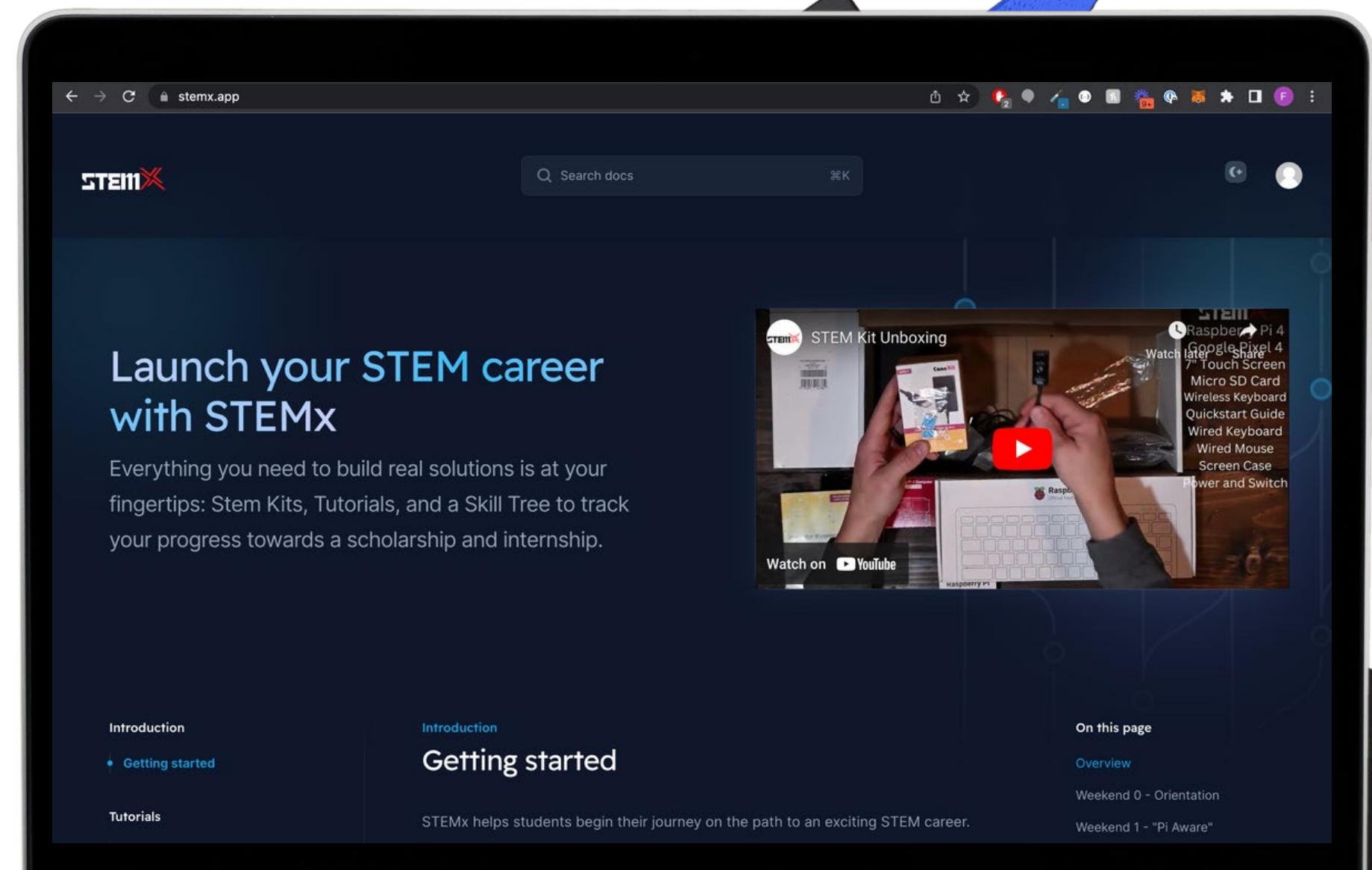
**Director, DoD STEM**

## 300,000 scientists

The Federal Government is the largest employer of STEM workers in the United States, depending on more than 300,000 scientists and engineers across the Defense Laboratory Enterprise to meet national defense challenges and modernization priorities.

# StemX Webportal at [stemx.app](https://stemx.app)

- Tutorials
- Modules
- Events and Challenges
- Android Team Awareness Kit
- ATAK Plugin Design and Development



# STEMx

## What You Need to Know

Understand how  
your STEMx STEM Kit works

File folder on desktop: Stemx/ Python\_Basics/

[Your STEMx Kit Unboxing and Setup](#)

[Raspberry Pi 4](#)

[Python Basics](#)

[General Purpose Input/Output \(GPIO\)](#)

[Software Defined Radio](#)

[Artificial Intelligence](#)

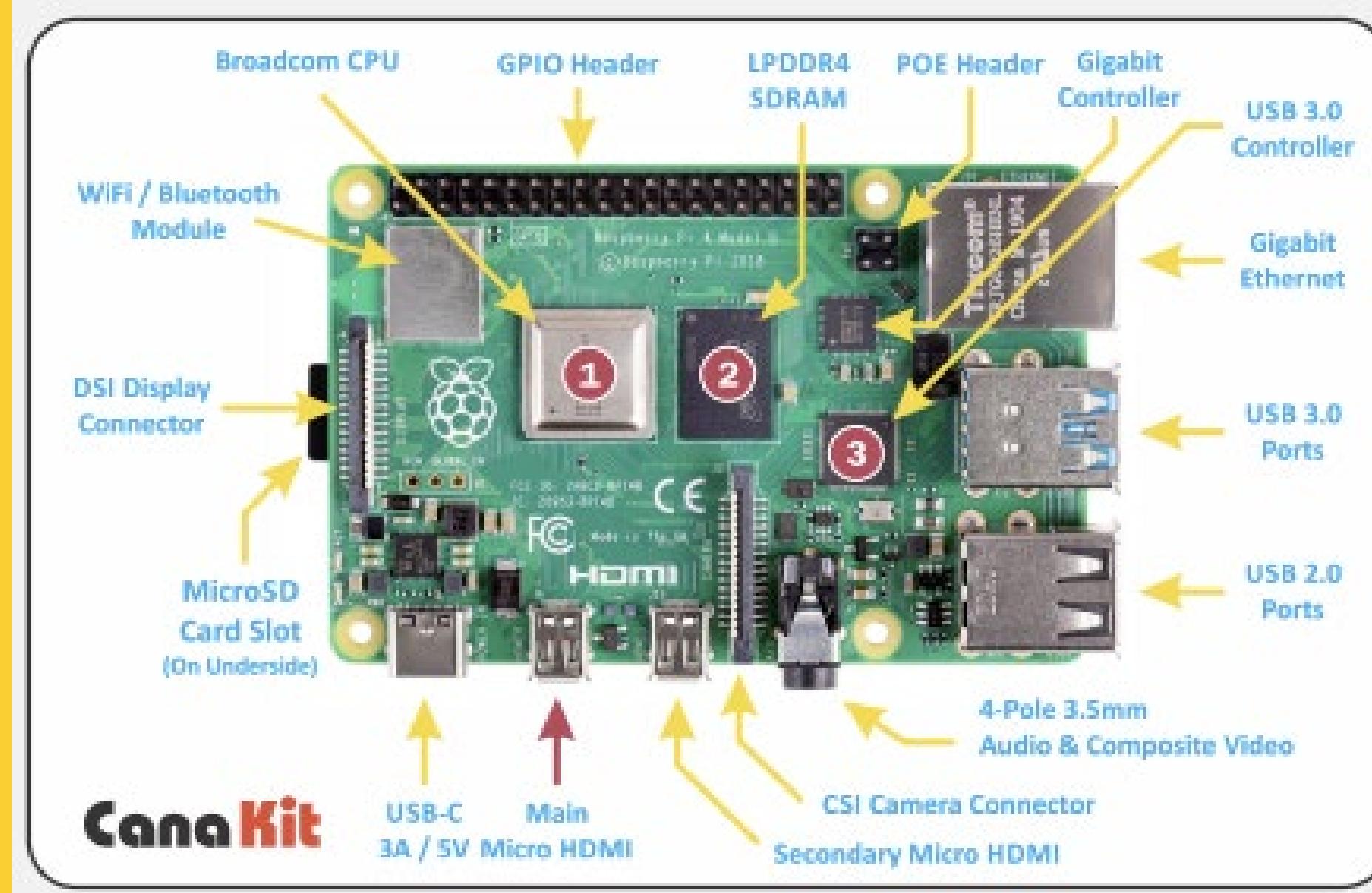
[Team Awareness Kit](#)

# Your STEMx Kit

- Raspberry Pi 4b
- Google Pixel
- 7" Touch Screen
- Micro SD Card
- Wireless Keyboard
- QuickStart Guide
- Wired Mouse
- Screen Case
- Power and Switch
- Solar Battery
- HDMI Cable
- Software Defined Radio



# Raspberry PI 4



Raspberry Pi Website:

<https://www.raspberrypi.com/products/raspberry-pi-4-model-b/>

Download **Raspberry Pi Beginner's Guide 4th Edition**

(bottom of page, PDF)

Check out the documentation

Check out the user forums and projects

**Lab:**

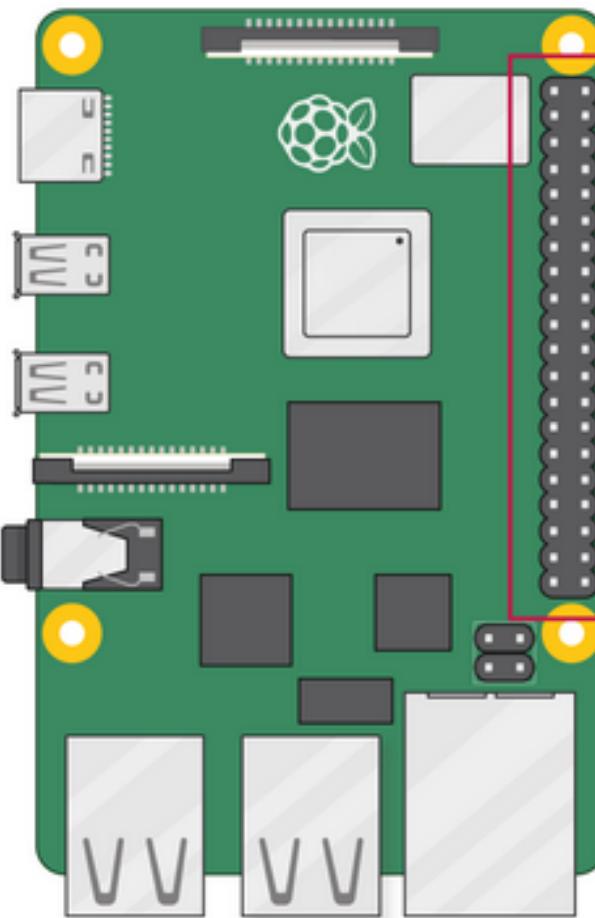
Power on using USB-C and touchscreen

Connect to WiFi (note: To set the country code, open the Raspberry Pi Configuration application from the Preferences Menu, select **Localisation** and set the appropriate code.)

**Lab:**

Attach to lab monitors, keyboard and mouse

# Raspberry PI 4



3V3 power	1	2	5V power
GPIO 2 (SDA)	3	4	5V power
GPIO 3 (SCL)	5	6	Ground
GPIO 4 (GPCLK0)	7	8	GPIO 14 (TXD)
Ground	9	10	GPIO 15 (RXD)
GPIO 17	11	12	GPIO 18 (PCM_CLK)
GPIO 27	13	14	Ground
GPIO 22	15	16	GPIO 23
3V3 power	17	18	GPIO 24
GPIO 10 (MOSI)	19	20	Ground
GPIO 9 (MISO)	21	22	GPIO 25
GPIO 11 (SCLK)	23	24	GPIO 8 (CE0)
Ground	25	26	GPIO 7 (CE1)
GPIO 0 (ID_SD)	27	28	GPIO 1 (ID_SC)
GPIO 5	29	30	Ground
GPIO 6	31	32	GPIO 12 (PWM0)
GPIO 13 (PWM1)	33	34	Ground
GPIO 19 (PCM_FS)	35	36	GPIO 16
GPIO 26	37	38	GPIO 20 (PCM_DIN)
Ground	39	40	GPIO 21 (PCM_DOUT)

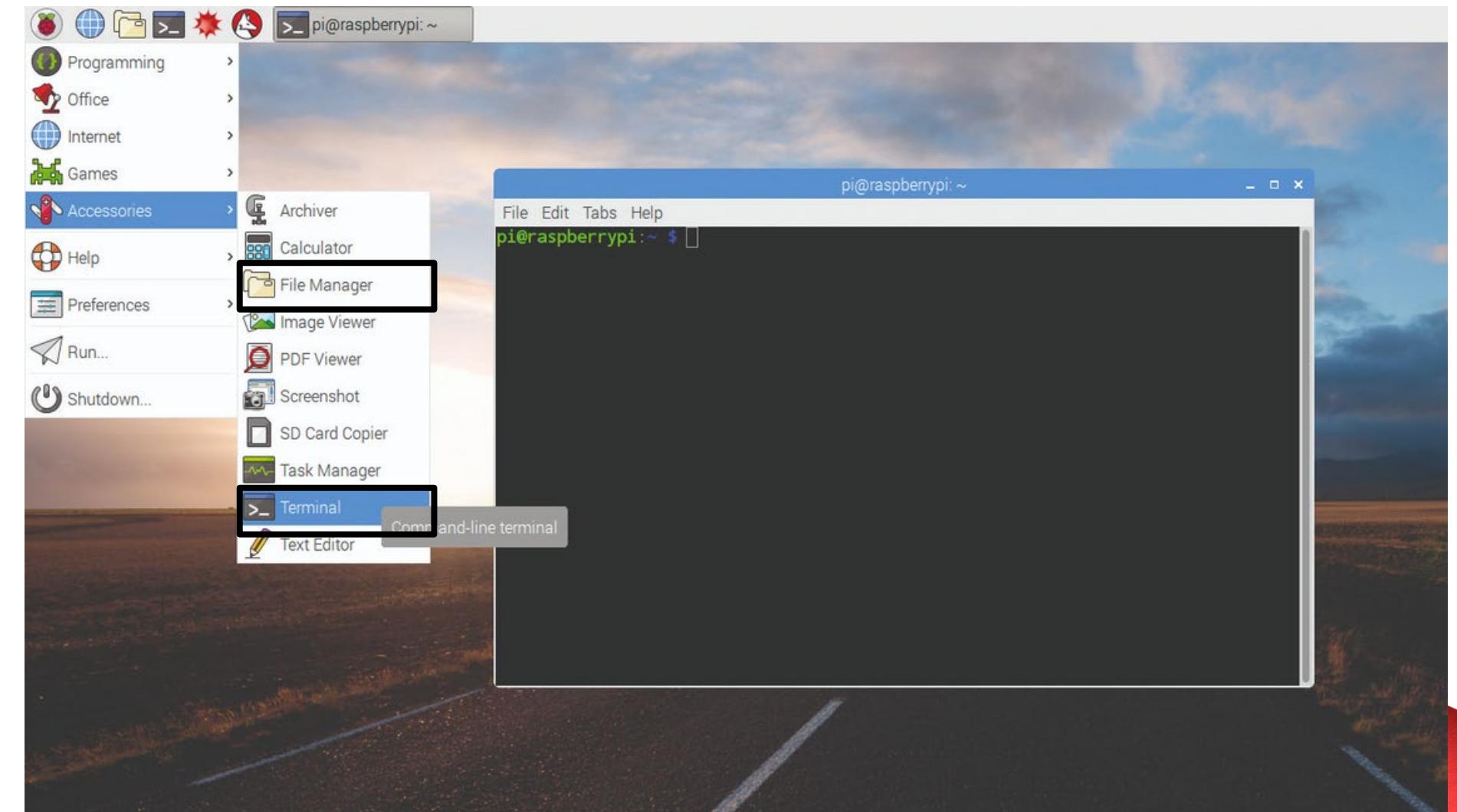
Lab:

Use the GPIO to ‘turn off’ touchscreen  
Notice how primary monitor is now  
desktop computer

We will do a basic circuit after we  
review IoT

# Interact with your Pi

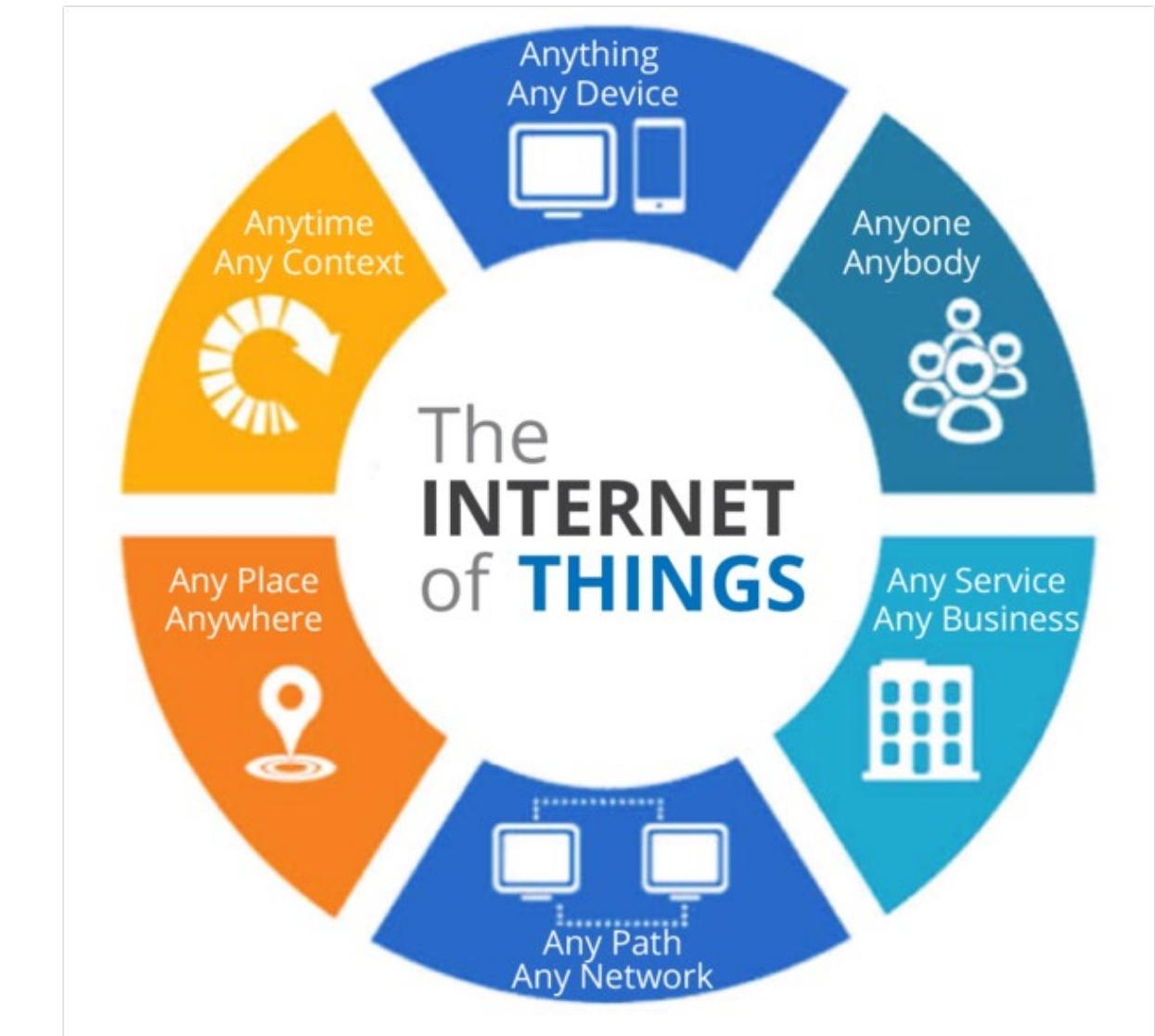
- Graphical User Interface (GUI)
  - File Manager
- Command Line Interface (CLI)
  - Terminal
  - STEMx folder on desktop





## What is 'IoT'

The IoT can be described as an extension of the internet and other network connections to different sensors and devices — or “things” — affording even simple objects, such as lightbulbs, locks, and vents, a higher degree of computing and analytical capabilities.



# Internet of Things Uses By Industry



# Careers at Fortune 500 Companies...

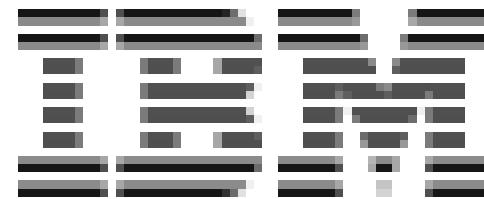
**ThermoFisher**  
SCIENTIFIC



**CISCO**

**AMD**

Click on each company logo, to learn more about their IoT offerings and services!



The global IoT market is projected to grow from \$478.36 billion in 2022 to \$2,465.26 billion by 2029!<sup>1</sup>



**Panasonic**



To mid-cap and small business, too!

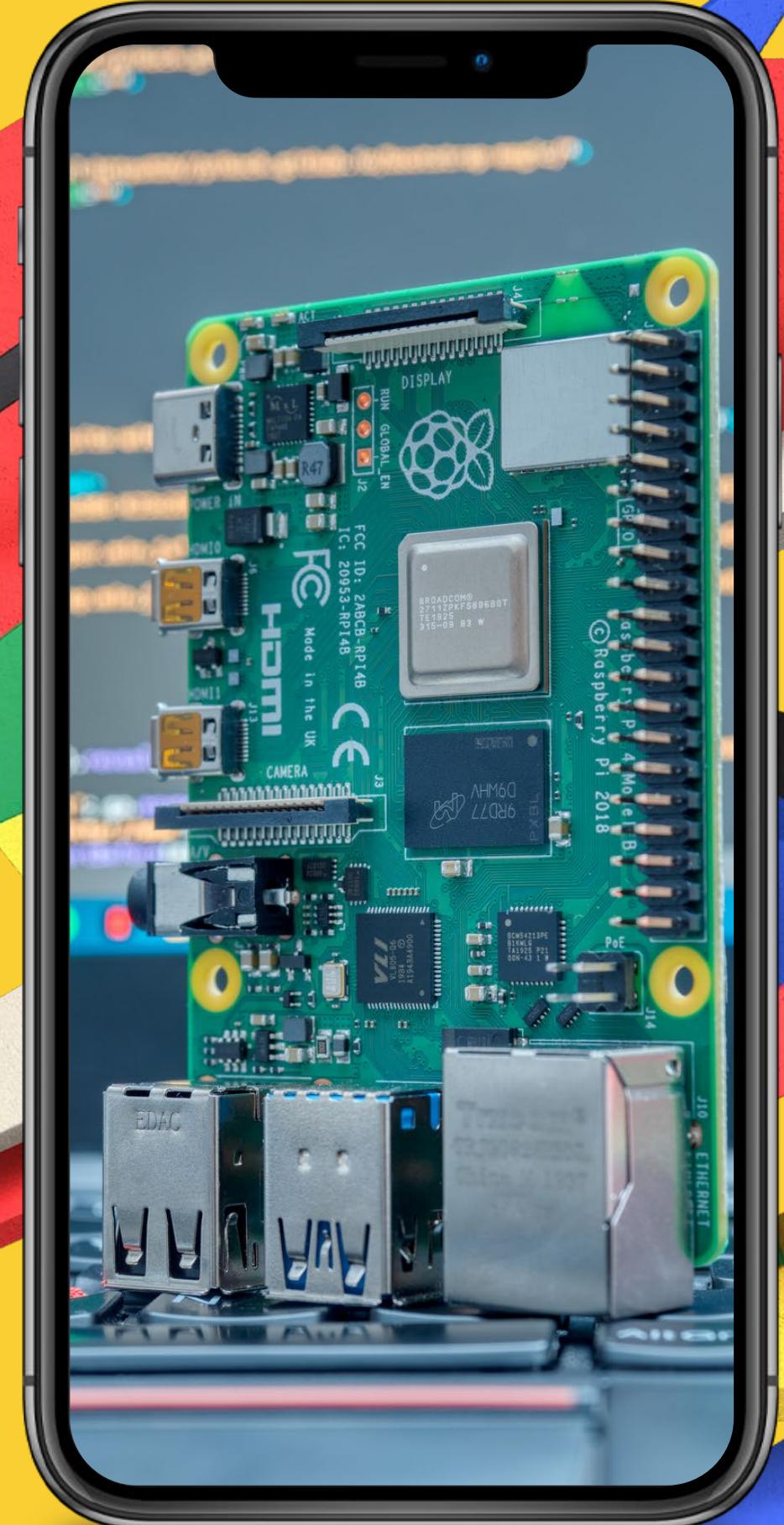


Total IoT installed base worldwide projected to grow from 13.8 billion devices in 2021 to over 30 billion units by 2025!<sup>2</sup>

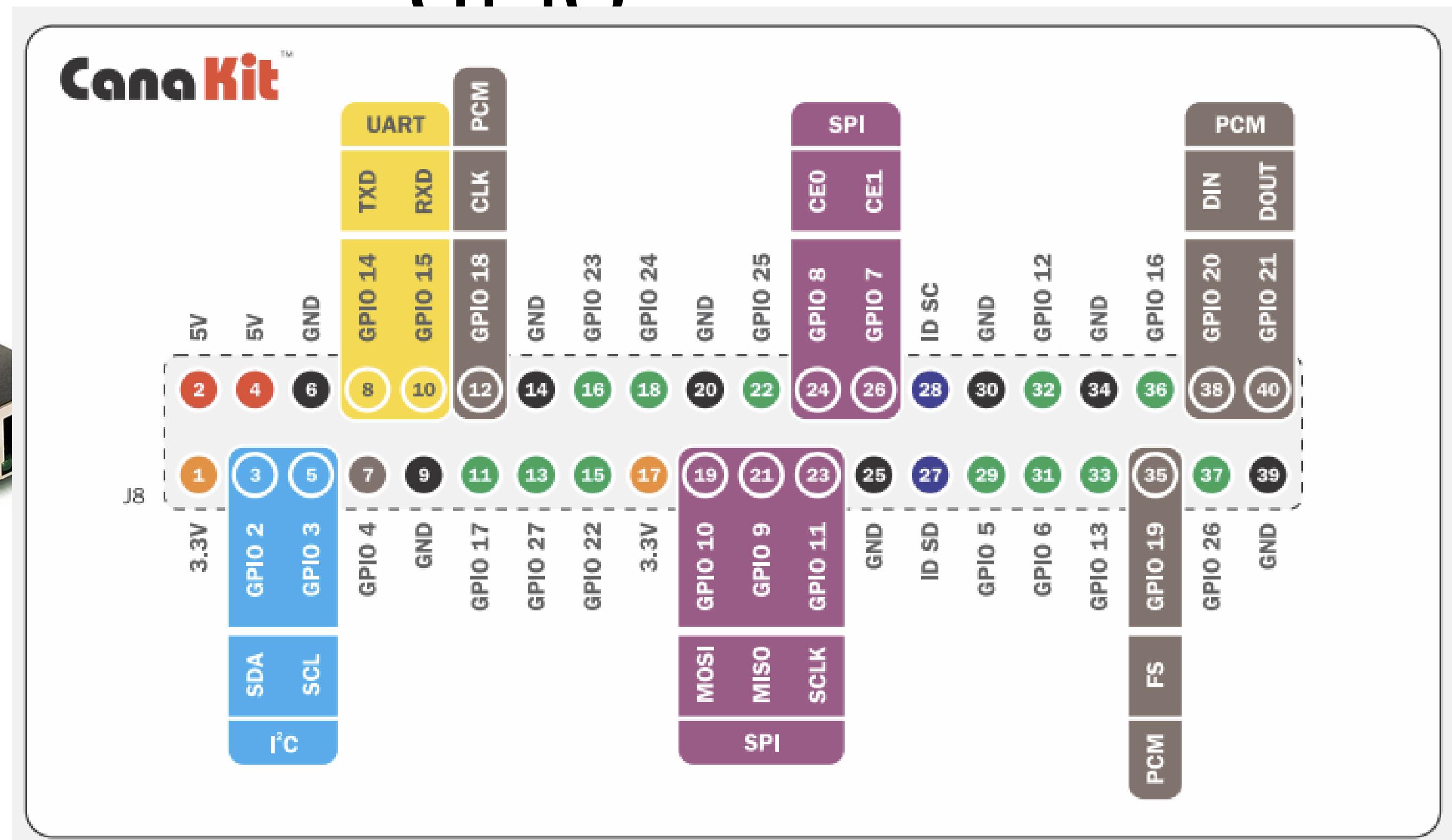
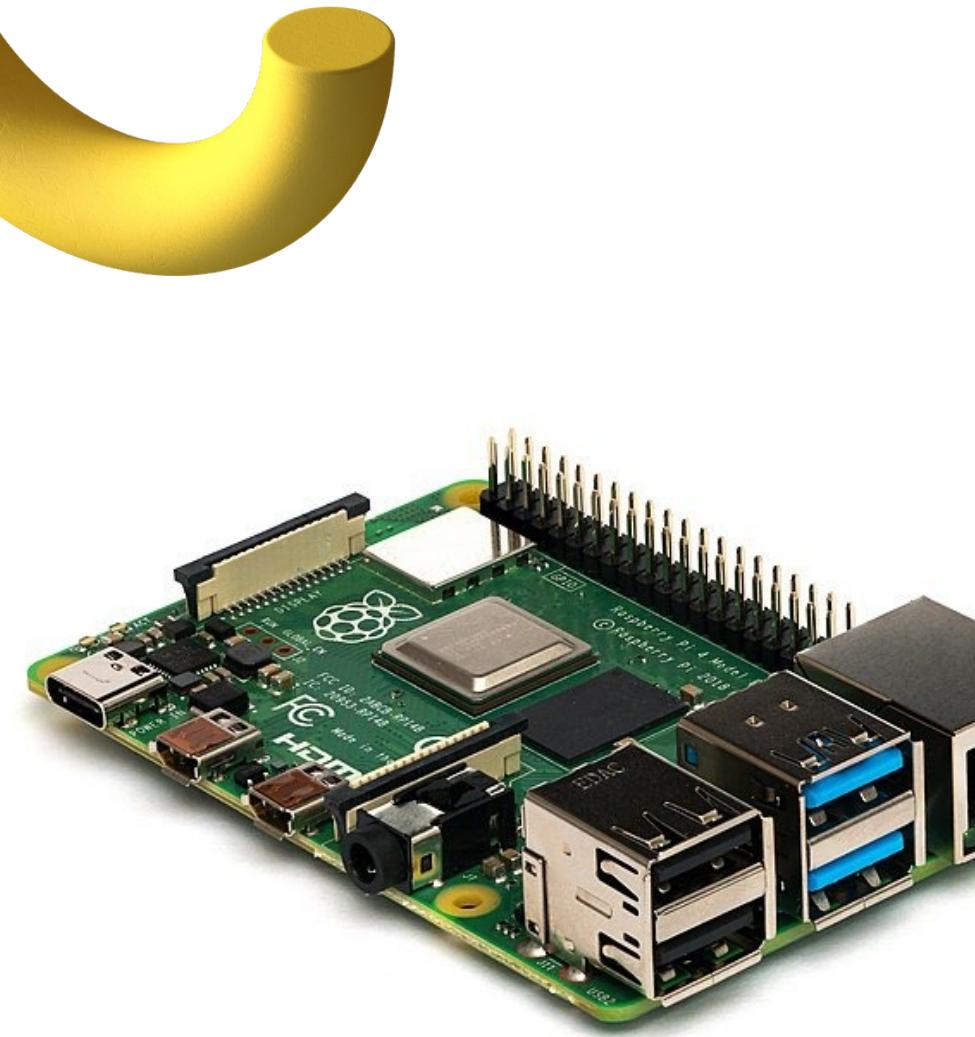
<sup>1</sup><https://www.fortunebusinessinsights.com/industry-reports/internet-of-things-iot-market-100307>

<sup>2</sup><https://www.statista.com/statistics/1101442/iot-number-of-connected-devices-worldwide/>

# General Purpose Input/ Output (GPIO) Refresh



# GPIO



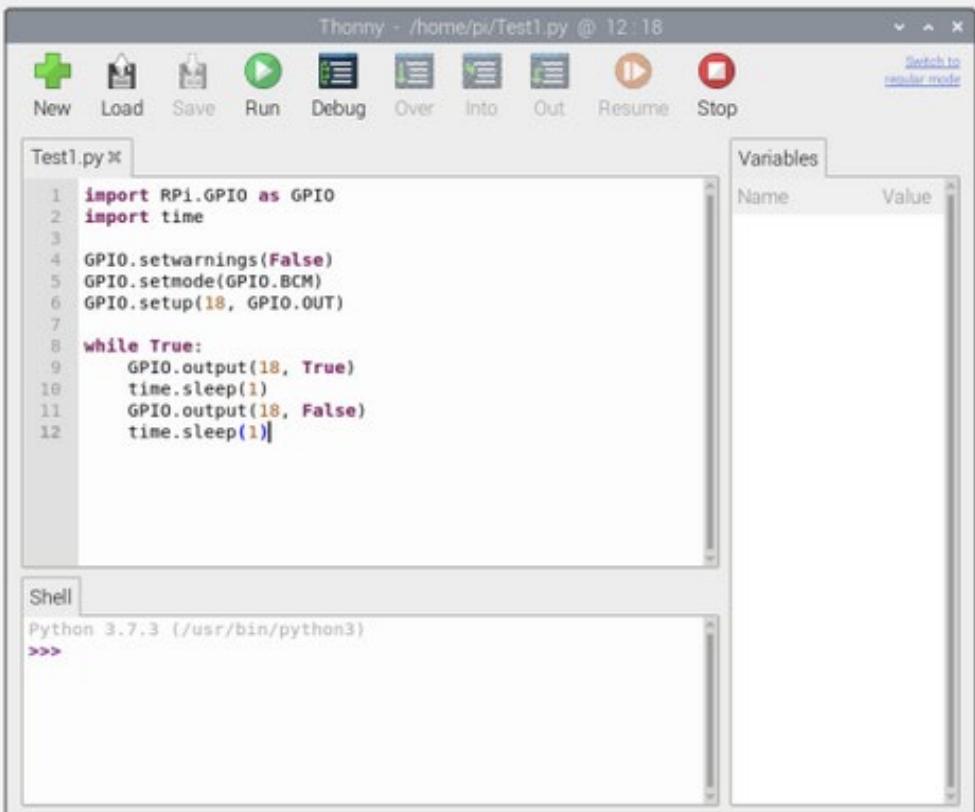
# Blinking LED

File location: Stemx/GPIO/blinking\_led.py

## GPIO PORT AND PYTHON

The General Purpose Input/Output (GPIO) port of the Raspberry Pi can be controlled in various ways but the examples in this guide will use the Python 2 programming language. In order to run the code for each example, follow these steps:

1. From the main menu in Raspbian, choose Programming -> Thonny Python IDE.
2. In the main code area, type the example code exactly as it appears. Note that the Python language is case sensitive, so ensure every character is typed exactly as shown in each example.
3. Save your file by clicking the “Save” button and finally click “Run” to run your code. If there were no errors in your code, the program will now be executed.



The screenshot shows the Thonny Python IDE interface. The code editor window contains the following Python script:

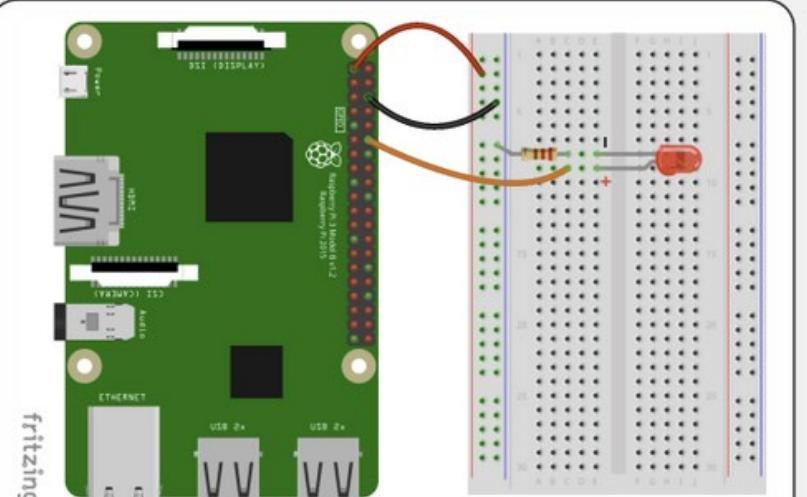
```
Test1.py
1 import RPi.GPIO as GPIO
2 import time
3
4 GPIO.setwarnings(False)
5 GPIO.setmode(GPIO.BCM)
6 GPIO.setup(18, GPIO.OUT)
7
8 while True:
9     GPIO.output(18, True)
10    time.sleep(1)
11    GPIO.output(18, False)
12    time.sleep(1)
```

The shell window at the bottom shows the command prompt and the output of the running script.

## BLINKING AN LED

To blink an LED, use three male-to-female jumper wires and a 220 Ohm resistor (red, red, brown) to connect the LED to the GPIO port as shown below.

Note that it is important for the LED to be connected with correct polarity or it will not light up and you may damage the LED. The longer leg of an LED is called the Anode (+) and the shorter leg is called the Cathode (-). In this example, the shorter leg (Cathode) is to be connected to the resistor.



The diagram illustrates the physical connection between a Raspberry Pi and a breadboard. A red LED is connected to a GPIO pin (labeled 18) via a 220 Ohm resistor. The other end of the LED is connected to ground. The breadboard has green and blue vertical rails. The resistor is placed across two adjacent columns of the breadboard.

```
import RPi.GPIO as GPIO
import time

GPIO.setwarnings(False)
GPIO.setmode(GPIO.BCM)
GPIO.setup(18, GPIO.OUT)

while True:
    GPIO.output(18, True)
    time.sleep(1)
    GPIO.output(18, False)
    time.sleep(1)
```

WWW.CANAKIT.COM

Example available in CanaKit Guide that came with your kit!

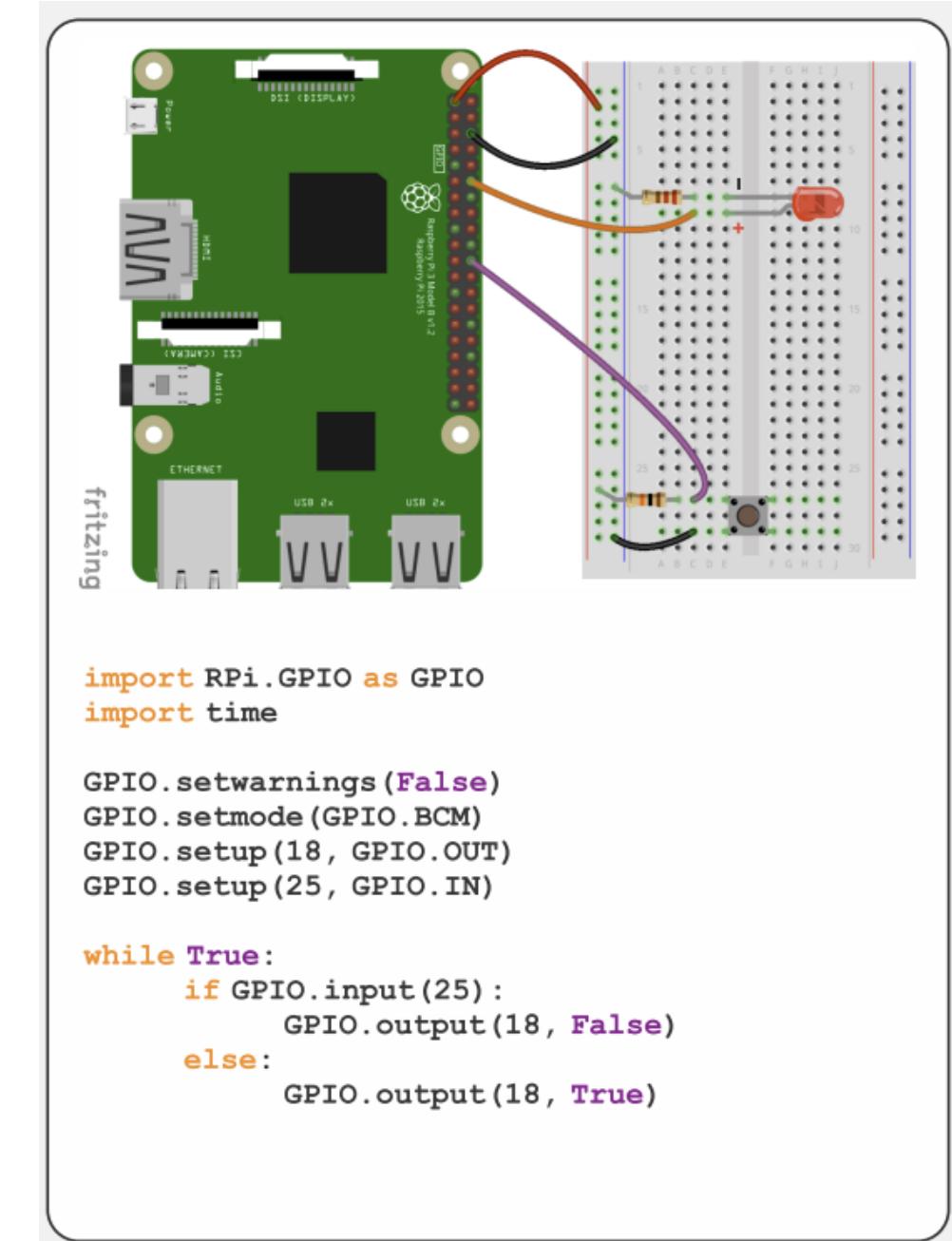
# LED With A Button

## CONTROLLING THE LED WITH A BUTTON

This example builds upon the previous example by adding a push-button switch that will control the LED. Use an additional male-to-female jumper wire, a male-to-male jumper wire, and a 10K Ohm resistor (brown, black, orange) to connect the push-button switch to the GPIO port.

For this challenge, make a copy of the `blinking_led.py` and name it `led_button.py`.

Edit the code to fulfill this example and wired your components to test!



Example available in CanaKit Guide that came with your kit!

# Python Basics



**Variables:** A variable is a name given to a memory location that holds a value. Variables in Python can hold any data type, such as integers, floating-point numbers, strings, etc.

**Data Types:** Python supports several built-in data types such as integers, floating-point numbers, strings, booleans, and more.

**Operators:** Python supports various types of operators such as arithmetic, comparison, logical, assignment, and more.

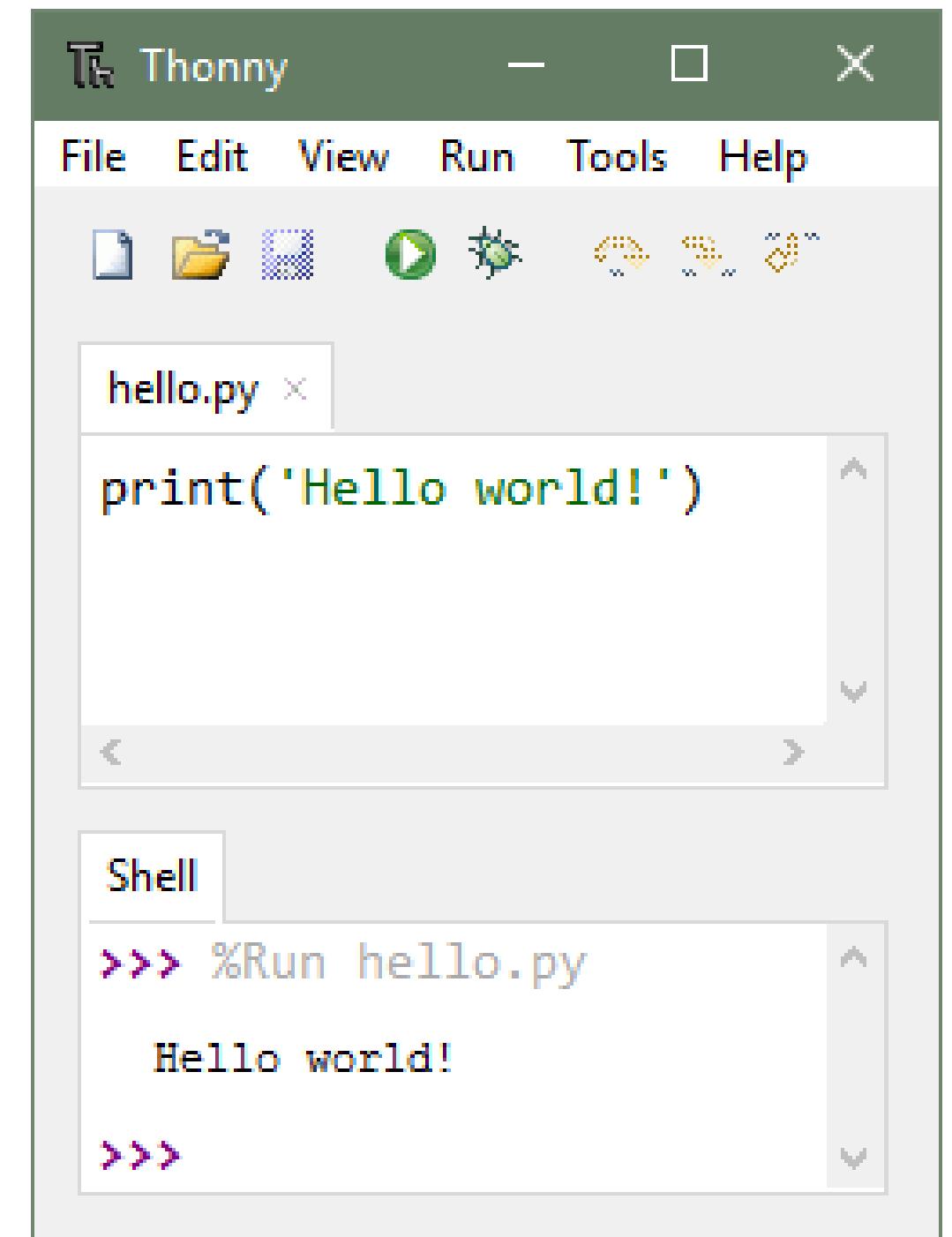
**Conditional Statements:** Conditional statements are used to execute different code based on whether a condition is true or false. Python has two types of conditional statements, if-else statements and switch statements.

**Loops:** Loops are used to execute a block of code repeatedly until a certain condition is met. Python supports two types of loops, for loop and while loop.

**Functions:** Functions are blocks of code that perform a specific task. In Python, functions are defined using the def keyword.

# Integrated Development Environment (IDE)

- Click on the Raspberry Pi menu >> Programming >> Thonny to open up the IDE



The screenshot shows the Thonny IDE interface. At the top is a menu bar with File, Edit, View, Run, Tools, and Help. Below the menu is a toolbar with icons for file operations and run/stop. The main area has two panes: the top pane contains a code editor with the file "hello.py" containing the code `print('Hello world!')`; the bottom pane is a "Shell" window showing the output of running the script: `>>> %Run hello.py` followed by `Hello world!` and a prompt `>>>`.

<https://learn.sparkfun.com/tutorials/>

python-programming-tutorial-getting-started-with-the-raspberry-pi/hello-

# Challenge 1: Create a Python file from Scratch

- Objective: Write a simple Python script that prints 1 line of text (ex. “Hello World”) and save it onto the Raspberry Pi.
- Hints:
  - Python files are always recognized by the ending “.py”
  - IDE’s are primarily written to assist developers in coding creation



# Command Line

- The command line, also known as terminal, shell, or console, is a text-based interface used to interact with the operating system.
- It allows users to run different commands, navigate through the file system, or control a Linux computer without a graphical interface.

## Basic Command Functions:

- `ls`: lists all files in current directory
- `cd`: changes the current directory
- `pwd`: prints the working directory

```
colbysawyer@Flagship:~/test$ ls
folder1
colbysawyer@Flagship:~/test$ cd folder1
colbysawyer@Flagship:~/test/folder1$ ls
colbysawyer@Flagship:~/test/folder1$ pwd
/home/colbysawyer/test/folder1
colbysawyer@Flagship:~/test/folder1$
```



# Challenge 2: Run your Python file using the Command Line

- Objective: Run your previously created Python file using only the command line, NOT THONNY.
- Hints:
  - To change directories (folders) use the “cd” command



# Variables

File location: Stemx/Python\_Basics/variables.py

In this example, we first assign values to three variables: name, age, and is\_student. We then print out the values of these variables using the print() function.

Next, we modify the variables by assigning new values to name and is\_student, and incrementing the value of age by 1 using the += operator. We then print out the modified values of the variables.

Notice that in this code there are multiple slightly grey lines preceded by a "#". This denotes a comment line that will be ignored by the program when running. This is vitally important to help developers understand each others code.

Does anyone know how to comment multiple lines?

```
# Assigning values to variables
name = "John"
age = 25
is_student = True

# Printing out the variables
print("Name:", name)
print("Age:", age)
print("Is Student:", is_student)

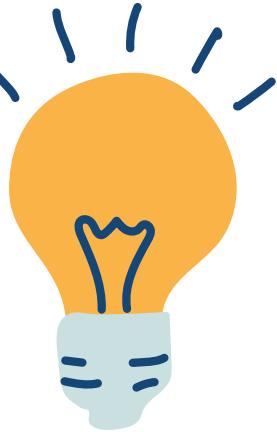
# Modifying the variables
name = "Jane"
age += 1
is_student = False

# Printing out the modified variables
print("Name:", name)
print("Age:", age)
print("Is Student:", is_student)
```

# Input/Output

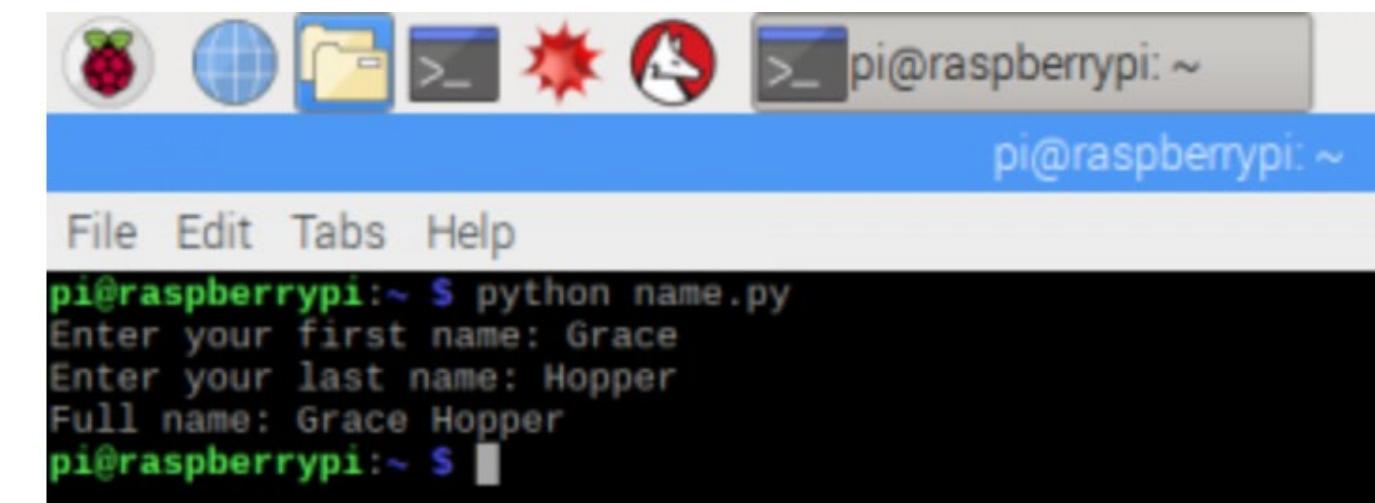
In this example, we print a message to the user and than receive their feedback.

```
main.py > ...
1 # Print a statement
2 print("Please enter a string:")
3
4 # Accept a string input
5 user_input = input()
6
7 # Print the received input
8 print(f"You entered: {user_input}")
9
```



# Challenge 3: Write a Concatenation Script

- Objective: Write a program “name.py” that asks for the user's first name and last name (two separate input() calls) and then prints the user's first and last name on one line
- Hints:
  - Input and Output will be necessary to interact with the user



```
pi@raspberrypi:~$ python name.py
Enter your first name: Grace
Enter your last name: Hopper
Full name: Grace Hopper
pi@raspberrypi:~$
```

<https://learn.sparkfun.com/tutorials/python-programming-tutorial-getting-started-with-the-raspberry-pi/hello-world>

# Data Types

File location: Stemx/Python\_Basics/datatypes.py

In this example, we create variables of different data types and perform operations on them.

We use integers to perform addition, floats to perform multiplication, strings to concatenate with each other, and booleans to store true/false values.

```
# Integers
x = 10
y = 20
sum = x + y
print("Sum of x and y:", sum)

# Floats
a = 2.5
b = 1.5
product = a * b
print("Product of a and b:", product)

# Strings
name = "John"
greeting = "Hello, " + name + "!"
print(greeting)

# Booleans
is_adult = True
is_student = False
print("Is adult:", is_adult)
print("Is student:", is_student)
```



# Type Casting

What if we wanted to be SURE that a certain variable was a specific data type? Any guesses on how we could use Python to do so?



# Type Casting

Type Functions that come with Python:

- Int(): Converts to Integer
- Float(): Converts to Float
- Str(): Converts to String
- Bool(): Converts to Boolean ( 0 = False, Any non-zero, non-empty values = True)
- List(): Converts to a List
- Dict(): Converts to a Dictionary
- Bytes(): Converts to Bytes Object

```
main.py > ...
1 #Define Variables
2 species = "Cat"
3 isVaccinated = 1 # Remeber that 1 is True and 0 is False in Python
4 age = 3.5
5 weight = 4
6
7 # Print Variables
8 print(species)
9 print(isVaccinated)
10 print(age)
11 print(weight)
12
13 # Typecast Variables
14
15 # If we wanted to be sure that the Cat's age was an integer, we could use the int() function to convert it.
16 ageInteger = int(age)
17
18 # If we wanted to be sure that the Cat's age was a string, we could use the str() function to convert it.
19 ageString = str(age)
20
21 # If we wanted to be sure that the Cat's weight was a float, we could use the float() function to convert it.
22 weightFloat = float(weight)
23
24 # If we wanted to be sure that the isVaccinated variable was a boolean, we could use the bool() function to convert it.
25 isVaccinated = bool(isVaccinated)
26
27
28 # Print Typecast Variables
29 print(ageInteger)
30 print(ageString)
31 print(weightFloat)
32 print(isVaccinated)
```



# Operators

File location: Stemx/Python\_Basics/operators.py

In this example, we use arithmetic operators to perform mathematical calculations, comparison operators to compare two values, and logical operators to combine boolean expressions.

```
# Arithmetic Operators
x = 10
y = 3
print("Sum of x and y:", x + y)
print("Difference of x and y:", x - y)
print("Product of x and y:", x * y)
print("Quotient of x and y:", x / y)
print("Remainder of x divided by y:", x % y)
print("x raised to the power of y:", x ** y)

# Comparison Operators
a = 5
b = 10
print("Is a equal to b?", a == b)
print("Is a not equal to b?", a != b)
print("Is a greater than b?", a > b)
print("Is a less than or equal to b?", a <= b)

# Logical Operators
is_adult = True
is_student = False
print("Is the person an adult and not a student?", is_adult and not is_student)
print("Is the person either an adult or a student?", is_adult or is_student)
```

# Challenge 4: Write a Voter Eligibility Script

- Objective: Write a program that asks the user to enter their age and checks whether they are eligible to vote in the elections.
- If the user's age is 18 or above, print out a message that says "You are eligible to vote." Otherwise, print out a message that says "You are not eligible to vote."



# Operators

*Mathematical operators* perform basic math operations on numbers:

Operator	Description	Example
<code>+</code>	Adds two numbers	<code>2 + 3</code> returns <code>5</code>
<code>-</code>	Subtracts one number from another	<code>8 - 5</code> returns <code>3</code>
<code>*</code>	Multiplies two numbers together	<code>4 * 6</code> returns <code>24</code>
<code>**</code>	Raises the first number to the power of the second number	<code>2 ** 4</code> returns <code>16</code>
<code>/</code>	Divides the first number by the second number	<code>5 / 4</code> returns <code>1.25</code>
<code>//</code>	Divides the two numbers and rounds down to the nearest integer (divide and floor)	<code>5 / 4</code> returns <code>1</code>
<code>%</code>	Divides the first number by the second number and gives the remainder (modulo)	<code>19 % 8</code> returns <code>3</code>

# Operators

Logical operators compare two numbers and returns one of the Boolean values: `True` or `False`.

Operator	Description	Example
<code>&lt;</code>	<code>True</code> if the first number is less than the second, <code>False</code> otherwise	<code>5 &lt; 3</code> returns <code>False</code>
<code>&gt;</code>	<code>True</code> if the first number is greater than the second, <code>False</code> otherwise	<code>5 &gt; 3</code> returns <code>True</code>
<code>&lt;=</code>	<code>True</code> if the first number is equal to or less than the second, <code>False</code> otherwise	<code>2 &lt;= 8</code> returns <code>True</code>
<code>&gt;=</code>	<code>True</code> if the first number is equal to or greater than the second, <code>False</code> otherwise	<code>2 &gt;= 6</code> returns <code>False</code>
<code>==</code>	<code>True</code> if the first number is equal to the second, <code>False</code> otherwise	<code>6 == 6</code> returns <code>True</code>
<code>!=</code>	<code>True</code> if the first number is not equal to the second, <code>False</code> otherwise (not equal)	<code>6 != 6</code> returns <code>False</code>

# Conditional Statements

File location: Stemx/Python\_Basics/conditional\_statements.py

In this example, we use conditional statements to check whether a variable is positive, not positive, negative, or zero.

```
# If statement
x = 10
if x > 0:
    print("x is positive")

# If-else statement
y = -5
if y > 0:
    print("y is positive")
else:
    print("y is not positive")

# If-elif-else statement
z = 0
if z > 0:
    print("z is positive")
elif z < 0:
    print("z is negative")
else:
    print("z is zero")
```



# Conditional

Statement	Description	Example
<code>if</code> <code>elif</code> <code>else</code>	If a condition is true, execute the block of code underneath the <code>if statement</code> . If not, see if the condition is true in one or more <code>else if ( elif )</code> statements. If one of those is true, execute the code block under that. Otherwise, execute the code block underneath the <code>else statement</code> . <code>elif</code> and <code>else</code> statements are optional.	<pre>number = 42 guess = int(input("Guess a number between 1-100: "))  if guess == number:     print("You win!") elif guess &lt; number:     print("Nope")     print("Too low") else:     print("Nope")     print("Too high") print("Run the program to try again")</pre>
<code>while</code>	A <code>while loop</code> executes the block of code underneath it repeatedly as long as the condition is true.	<pre>counter = 15 while counter &gt;= 5:     print(counter)     counter = counter - 1</pre>
<code>for..in</code>	Iterate over a sequence of numbers or objects. The variable declared in a <code>for loop</code> assumes the value of one of the numbers (or objects) during each iteration of the loop.	<pre>for i in range(1, 11):     print(i)</pre>
<code>break</code>	Use the <code>break statement</code> to exit out of a loop.	<pre>while True:     message = input("Tell me when to stop: ")     if message == "stop":         break     print("OK")</pre>

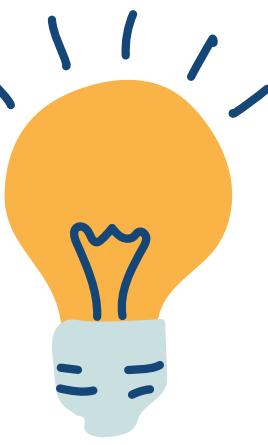
# Loops

File location: Stemx/Python\_Basics/loops.py

In this example, we use a while loop to print out numbers from 1 to 10, and a for loop to iterate over a list of fruits and print out each fruit.

```
# While loop
i = 1
while i <= 10:
    print(i)
    i += 1

# For loop
fruits = ["apple", "banana", "cherry"]
for fruit in fruits:
    print(fruit)
```



# Challenge 5: Write an Even Loop

- **Objective:** Write a program that asks the user to enter a positive integer and then prints out all the even numbers from 1 to that integer using a while loop.
- For example, if the user enters 8, the program should print out 2, 4, 6, 8.



# Lists

- A list in Python is an ordered collection of items.
- Lists are written with square brackets “[ ]”
- Items in a list are separated by commas “,”
- List items can be accessed directly
- Python is flexible so lists can hold multiple data types
- Common functions are available such as:
  - size()
  - append()
- *What is the index of the first item in each list?*

```
main.py > ...
1 # Lists
2 fruit = ["apple", "banana", "cherry"]
3 fish = ["cod", "flounder", "tuna"]
4 numbers = [1, 2, 3, 4, 5]
5 mixed = ["apple", 1, "banana", 2, "cherry", 3]
6 floats = [1.1, 2.2, 3.3, 4.4, 5.5]
7
8 # Grab a single item from a list
9 fav_fruit = fruit[0]
10 fav_fish = fish[1]
11 |
```



# Challenge 6: Adding a List to your Even Loop

- **Objective:** Take your program that asks the user to enter a positive integer and then prints out all the even numbers from 1 to that integer; and now store all the values in a single list. Print the list at the end instead of each number.
- **Hints:**
  - To make a list longer than its original size you can use the function “append()” to add to its end



# Challenge 7: Can lists be made Smaller?

If I wanted to take a list and completely remove the last element, what would I do? Is this possible?

Hint:

- “append()” adds to a list



# Functions

File location: Stemx/Python\_Basics/functions.py

In this example, we define a function greet that takes a parameter name and prints out a greeting message, and a function add\_numbers that takes two parameters x and y and returns their sum. We then call these functions with appropriate arguments.

```
# Function with parameters
def greet(name):
    print("Hello, " + name + "!")

greet("John")

# Function with return value
def add_numbers(x, y):
    return x + y

result = add_numbers(10, 20)
print("Result of adding two numbers:", result)
```



# Functions

- Functions
  - Functions allow you to name a block of code and then reuse that code by calling its name.
  - What does the function below do?

```
def add(x, y):  
    sum = x + y  
    return sum  
  
print(add(2, 3))
```

## Challenge:

Starting with the code below, implement the sumTo() function that takes an integer as a parameter (n), sums all the whole numbers from 1 to n (including n), and returns the sum.  
(Hint: use a for loop)

```
def sumTo(n):  
    # YOUR CODE GOES HERE  
  
    # Should be 1  
    print(sumTo(1))  
  
    # Should be 45  
    print(sumTo(9))  
  
    # Should be 5050  
    print(sumTo(100))
```



# Modules and Libraries

- Modules and Libraries
  - Modules are another way to reuse code and help you organize your program. They are simply files that are imported into your main program.
  - After importing a module, you can use a module in much the same way you would an object: access constants and functions using the dot-notation.

## Challenge:

Python comes with several standard modules that you can import into your program. One of them is the [math module](#), which you can use with `import math`. Use the constants and functions found in the math module to perform the following actions:

```
import math  
  
print(math.ceil(3.456))  
print(math.sqrt(9216))  
print(math.pi * (2 ** 2))
```

# Modules and Libraries

## Rasterio: access to geospatial raster data

Geographic information systems use GeoTIFF and other formats to organize and store gridded raster datasets such as satellite imagery and terrain models. Rasterio reads and writes these formats and provides a Python API based on Numpy N-dimensional arrays and GeoJSON.

Here's an example program that extracts the GeoJSON shapes of a raster's valid data footprint.

```
import rasterio
import rasterio.features
import rasterio.warp

with rasterio.open('example.tif') as dataset:

    # Read the dataset's valid data mask as a ndarray.
    mask = dataset.dataset_mask()

    # Extract feature shapes and values from the array.
    for geom, val in rasterio.features.shapes(
        mask, transform=dataset.transform):

        # Transform shapes from the dataset's own coordinate
        # reference system to CRS84 (EPSG:4326).
        geom = rasterio.warp.transform_geom(
            dataset.crs, 'EPSG:4326', geom, precision=6)

    # Print GeoJSON shapes to stdout.
    print(geom)
```

The output of the program:

```
{'type': 'Polygon', 'coordinates': [((-77.730817, 25.282335), ...)]}
```

## Challenge:

Use the Rasterio library to pull coordinates from satellite imagery.

Download satellite imagery from [stemx.app/x-marks-the-spot-challenge](https://stemx.app/x-marks-the-spot-challenge)

Use the code same to the left. First, make sure to install Rasterio using the following command:

pip install rasterio

# Extra Challenge: Build a working Stoplight

- Objective: Using the breadboard you created with three lights (green, yellow, red). Write a Python script that will turn on each light in order (green, yellow, red) and keep each light on for 2 seconds before moving.
- Hints:
  - Write Psuedo-code first: So just write in plain English the steps you think will need to happen
  - LOOP!
  - Remember “blinking\_led.py”
  - Python has a built in “sleep(x)” function that can be used to execute the above code for x seconds.
    - Example: This will print “Hello World” then wait 10 seconds before moving on.

```
main.py
1 import time
2
3 #Print Hello World
4 print("Hello World")
5 #Wait 10 seconds
6 time.sleep(10)
```

# Learning Experience: Never Reinvent the Wheel

- Although building all of the looping code for the Stoplight may be fun and great to learn the concepts of Python, in a real-world developers' environment it is better to find a reliable library!

Check out this alternative solution to our problem! Notice it is only a few lines of code



```
+ test.py 1, U X
Python_Examples > + test.py > ...
1  from gpiozero import TrafficLights
2  from time import sleep
3  lights = TrafficLights(25, 8, 7)
4
5  while True:
6      lights.on()
7      sleep(30)
```

# Git and Github Basics

## Git:

- Git is a distributed version control system. It allows multiple people to work on a project at the same time without overwriting each other's changes. It keeps track of all changes made to files in a repository.
- It was created by Linus Torvalds, the creator of Linux, in 2005.

## GitHub:

- GitHub is a web -based hosting service for Git repositories. It provides a platform for collaboration, allowing developers to work on projects from anywhere in the world.
- In addition to hosting your code, GitHub offers features like bug tracking, task management, and project wikis.

# Git and Github Basics

## Key Concepts and Basic Commands:

- **Repository (repo)**: A directory or storage space where your project lives. It can contain folders and files, images, videos, spreadsheets – anything your project needs.
- **Clone**: Creates a local copy of a repository on your machine.
  - Example: `git clone https://github.com/user/repo.git`
- **Commit** : Saves changes to your local repository. Each commit has a unique ID.
- **Push**: Sends your commits to the remote repository on GitHub.
- **Pull** : Fetches changes from the remote repository and merges them into your local repository.

# Challenge 9: Clone a Git repository

Source: <https://github.com/ECU-Sensing/stemx-image.git>



# Screen Detection

File location: Stemx/Python\_Basics/screen\_detection.py

In this example code, we first load the image that we want to detect using the PIL library. We then get the size of the screen using the pyautogui library's size() function. We then search for the image on the screen using the pyautogui library's locateOnScreen() function, which returns the location of the image on the screen if it's found, or None if it's not found.

We then check if the image was found and if it was, we print the location of the image on the screen and move the mouse cursor to the center of the image location using the pyautogui library's center() and moveTo() functions. If the image was not found, we print a message indicating that it was not found.

Note that you'll need to replace image\_to\_detect.png with the path to your own image file that you want to detect.

```
from PIL import Image
import pyautogui

# Load the image to be detected
image_to_detect = Image.open('image_to_detect.png')

# Get the screen size
screen_size = pyautogui.size()

# Search for the image on the screen
location = pyautogui.locateOnScreen(image_to_detect, confidence=0.9)

# Check if the image was found
if location is not None:
    # Print the location of the image on the screen
    print(f"Image found at: {location}")

    # Get the center of the image location
    center = pyautogui.center(location)

    # Move the mouse cursor to the center of the image location
    pyautogui.moveTo(center)
else:
    # Print a message indicating that the image was not found
    print("Image not found on screen")
```

# Challenge 10 : Screen Detection Automation

Objective: Make changes to the Screen Detection Python program to continuously scan for the image.

Hints:

- Remember the blinking light code



# Stop Light Challenge

File location: Stemx/ GPIO/ stoplight.py

In this example, the stop light has three states: green, yellow, and red. It has a transition() method that switches the light from one state to the next, and a run() method that loops indefinitely and checks whether it's time to transition to the next state.



Challenge: Wire a RED, GREEN and YELLOW LED from your GPIO to your breadboard.

You will need to add the GPIO code to the stoplight.py to properly send the signals at the correct time to simulate a stop light.

```
import time

class StopLight:
    def __init__(self):
        self.current_state = 'green'
        self.next_transition_time = time.time() + 10 # Start with 10 seconds of green

    def set_state(self, state):
        self.current_state = state

    def get_state(self):
        return self.current_state

    def transition(self):
        if self.current_state == 'green':
            self.set_state('yellow')
            self.next_transition_time = time.time() + 2 # 2 seconds of yellow light
            print("Yellow light - Prepare to stop!")
        elif self.current_state == 'yellow':
            self.set_state('red')
            self.next_transition_time = time.time() + 10 # 10 seconds of red light
            print("Red light - Stop!")
        elif self.current_state == 'red':
            self.set_state('green')
            self.next_transition_time = time.time() + 10 # 10 seconds of green light
            print("Green light - Go!")

    def run(self):
        while True:
            if time.time() >= self.next_transition_time:
                self.transition()

stop_light = StopLight()
stop_light.run()
```



# Artificial Intelligence

- How is this being applied today?
  - Automation
  - Decision-Making
  - Personalization
  - Predictive Maintenance
  - Customer Service
  - Healthcare



# Generative AI

- ChatGPT is a language-based AI developed by OpenAI. It has been trained on vast amounts of text data and can generate human-like text.
- How it Works: It uses a type of neural network called a Transformer, and more specifically an architecture known as GPT (Generative Pretrained Transformer). It takes in a sequence of text and predicts the next word.
- Lets look at some examples!

# ChatGPT

- Examples:
  - Write a short adventure story about a dog named Spot who lives in a city.
  - Imagine you are a robot in the future. Describe your day.
  - Write a program that asks the user to enter a positive integer and then prints out all the even numbers from 0 to that integer using a while loop.

# Live AI Detection

- Classification
- Confidence %



# Live AI Detection

- Classification
- Confidence %



# Who Uses AI?

Google is one of the largest companies in the world that heavily relies on AI. Google uses AI for its search engine algorithms, image recognition, voice recognition, natural language processing, and more.

Amazon uses AI for product recommendations, personalization, and forecasting demand for products, among other things.

Facebook uses AI for content moderation, image recognition, and facial recognition.

Microsoft uses AI for its digital assistant Cortana, speech recognition, and machine translation.

Tesla uses AI for autonomous driving, as well as predictive maintenance of its electric vehicles.

IBM uses AI for its Watson platform, which provides natural language processing and other AI services to businesses.

Apple uses AI for facial recognition in its iPhones, voice recognition with Siri, and other applications.

Netflix uses AI for content recommendations to its subscribers.

Uber uses AI to optimize its ride-hailing services, including route planning and demand prediction.

Airbus uses AI to improve aircraft design and performance, as well as for predictive maintenance of its planes.

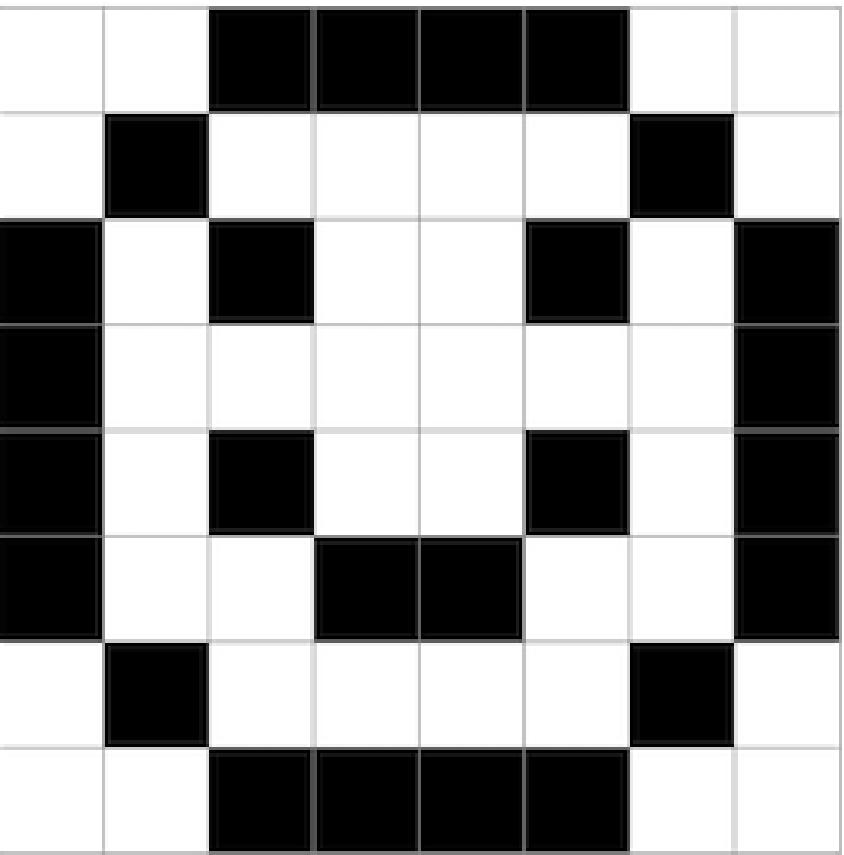


# Computer Vision

How does a computer see?

- Pixels and binary (0,1)
- Features and patterns

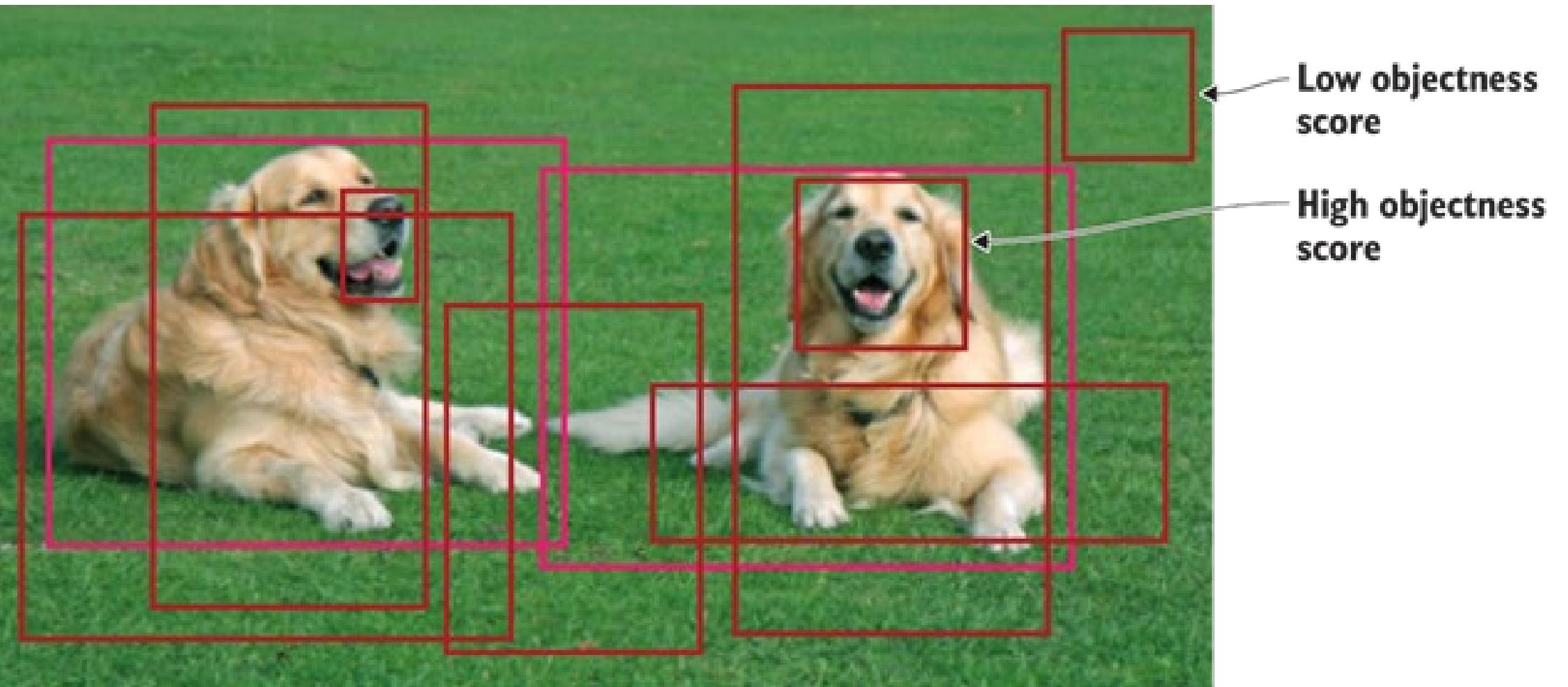
1	1	0	0	0	0	1	1
1	0	1	1	1	1	0	1
0	1	0	1	1	0	1	0
0	1	1	1	1	1	1	0
0	1	0	1	1	0	1	0
0	1	1	0	0	1	1	0
1	0	1	1	1	1	0	1
1	1	0	0	0	0	1	1



# Computer Vision

How does a computer recognize objects?

- Where = Localization
  - How? Objectness
  - Feature maps
- What = Classification
  - How? Datasets
  - Machine Learning
- Both = Recognition



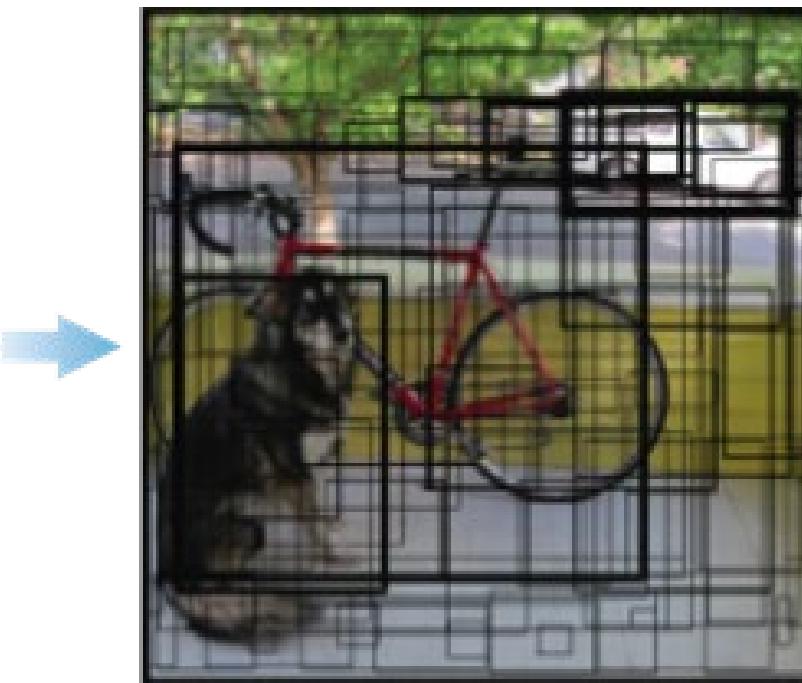
# Computer Vision

What is the process that the computer uses to recognize objects?

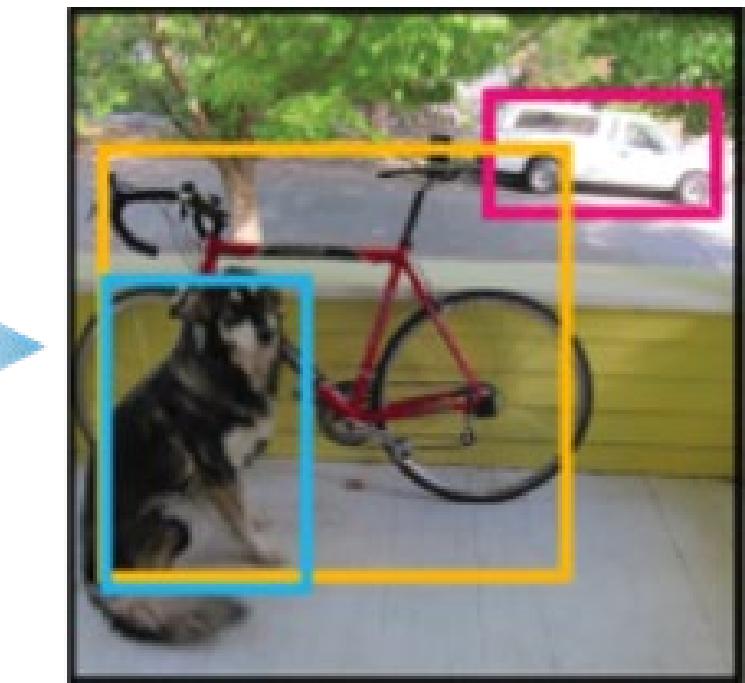
- YOLO: You Only Look Once (algorithm)
  - Where - Bounding boxes
  - What - Learned Labeled Data Sets



Split the image into grids



Predict bounding boxes  
and classifications

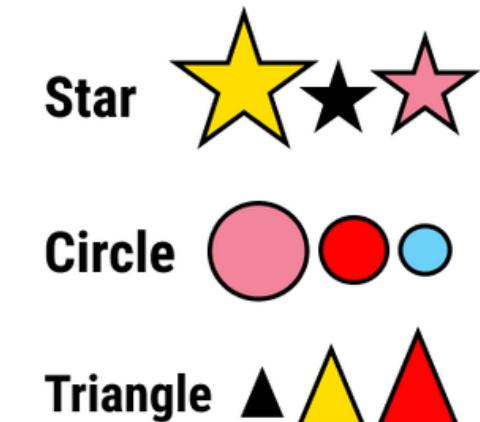
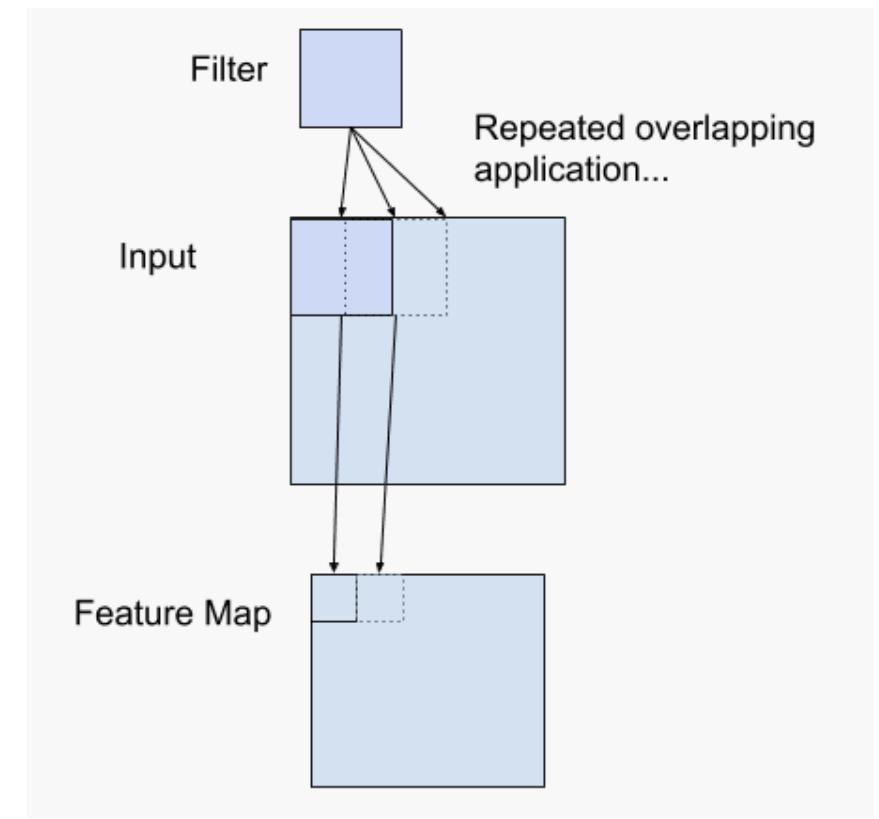
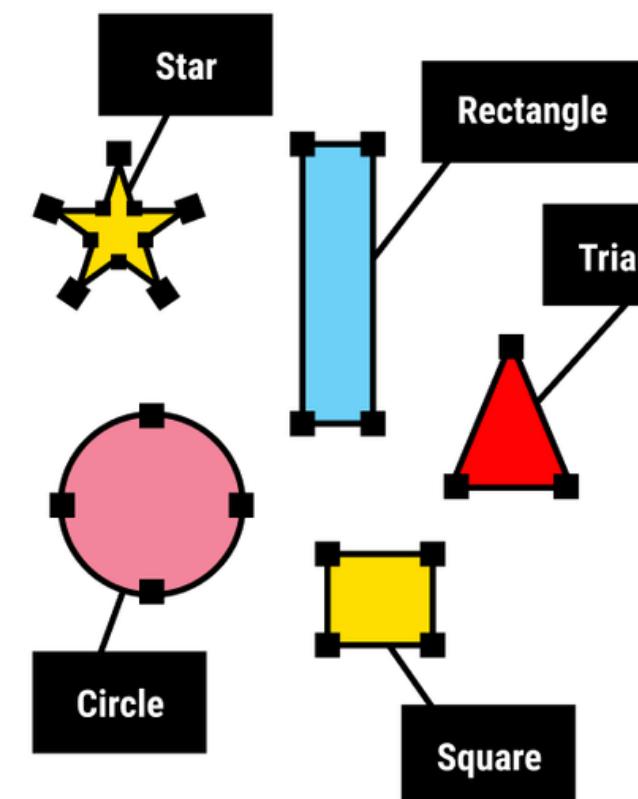


Final predictions after  
non-maximum suppression

# Computer Vision

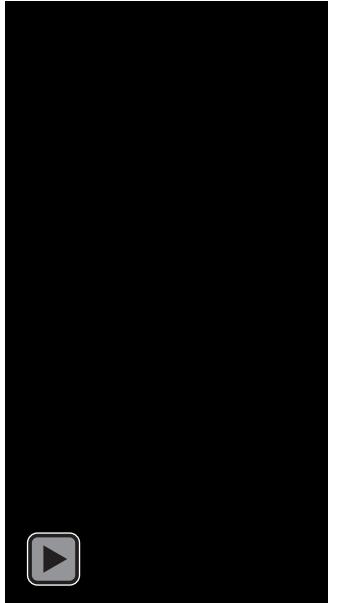
How does a computer learn?

- Labeled Data Sets
  - [Star, Circle, Triangle]
- Feature maps
- Model generation
  - For yolo this is our weights



# Computer Vision

How does a computer learn to recognize your face?



(1)

Label a Data set by class  
and set the bounding box



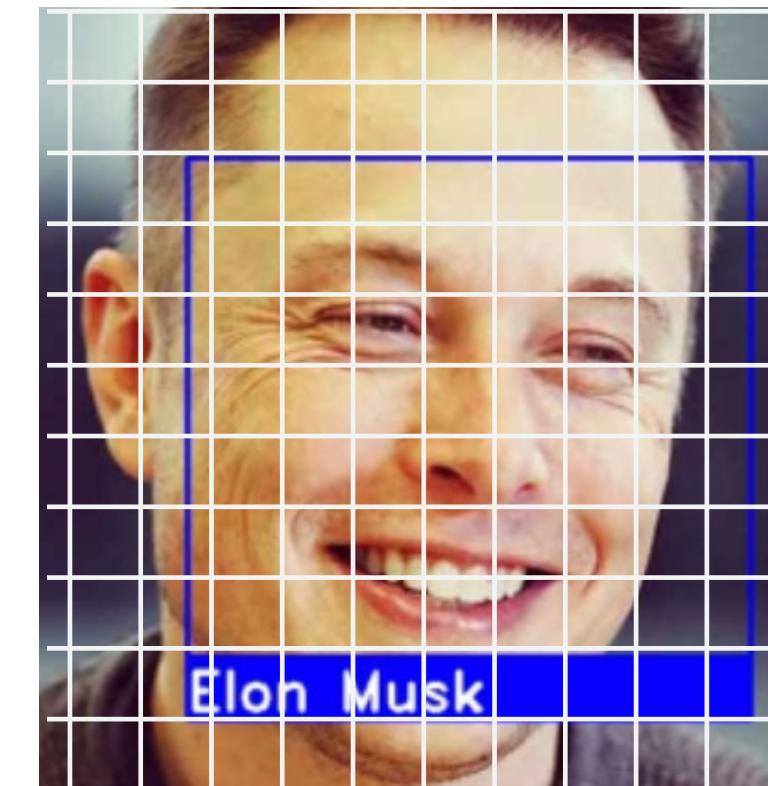
(2)

Train your model with  
preset weights



(3)

Run YOLO Algorithm



(4)

Smile for the camera!



# YoloV7 Module

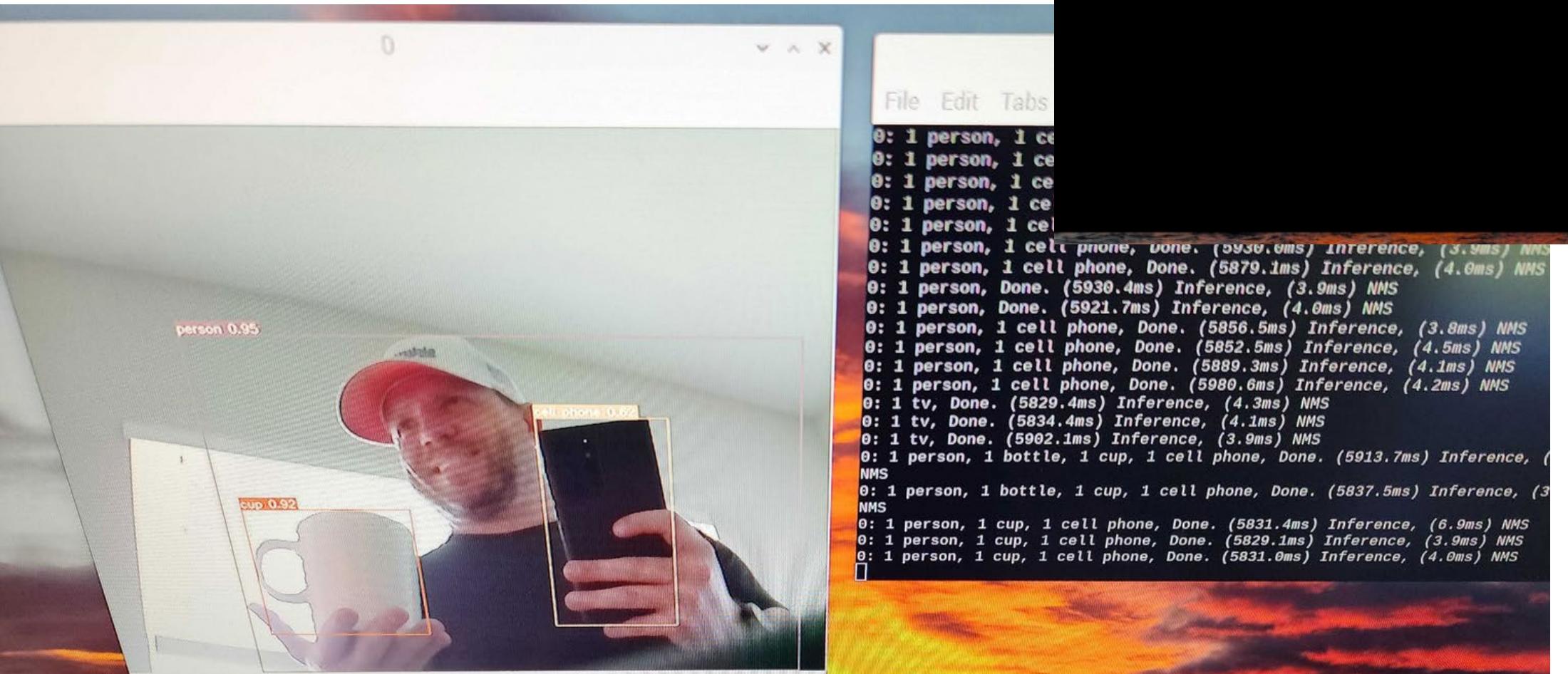
File location: /home/pi/yolov7

Lets test our YoloV7 detection algorithm.

To do this follow the steps below:

- Open CMD prompt and run
  - cd yolov7
  - python3 detect.py --weights yolov7-tiny.pt --source 0

Note: You can run with yolov7.pt for weights as in picture but the tiny version will run faster.



# Yolo V7 Module

File location: /home/pi/yolov7

When we give the command:

```
python3 detect.py --weights yolov7.pt --source 0
```

We are telling [python version 3](#) to run the `detect.py` script and we are providing two additional arguments, one is the `--weights` which is the trained model we are passing the data through as well as the `--source` which is our source of data. The '0' we are supplying in short means 'device 0' which would default to our camera running on the Pi as it's default is device 0.

Challenge: Edit `detect.py` print statement when an object is detected to output some additional information, such as "You Detected an Object!!!!"



# YoloV7 Module

File location: /home/pi/yolov7/detect.py

Challenge: When a person is in view of the camera, trigger an LED to HIGH from the GPIO pins.

For this challenge its recommended to make a copy of your detect.py to edit.

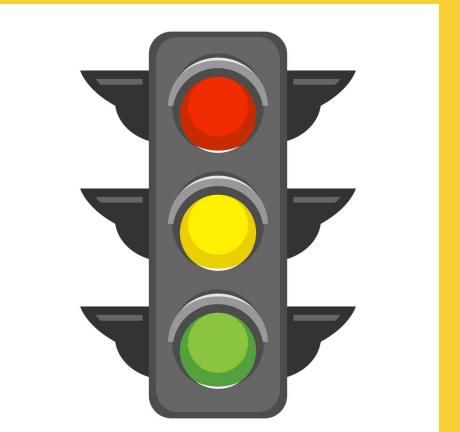
Advanced Challenge: Now that we understand how to edit our detect.py script lets now see if we can incorporate our previous challenge of the from the Stop Light we developed in the GPIO section. Lets pretend our car is driving along and it now detects a person in view. In the case the output of the light must stay RED until no person is in view. Bonus if the classification percentage of the person detected is less than 40% to trigger the Yellow Light for caution and anything above 40% will stay RED.

Previous Stop Light Challenge:

File location: Stemx/GPIO/stolight.py

Challenge: Wire a RED, GREEN and YELLOW LED from your GPIO to your breadboard.

You will need to add the GPIO code to the stoplight.py to properly send the signals at the correct time to simulate a stop light.



```
import time

class StopLight:
    def __init__(self):
        self.current_state = 'green'
        self.next_transition_time = time.time() + 10 # Start with 10 seconds of green

    def set_state(self, state):
        self.current_state = state

    def get_state(self):
        return self.current_state

    def transition(self):
        if self.current_state == 'green':
            self.set_state('yellow')
            self.next_transition_time = time.time() + 2 # 2 seconds of yellow light
            print("Yellow light - Prepare to stop!")
        elif self.current_state == 'yellow':
            self.set_state('red')
            self.next_transition_time = time.time() + 10 # 10 seconds of red light
            print("Red light - Stop!")
        elif self.current_state == 'red':
            self.set_state('green')
            self.next_transition_time = time.time() + 10 # 10 seconds of green light
            print("Green light - Go!")

    def run(self):
        while True:
            if time.time() >= self.next_transition_time:
                self.transition()

stop_light = StopLight()
stop_light.run()
```

# Yolo V7 Training

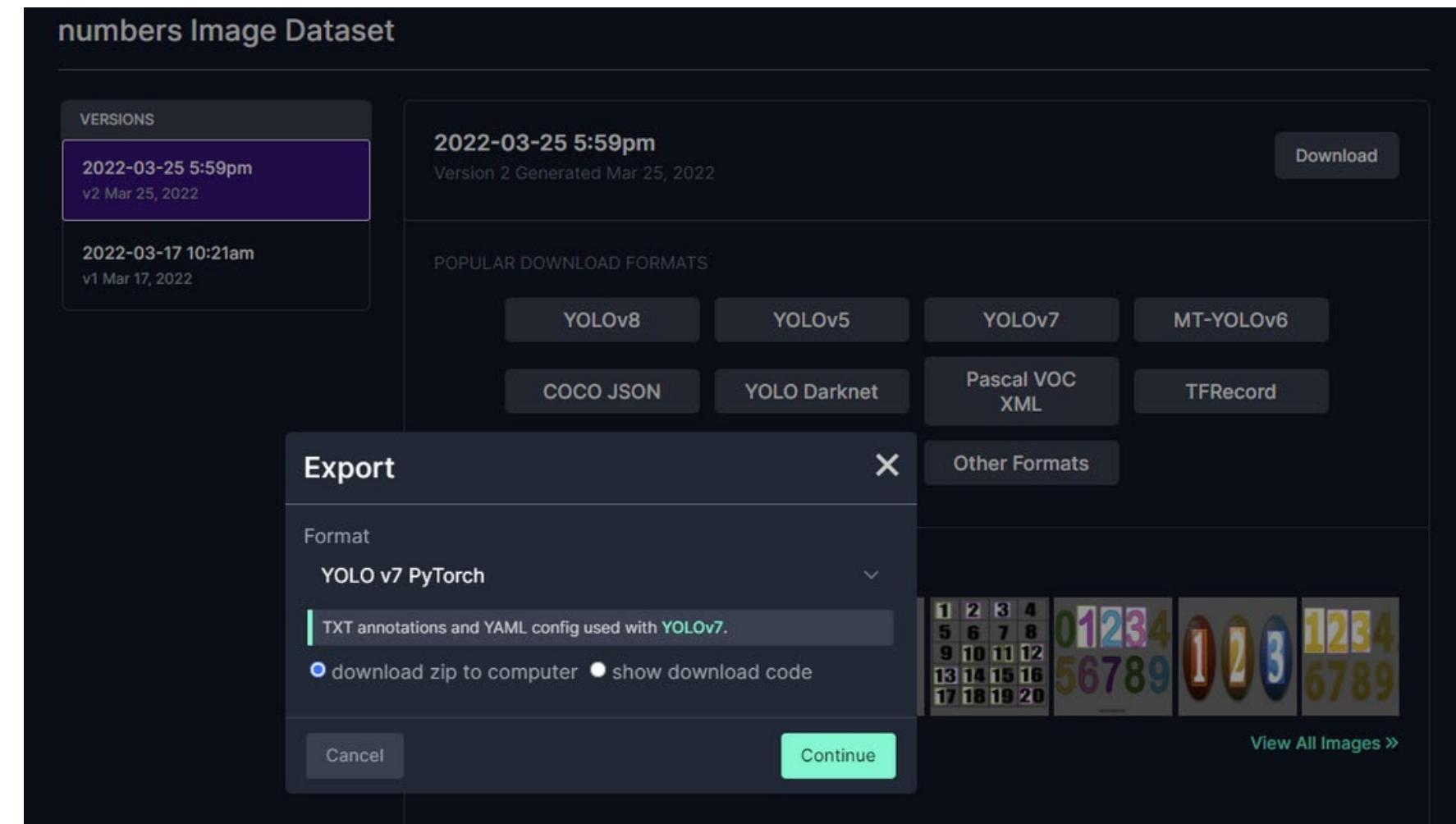
For this section we will look at what labeled data sets look like. Then we will download a dataset and train our own model.

Large Amount of Datasets:

<https://universe.roboflow.com/>

Download Yolov7 Data:

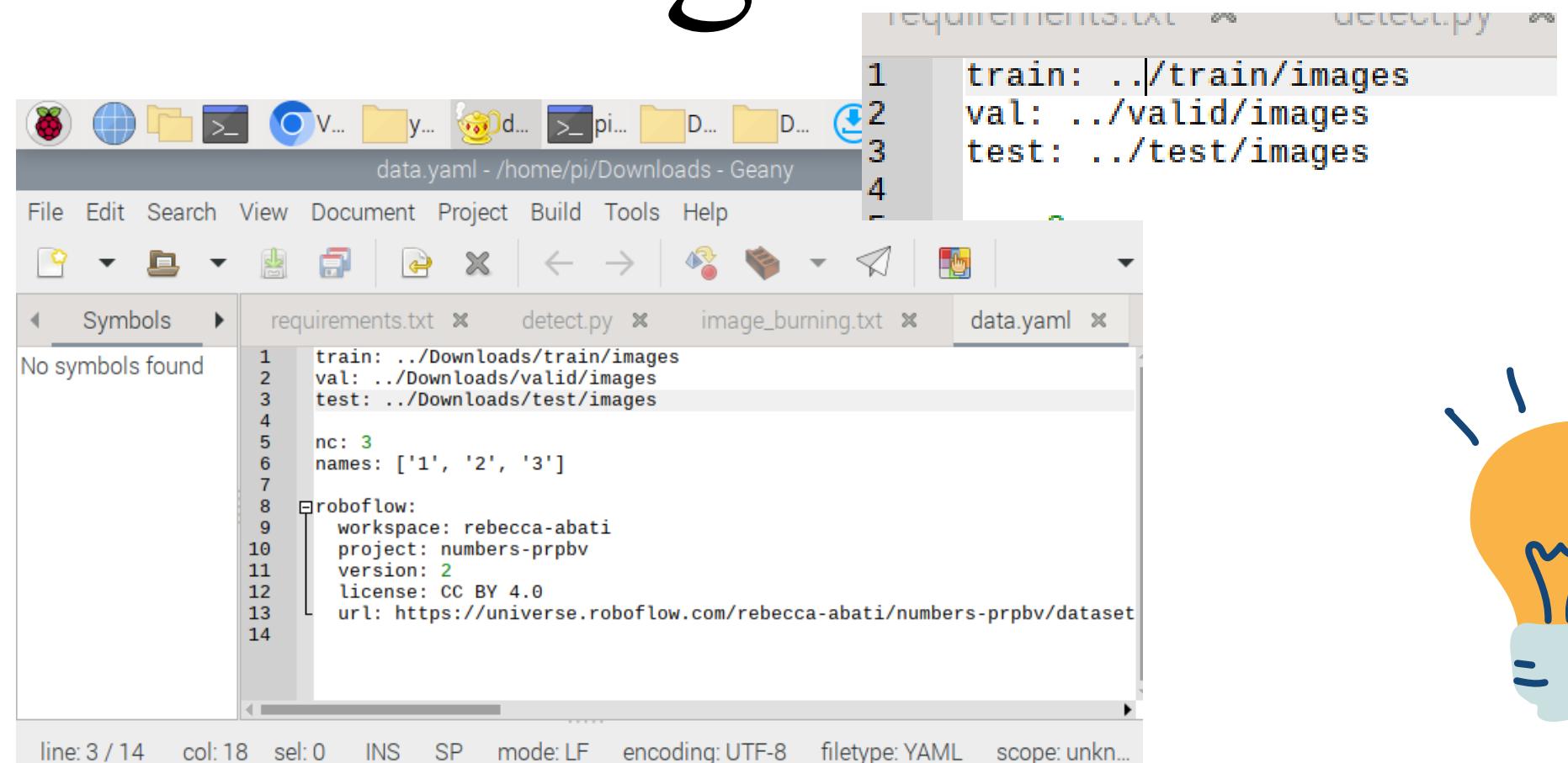
<https://universe.roboflow.com/rebecca-abati/numbers-prpbv>



# YoloV7 Training

After downloading the yolov7 zip data.

- Open the download directory
- Right click on the zip folder and select Extract all to the current directory.
- Double click to open the data.yaml file
- Change line 1-3 to add "/Downloads/" to each line.
  - ../train/images -----> ../Downloads/train/images
  - ../valid/images -----> ../Downloads/valid/images
  - ../test/images -----> ../Downloads/test/images
- Save file
- Right click on data.yaml and select copy
- Navigate to /home/pi/yolov7 and paste or move the data.yaml file to this directory.

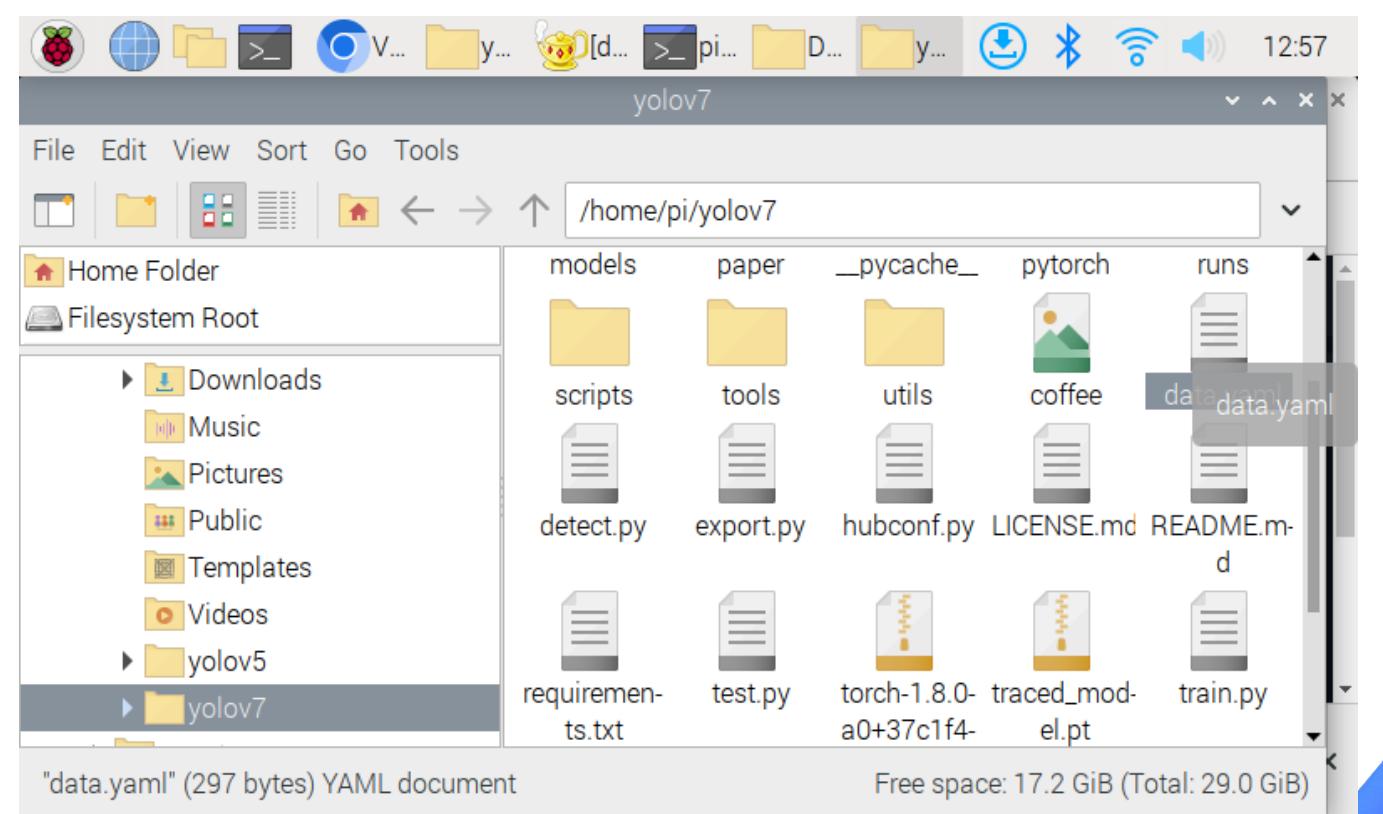


The screenshot shows the Geany text editor interface with four tabs: requirements.txt, detect.py, image\_burning.txt, and data.yaml. The data.yaml tab contains the following YAML configuration:

```
train: ./train/images
val: ./valid/images
test: ./test/images

nc: 3
names: ['1', '2', '3']

roboflow:
  workspace: rebecca-abati
  project: numbers-prpbv
  version: 2
  license: CC BY 4.0
  url: https://universe.roboflow.com/rebecca-abati/numbers-prpbv/dataset
```



# YoloV7 Training

Open a new CMD prompt and cd yolov7

Run:

```
python3 train.py --weights yolov7-tiny.pt --data "data.yaml" --batch-size 2 --epochs 3 --cfg cfg/training/yolov7.yaml --img-size 300 300 --name numbers --hyp data/hyp.scratch.p5.yaml
```



```
pi@raspberrypi:~/yolov7
File Edit Tabs Help
pi@raspberrypi:~/yolov7 $ python3 train.py --weights yolov7-tiny.pt --data "data.yaml"
--batch-size 2 --epochs 1 --cfg cfg/training/yolov7.yaml --img-size 300 300 --name numb
ers --hyp data/hyp.scratch.p5.yaml
```

You will see the console log output the training of the model.

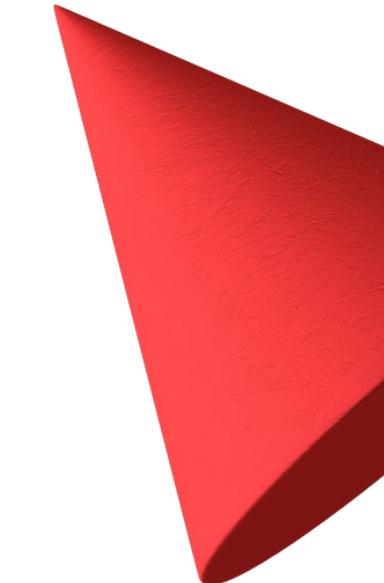


```
pi@raspberrypi:~/yolov7
File Edit Tabs Help
train: Scanning '../Downloads/train/labels.cache' images and labels... 48 found, 0 miss
val: Scanning '../Downloads/valid/labels.cache' images and labels... 13 found, 0 missin

autoanchor: Analyzing anchors... anchors/target = 5.56, Best Possible Recall (BPR) = 1.
0000
Image sizes 320 train, 320 test
Using 2 dataloader workers
Logging results to runs/train/numbers2
Starting training for 3 epochs...

Epoch      gpu_mem      box      obj      cls      total      labels      img_size
    0/2        0G    0.06722    0.01226    0.01993    0.09941          6      320: 100%
          Class      Images      Labels          P          R      mAP@.5      mAP@.
          all           13            72     0.00219     0.114     0.000654      9.0
9e-05

Epoch      gpu_mem      box      obj      cls      total      labels      img_size
    1/2        0G    0.06053    0.005359    0.01492    0.08081          3      320:  4%
```



# YoloV7 Training

When complete you will see the output of the location of the model weights. Recall that the .pt file is what we feed for our model as the weights.

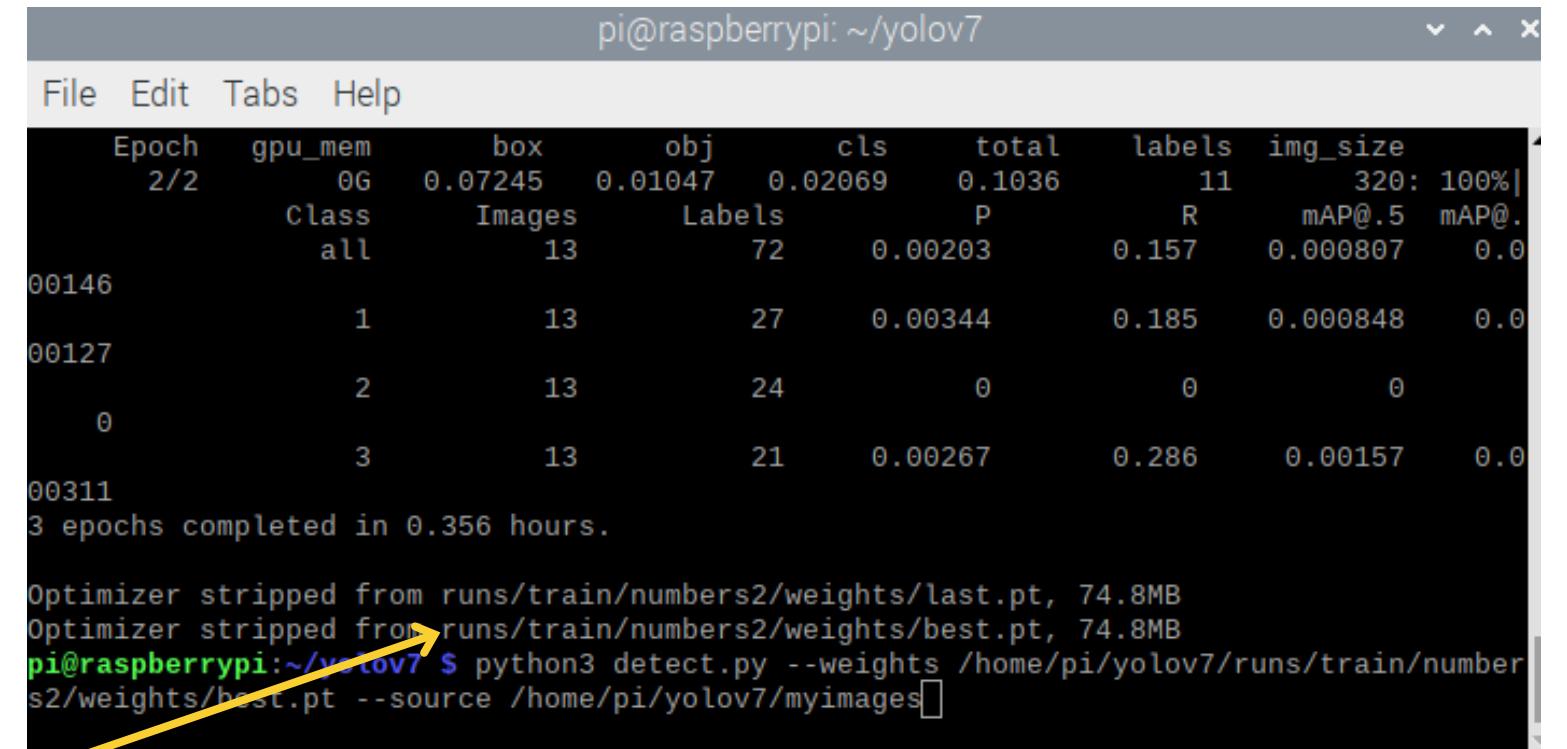
Make a new folder in your yolov7 directory and name it myimages. Place any images you would like to test in this directory.

Note: If error occurs asking for specific file type such as jpeg. Rename the image and add ".jpeg"

For example if my image was myimage1, I would rename this to myimage1.jpeg

Run:

```
python3 detect.py --weights  
/home/pi/yolov7/LOCATION_FROM_OUTPUT_HERE --source  
/home/pi/yolov7/myimages
```



Epoch	gpu_mem	box	obj	cls	total	labels	img_size
2/2	0G	0.07245	0.01047	0.02069	0.1036	11	320: 100%
	Class all	Images	Labels	P	R	mAP@.5	mAP@.
00146		13	72	0.00203	0.157	0.000807	0.0
00127	1	13	27	0.00344	0.185	0.000848	0.0
0	2	13	24	0	0	0	0
00311	3	13	21	0.00267	0.286	0.00157	0.0
3 epochs completed in 0.356 hours.							
Optimizer stripped from runs/train/numbers2/weights/last.pt, 74.8MB							
Optimizer stripped from runs/train/numbers2/weights/best.pt, 74.8MB							
<b>pi@raspberrypi:~/yolov7 \$ python3 detect.py --weights /home/pi/yolov7/runs/train/numbers2/weights/best.pt --source /home/pi/yolov7/myimages</b>							

Final result will output directory storing the image

```
Done. (4422.1ms) Inference, (1.3ms) NMS  
The image with the result is saved in: runs/detect/exp8/numbers_image.jpeg  
Done. (4.472s)
```

# Software Defined Radio



# SDR

## Software Defined Radio

- Who uses SDR?
  - Radio hobbyists and enthusiasts
  - Security researchers
  - Radio professionals
  - Academic researchers
  - Aviation
  - Police
  - Military
  - Emergency Response



<https://www.youtube.com/watch?v=n4jUmnaFKc0>

# What is Software Defined Radio

SDR is a radio communication system where components that have been typically implemented in hardware (mixers, amplifiers, filters, modulators) are instead implemented by software on personal computer.

Listen to broadcast stations  
(88-108 mhz)

Listen to Aircraft

Listen to emergency services



# Common Frequencies

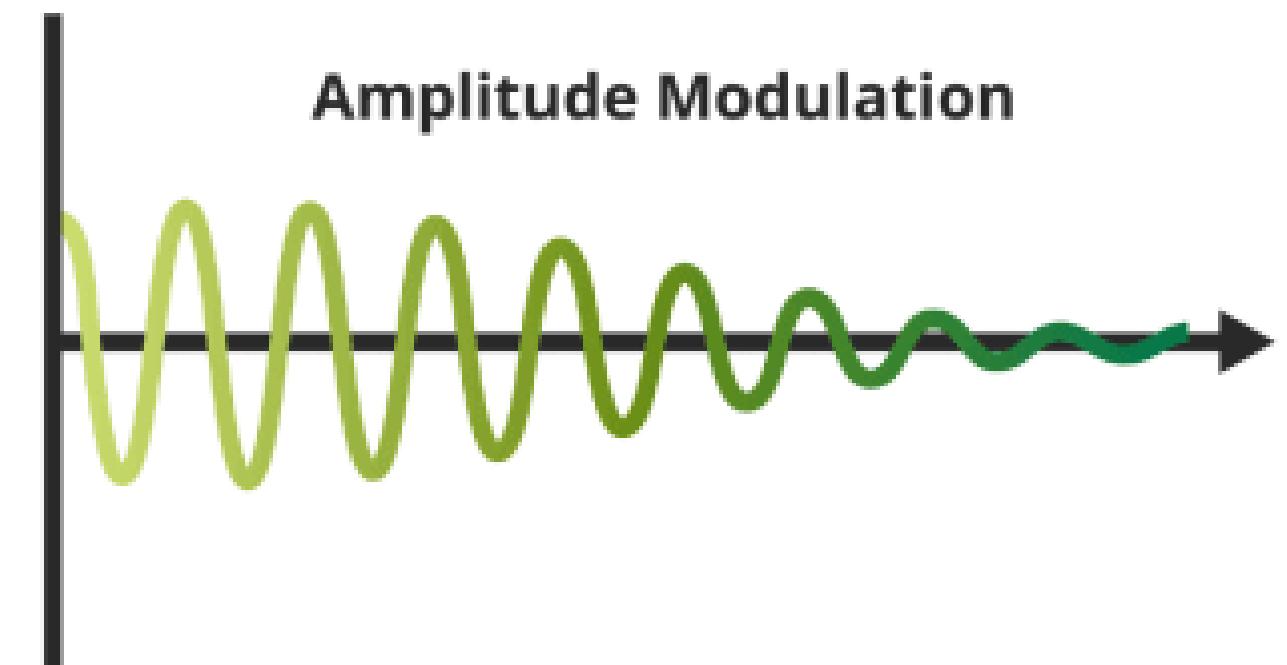
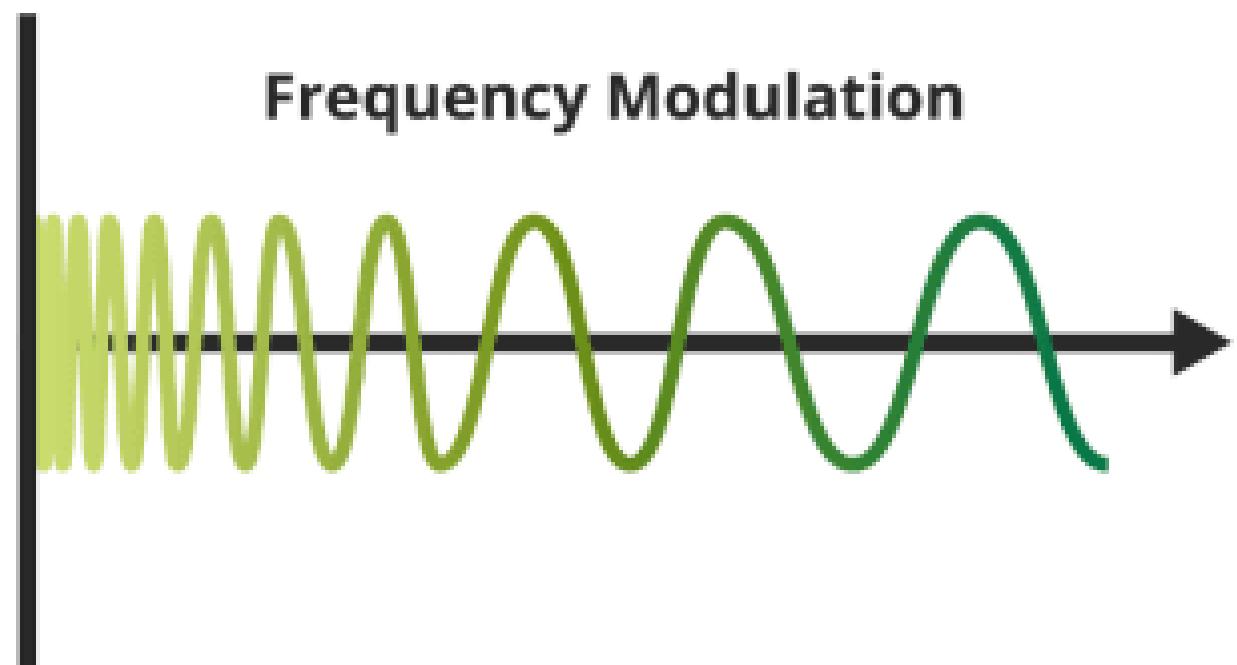
In the United States, the most commonly used wireless frequencies for communication are:

- 2.4 GHz: This is the most common frequency band and is used by Wi-Fi, Bluetooth, and many other wireless devices. It is divided into several channels, each 5 MHz apart.
- 5 GHz: This frequency band is also widely used for Wi-Fi and offers more channels than the 2.4 GHz band. It is less crowded and typically provides faster speeds.
- 900 MHz: This band is often used for cordless phones and industrial, scientific, and medical (ISM) applications.
- 800 MHz and 1.9 GHz: These bands are commonly used for cellular communication, including voice calls and mobile data.
- 700 MHz: This band is used for 4G LTE mobile broadband, and is also being adopted for 5G.



# AM vs FM

## Modulation



# UNITED STATES FREQUENCY ALLOCATIONS

## THE RADIO SPECTRUM



### ACTIVITY CODE

REGULATED [Red] FEDERAL/NON-FEDERAL [Black]

### NONREGULATED

### ALLOCATION USAGE DESIGNATION

SERVICE	EXAMPLE	DESCRIPTION
Primary	F2300	Capital Letters
Secondary	M2300	for Capital with lower-case letters

This chart is a reproduction of the Radio Frequency Allocation Table from the Federal Communications Commission's Frequency Tables. It is not a complete list of allocations, but it does cover most of the field.

For a full list of allocations, contact the appropriate agency or visit the FCC's website at [www.fcc.gov](http://www.fcc.gov).

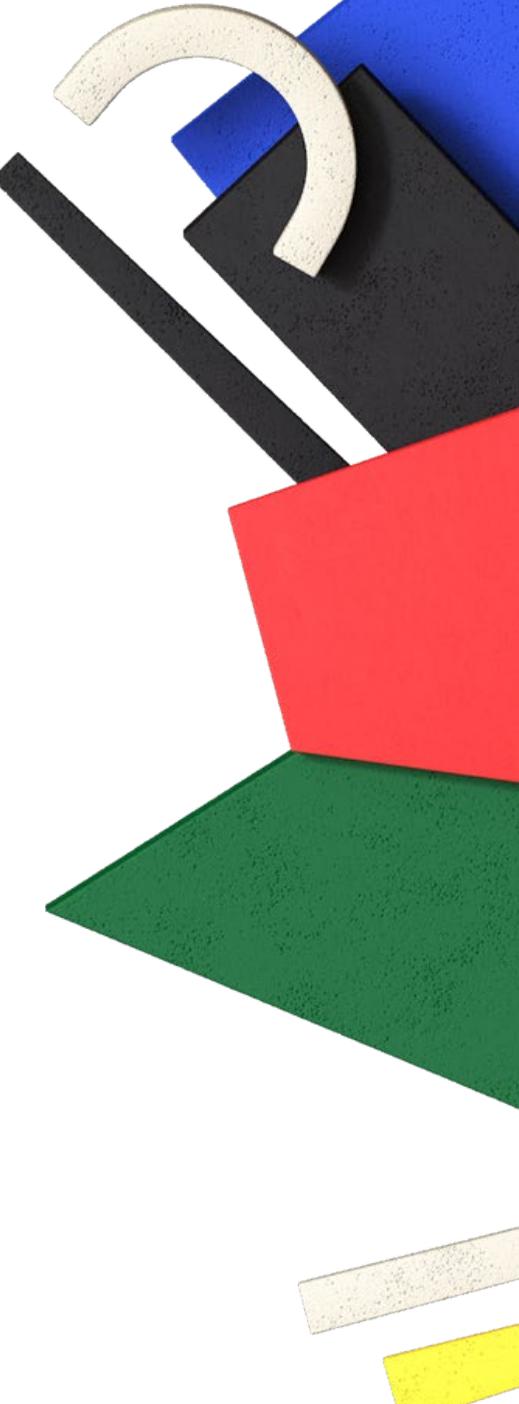
The data is provided "as is" without any warranties or guarantees.

U.S. DEPARTMENT OF COMMERCE

National Telecommunications and Information Administration

Office of Spectrum Management

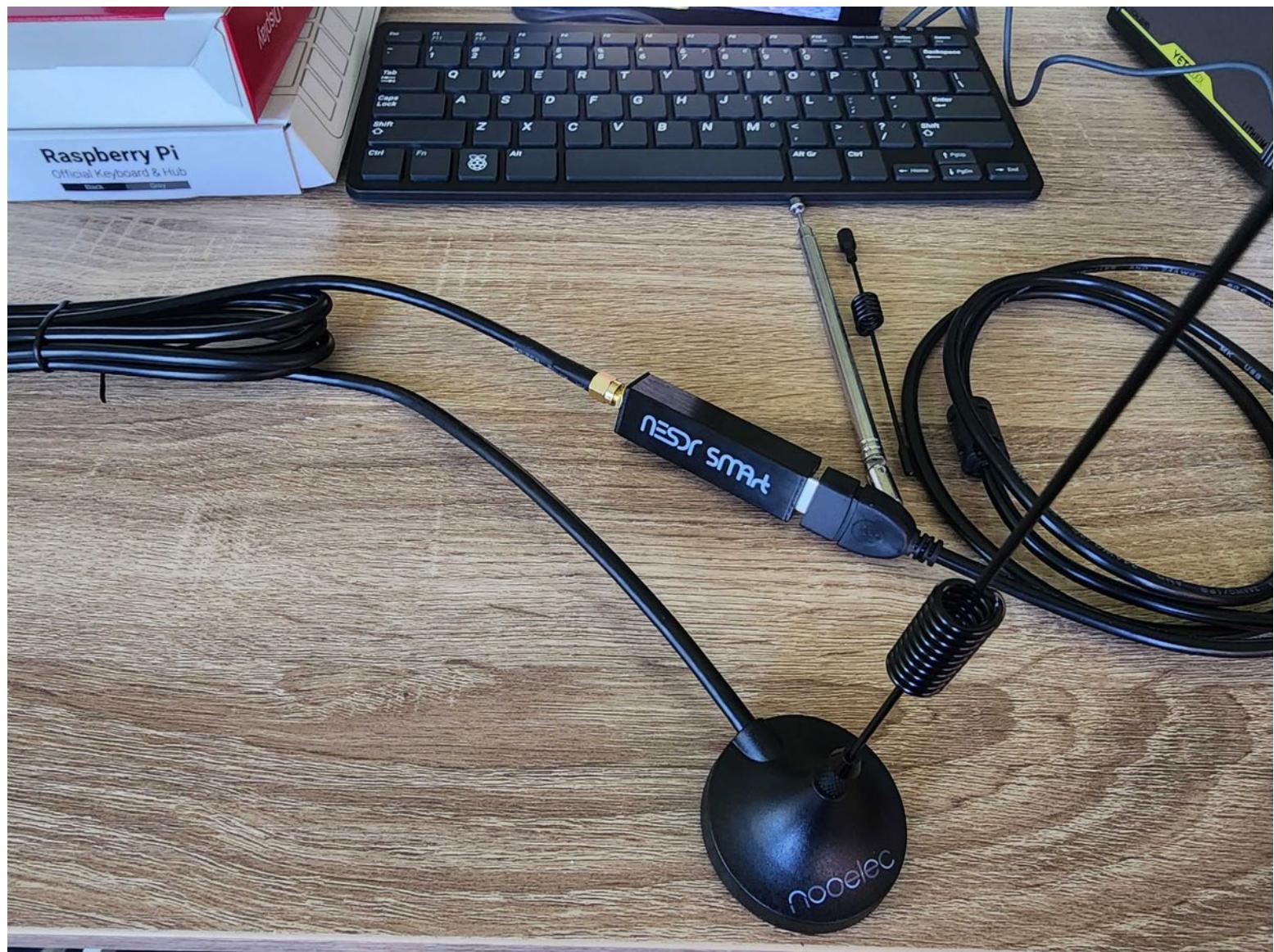
JANUARY 2016



# RTL-SDR Kit

RTL-SDR stands for "Realtek Software-Defined Radio," which refers to a family of USB-based radio receivers that use Realtek RTL2832U chips. These devices can be used to receive and decode a wide range of radio signals, including FM radio, AM radio, DAB digital radio, and various types of digital signals.

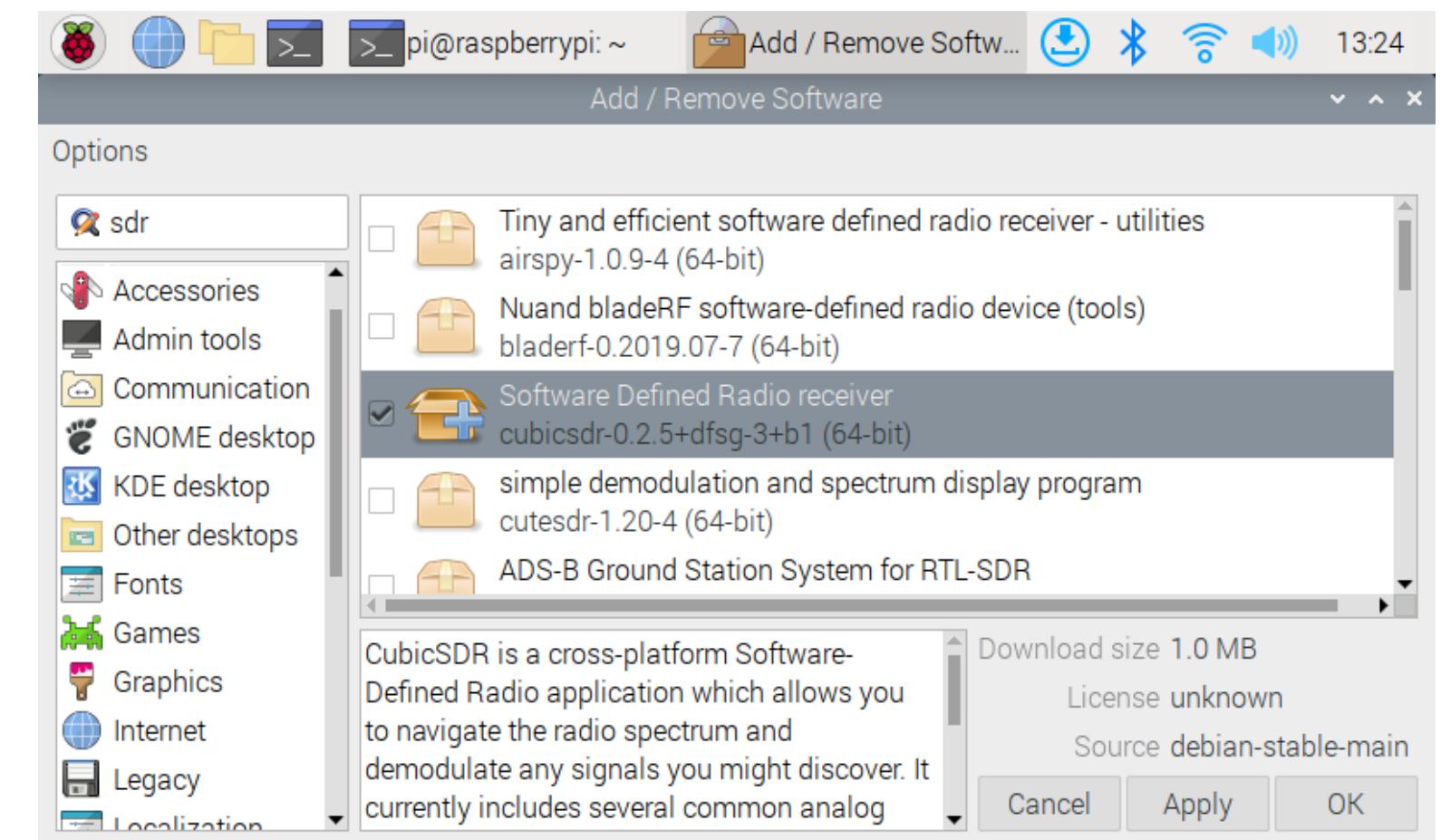
The RTL-SDR devices are popular among hobbyists, hackers, and radio enthusiasts due to their low cost and ease of use. They can be used with various open-source software tools and libraries to perform radio spectrum analysis, signal decoding, and other radio-related tasks.



# SDR Setup

Note: This should already be working if loaded with StemX Image on SD Card.

- Navigate under Preferences -> Add/ Remove Software
- Search for SDR
- Select "Software Defined Radio Receiver"
- Apply and Press OK
- Once installed reboot the Raspberry Pi

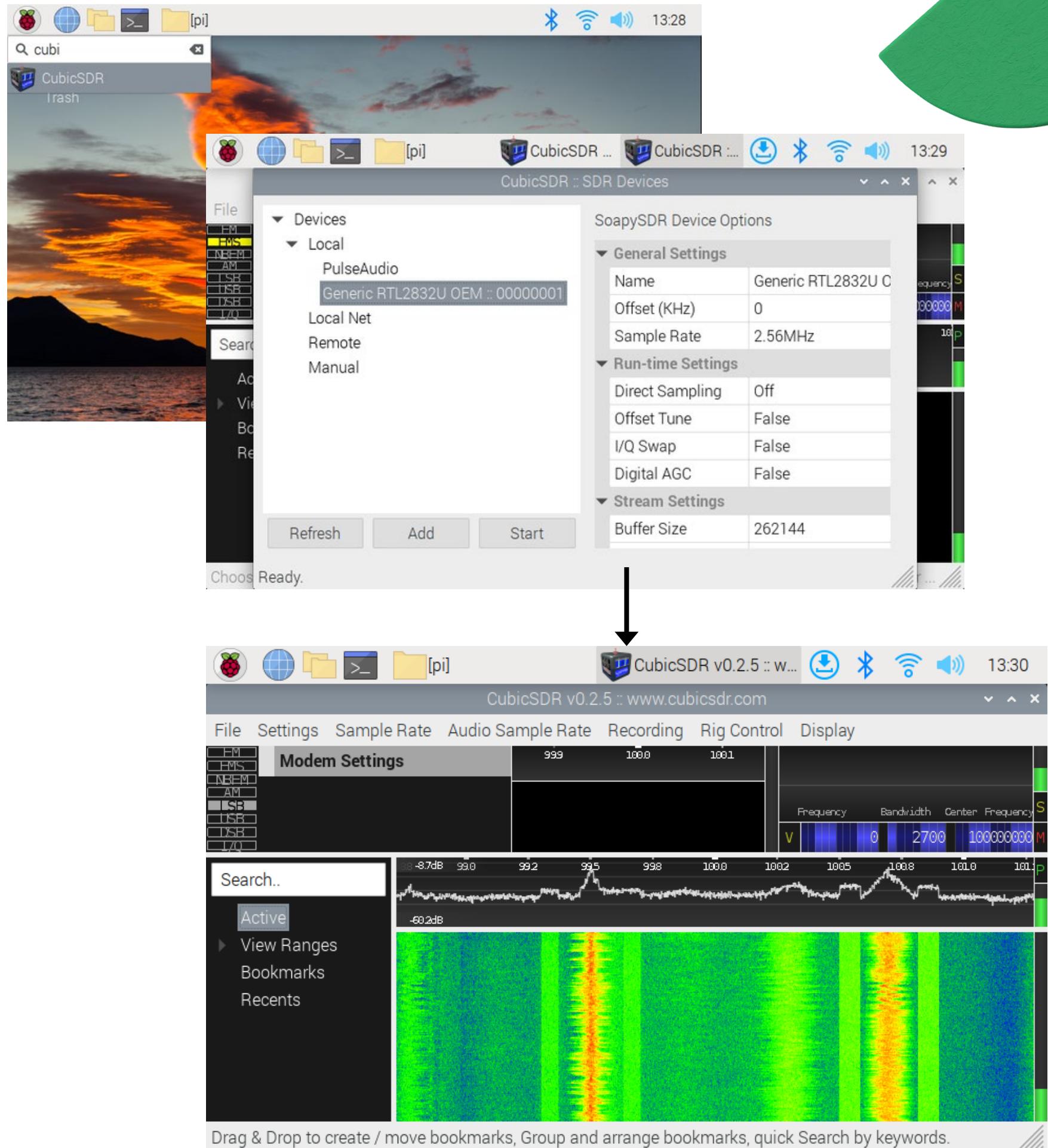


# Launch CubicSDR

- Press Top Left Raspberry Icon and search Cubic
  - Open CubicSDR

If Everything was installed and plugged in correctly you should see the Hardware Module listed as pictured under Local. Select that Generic RTL device and press Start.

Note: If it is not being detected, double check that the SDR is properly slotted into the USB port of the pi and reboot.



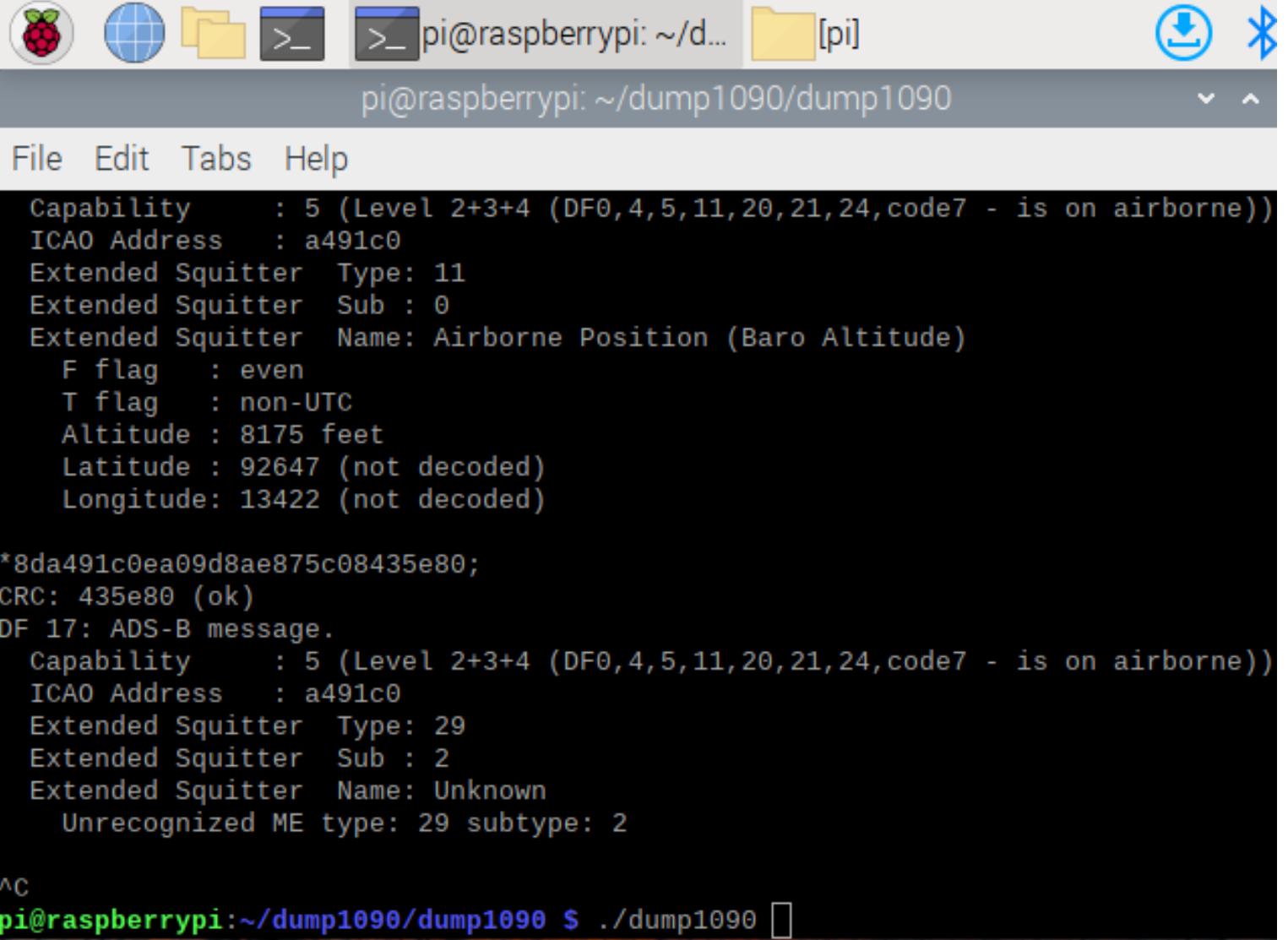
# SDR Dump1090

Open CMD and navigate to dump1090/dump1090

```
cd /dump1090/dump1090  
./dump1090
```

This will output the raw JSON to the CMD.

Press CRTL+C to terminate.



The screenshot shows a terminal window on a Raspberry Pi. The title bar indicates the session is running on a Raspberry Pi at the root directory (~). The window contains two sets of JSON output from the ./dump1090 command. The first set is for an airborne aircraft, showing extended squitter details like ICAO address (a491c0), type (11), and sub (0). It also includes an Airborne Position (Baro Altitude) entry with F and T flags, altitude (8175 feet), latitude (92647), and longitude (13422). The second set is for an Unrecognized ME message (type 29, subtype 2). Both entries include CRC and DF 17 information. The terminal prompt at the bottom is pi@raspberrypi:~/dump1090/dump1090 \$ ./dump1090

```
Capability : 5 (Level 2+3+4 (DF0,4,5,11,20,21,24,code7 - is on airborne))  
ICAO Address : a491c0  
Extended Squitter Type: 11  
Extended Squitter Sub : 0  
Extended Squitter Name: Airborne Position (Baro Altitude)  
    F flag : even  
    T flag : non-UTC  
    Altitude : 8175 feet  
    Latitude : 92647 (not decoded)  
    Longitude: 13422 (not decoded)  
  
*8da491c0ea09d8ae875c08435e80;  
CRC: 435e80 (ok)  
DF 17: ADS-B message.  
    Capability : 5 (Level 2+3+4 (DF0,4,5,11,20,21,24,code7 - is on airborne))  
    ICAO Address : a491c0  
    Extended Squitter Type: 29  
    Extended Squitter Sub : 2  
    Extended Squitter Name: Unknown  
        Unrecognized ME type: 29 subtype: 2  
  
^C  
pi@raspberrypi:~/dump1090/dump1090 $ ./dump1090
```

# SDR Dump1090 Interactive

Open CMD and navigate to dump1090/dump1090

```
cd /dump1090/dump1090  
./dump1090 --interactive
```

Interactive format displaying flight data.

Press CRTL+C to terminate.

```
pi@raspberrypi:~/dump1090/dump1090 $ ./dump1090 --interactive
```

Hex	Flight	Altitude	Speed	Lat	Lon	Track	Messages	Seen	.
a2b130		0	285	0.000	0.000	217	1	2 sec	
ad8ed4		35000	525	28.054	-82.565	147	27	1 sec	
a4a149		0	195	0.000	0.000	182	3	1 sec	
a31b5d		12800	257	28.621	-82.397	322	10	1 sec	
ab635d		37000	496	0.000	0.000	169	7	13 sec	
ab2ba8 N819JW		32450	547	27.768	-82.218	163	82	0 sec	
a80fb2 N6186T		800	107	0.000	0.000	156	5	0 sec	
a7a2a6 N591RS		500	133	28.044	-82.317	26	82	0 sec	
a3323d		33000	530	0.000	0.000	142	34	2 sec	
a1dcbb4		26250	438	0.000	0.000	327	5	9 sec	
ad48ea N955TG		625	133	27.883	-82.324	296	94	0 sec	

# What is an API?



# API

File location: Stemx/Python\_Basics/api\_flights.py

In the above example, we first make a GET request to the hypothetical flight API to retrieve information about flights from New York City to Los Angeles on April 15th, 2022, and then print the response data as a JSON object. We then make a POST request to the same API to book a flight from JFK to LHR on July 1st, 2022, specifying the data as a JSON object and including an authorization header with an API key, and then print the response data.

Challenge: Try using the above code to interact with a different flight API that requires authentication and supports additional parameters, such as seat selection or baggage allowance. You'll need to modify the code to include the appropriate credentials and parameters, and ensure that the requests are authorized properly. Good luck!

[Link for a large collective list of free APIs to use](#)

```
import requests

# GET request example
response = requests.get("https://flightapi.com/flights?source=NYC&destination=LAX&date=2022-04-15")
print(response.json())

# POST request example
data = {
    "source": "JFK",
    "destination": "LHR",
    "date": "2022-07-01",
    "passengers": 2,
    "class": "business"
}
headers = {
    "Authorization": "Bearer YOUR_API_KEY"
}
response = requests.post("https://flightapi.com/bookings", json=data, headers=headers)
print(response.json())
```

# SDR Dump1090 Interactive Web Portal

Open CMD and navigate to dump1090/dump1090

```
pi@raspberrypi:~/dump1090/dump1090 $ ./dump1090 --interactive --net --net-http-port 8081
```

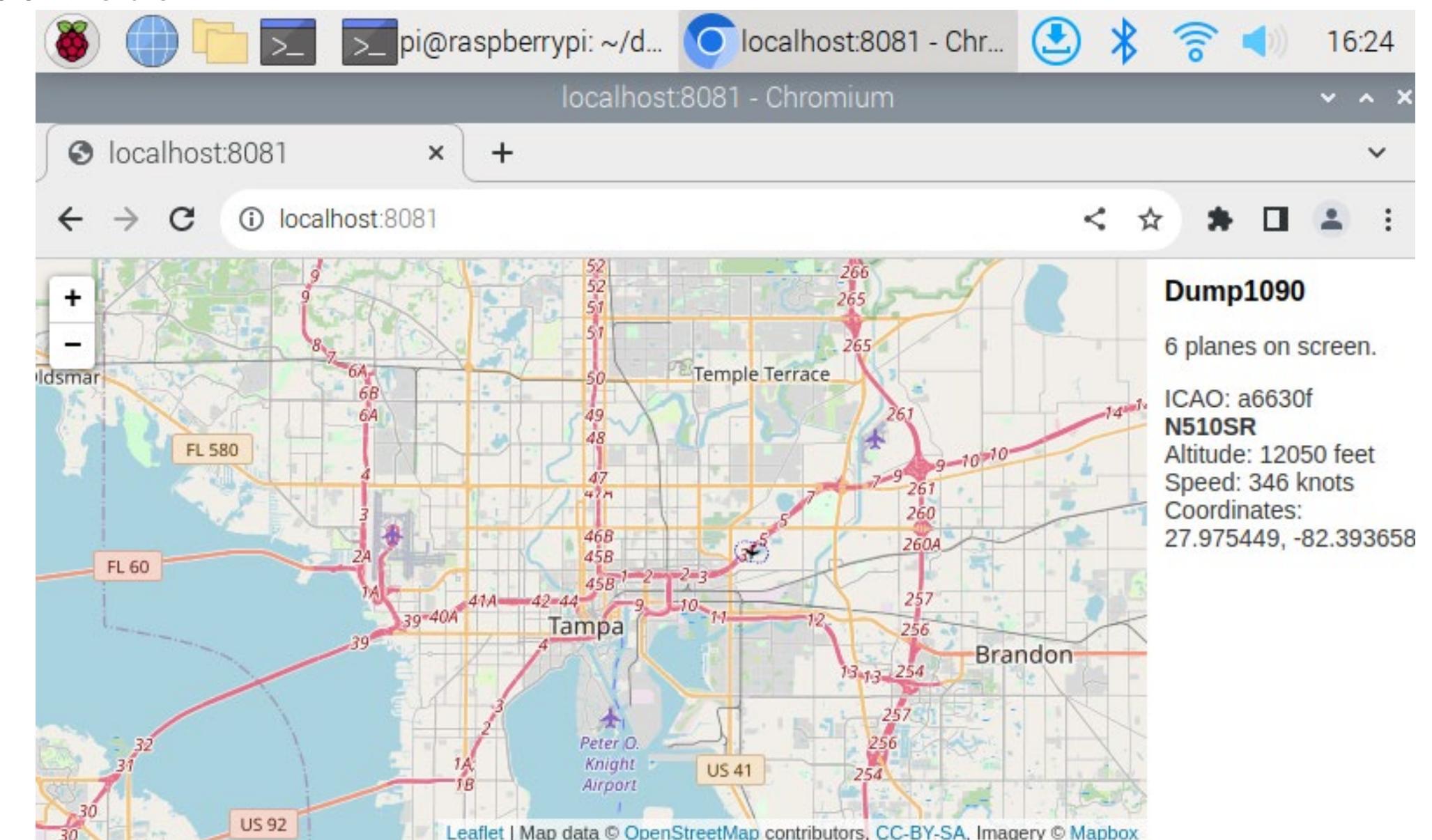
```
cd /dump1090/dump1090
```

```
./dump1090 --interactive --net --net-http-port 8081
```

Open web browser and type in URL:

localhost:8081

Press CRTL+C to terminate.



# SDR Dump1090 Interactive Python

The following python code is an example on how to retrieve the data output received from the SDR via dump1090 data API.

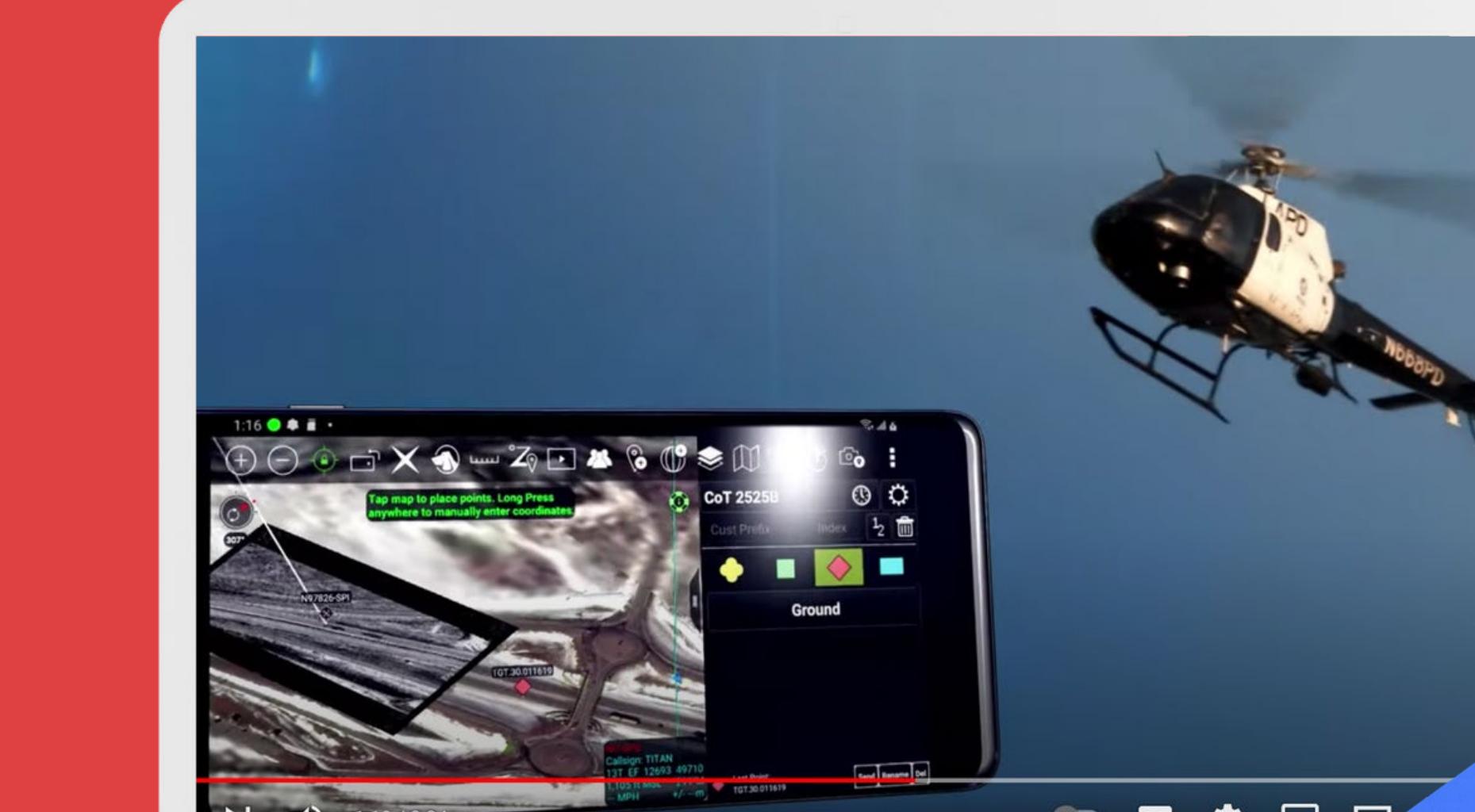
This will be useful when we want to integrate with TAK server.

```
1 import urllib.request, json
2 #import telepot
3 from time import sleep
4 import time
5
6 dumpurl = "http://localhost:8081/data.json"
7
8 while(True):
9     with urllib.request.urlopen(dumpurl) as url:
10         aircraft_json= json.loads(url.read().decode())
11
12     if None in aircraft_json:
13         print("No Plane!")
14         time.sleep(5)
15     else:
16         print(aircraft_json)
17         print("-----")
18         #parse aircraft_json['aircraft']
19         #print data...
20         #Do Something
21         time.sleep(10)
```

# TAK

## Team Awareness Kit

- Who uses TAK?
- How do they use it?
- How could you use it?



<https://youtu.be/fiBt0wEiKh8>

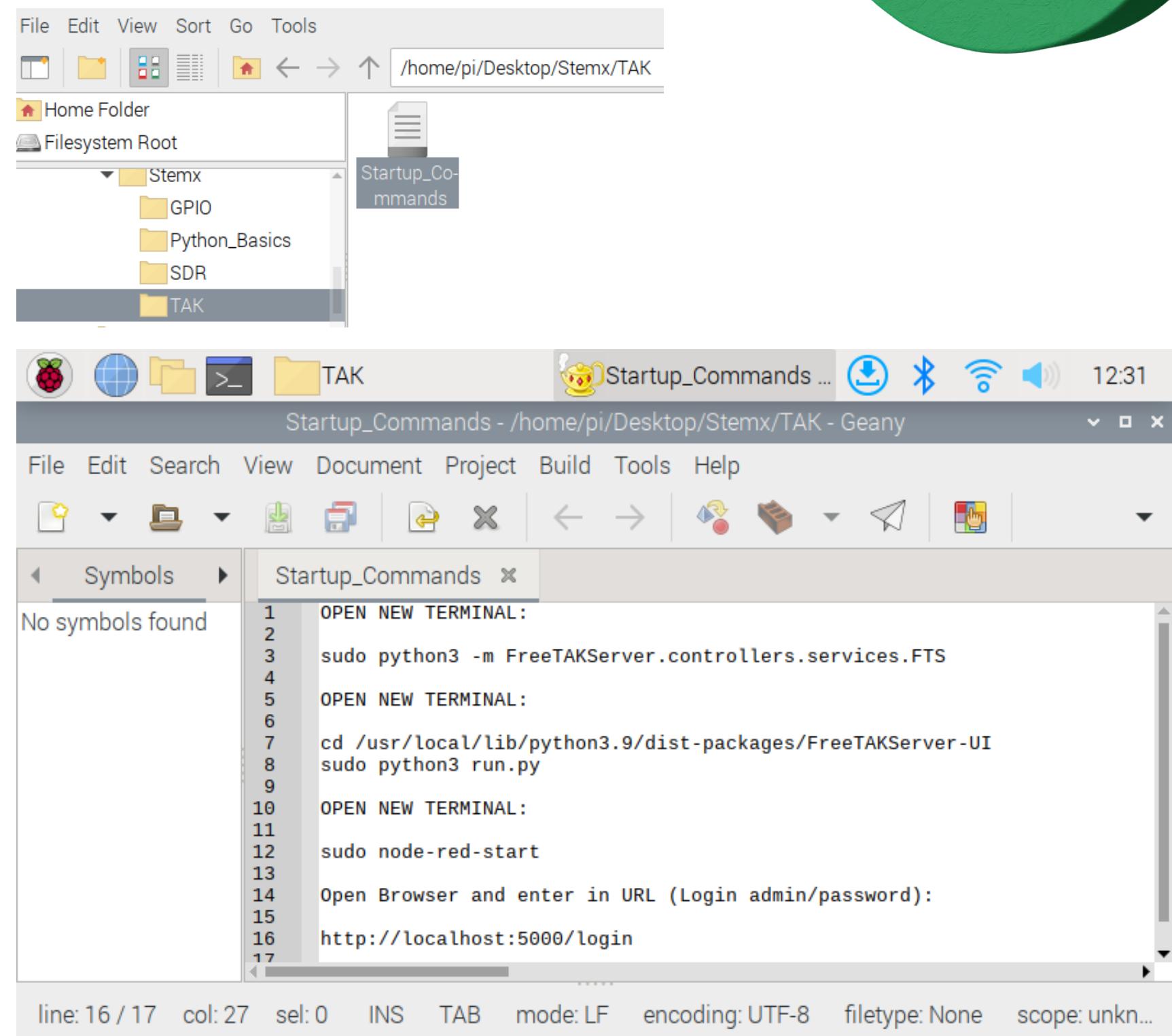
# TAK Server Launch

File Location : /home/pi/Desktop/Stemx/TAK

Follow the instructions in file depicted in this screenshot.

```
pi@raspberrypi:~ $ sudo python3 -m FreeTAKServer.controllers.services.FTS
pi@raspberrypi:/usr/local/lib/python3.9/dist-packages/FreeTAKServer-UI $ sudo python3 run.py
pi@raspberrypi:~ $ sudo node-red-start
```

Leave the terminals running.



# TAK Server APIs

Open Browser and Navigate to localhost:19023/manageAPI/getHelp

API endpoints will be listed as JSON object.



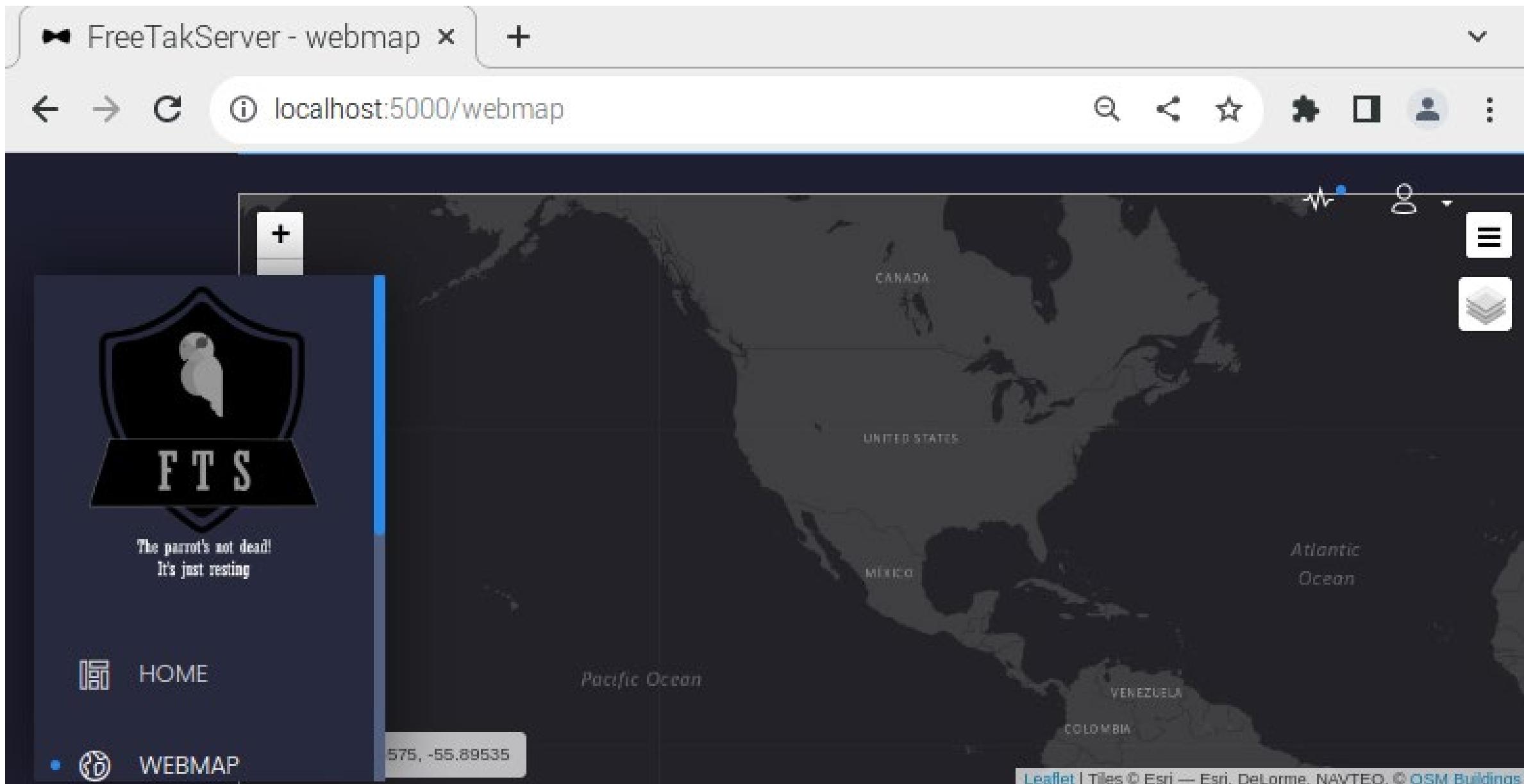
```
{"APIVersion": "1.9.5", "SupportedEndpoints": ["/ManageNotification/getNotification", "/ManageVideoStream/deleteVideoStream", "/ManageVideoStream/postVideoStream", "/ManageVideoStream/getVideoStream", "/ManageSystemUser/deleteSystemUser", "/ManageSystemUser/postSystemUser", "/ManageSystemUser/putSystemUser", "/ManageEmergency/deleteEmergency", "/ManageGeoObject/postGeoObject", "/ManageEmergency/postEmergency", "/ManageGeoObject/getGeoObject", "/ManageGeoObject/putGeoObject", "/ManageEmergency/getEmergency", "/ManagePresence/postPresence", "/ManagePresence/putPresence", "/ManageRoute/postRoute", "/ManageChat/postChatToAll", "/ManageCoT/getZoneCoT", "/ManageKML/postKML", "/manageAPI/getHelp", "/Sensor/postDrone", "/Sensor/postSPI", "/BroadcastDataPackage", "/ManageVideoStream", "/AuthenticateUser", "/DataPackageTable", "/ManageGeoObject", "/ManageEmergency", "/FederationTable", "/ManagePresence", "/MissionTable", "/ExCheckTable", "/SendGeoChat", "/ManageRoute", "/checkStatus", "/GenerateQR", "/ManageChat", "/RecentCoT", "/APIUser", "/Clients", "/Sensor", "/MapVid", "/Alive", "/URL"]}
```

# TAK Server Launch

Open Browser and Navigate to localhost:5000

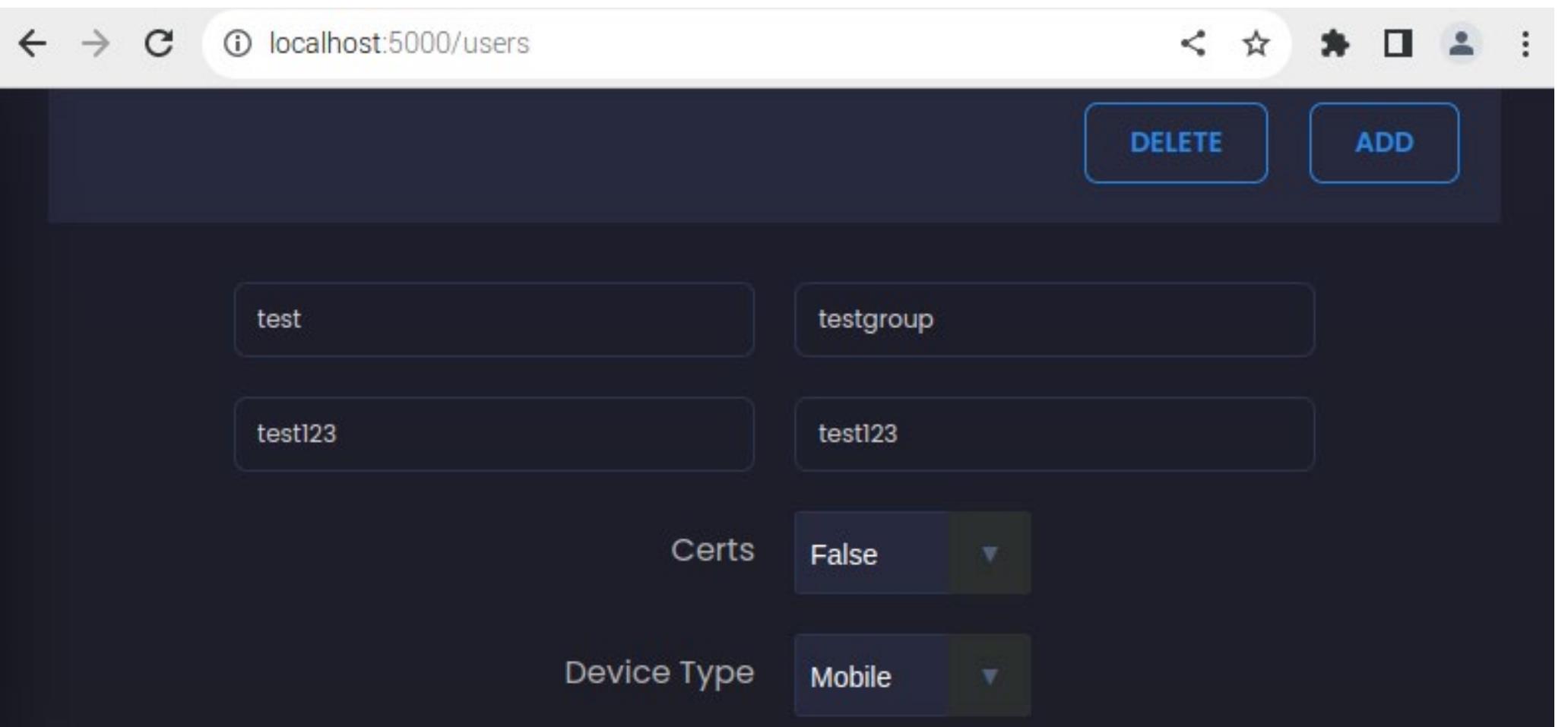
Login with admin/password

Select dropdown top left and open WEBMAP to confirm our Node Red Map is being served. This will be useful to see people connecting to our server!



# TAK Create User

Create New Users within the TAK UI and assign passwords in order to make API calls to the server.



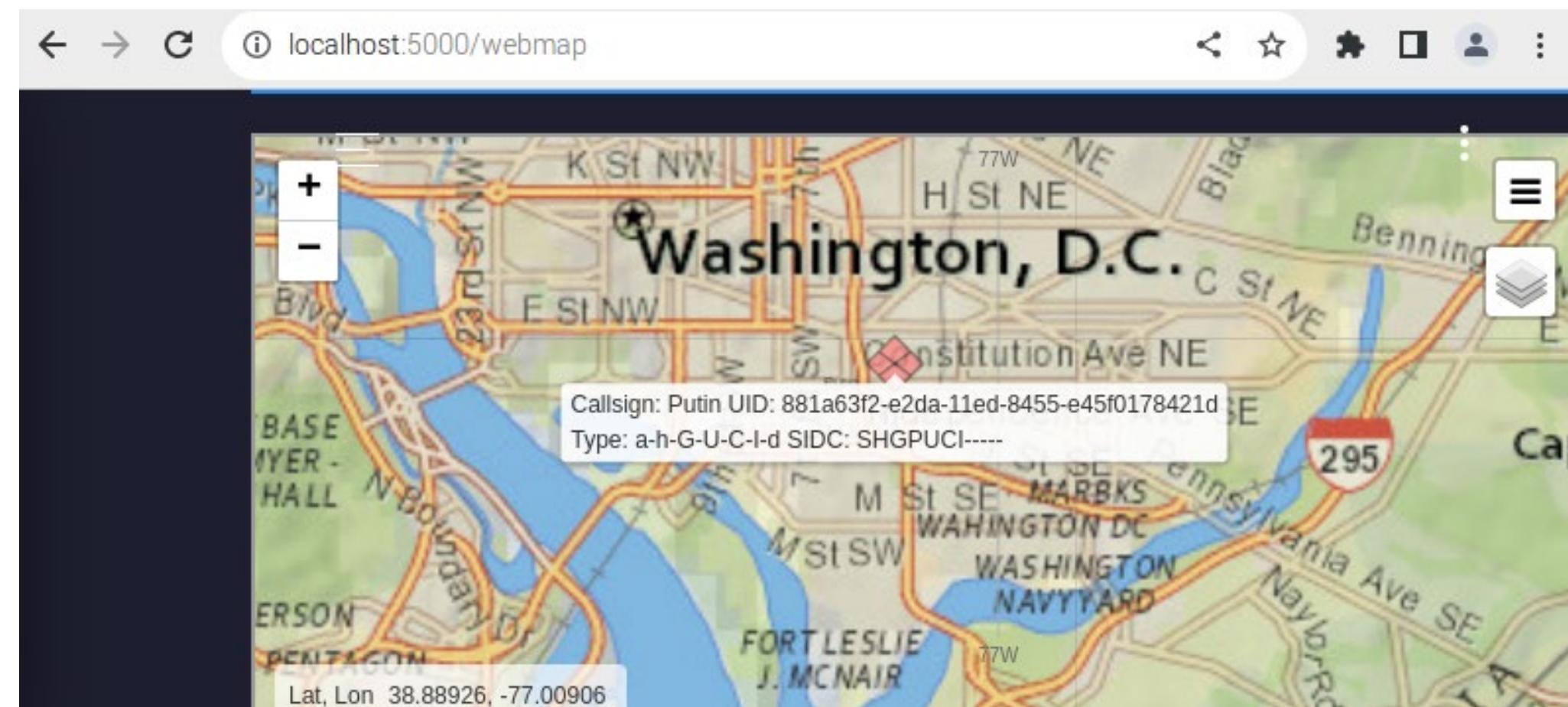
# TAK POST API Example

Running this python script will send a POST API call to our server consisting of the data object depicted in the code.

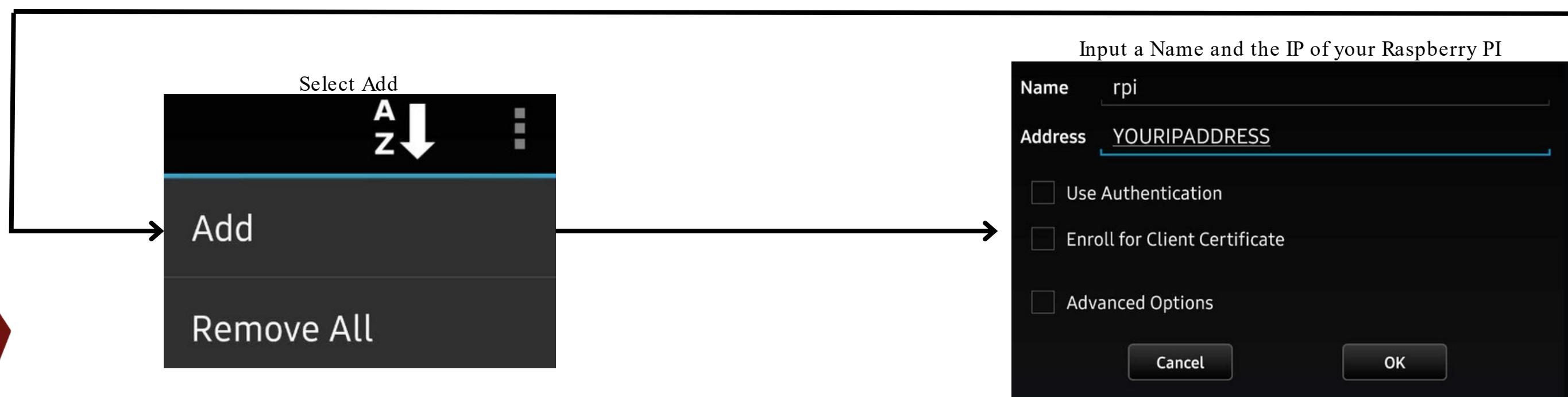
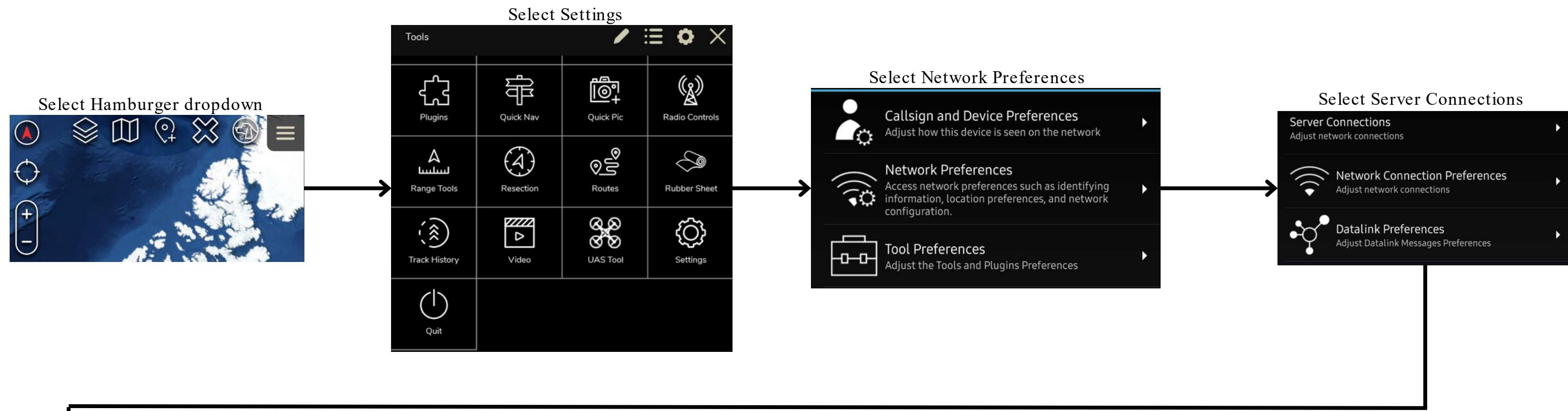
```
1 import requests
2 import json
3 #http://localhost:19023/manageAPI/getHelp
4 url = "http://localhost:19023/ManageGeoObject/postGeoObject"
5
6 # Define the CoT data
7 cot_data = {
8     "longitude": -77.0104,
9     "latitude": 38.889,
10    "altitude": "hostile",
11    "bearing": 132,
12    "distance": 1,
13    "geoObject": "Gnd Combat Infantry Sniper",
14    "how": "nonCoT",
15    "name": "Target",
16    "timeout": 600
17 }
18
19 # Convert the data to JSON format
20 cot_json = json.dumps(cot_data)
21
22 # Define the headers
23 headers = {
24     "Content-Type": "application/json",
25     "Accept": "application/json",
26     "Authorization": "Bearer test123"
27 }
28
29 # Make the API call
30 response = requests.post(url, headers=headers, data=cot_json)
31
32 # Print the response
33 print(response.text)
```

# TAK SDR Challenge

Utilize everything you have learned throughout the modules to take the Flight data output and send that info to the TAK server. You should be able to intercept all local flights and display them as COT locations within your TAK browser as well as on ATAK devices connected to the server. The application should use PUT calls to update those COT messages as new flight data comes in. Users should be able to see each flight and updated positions every 5-10 seconds on their ATAK devices.



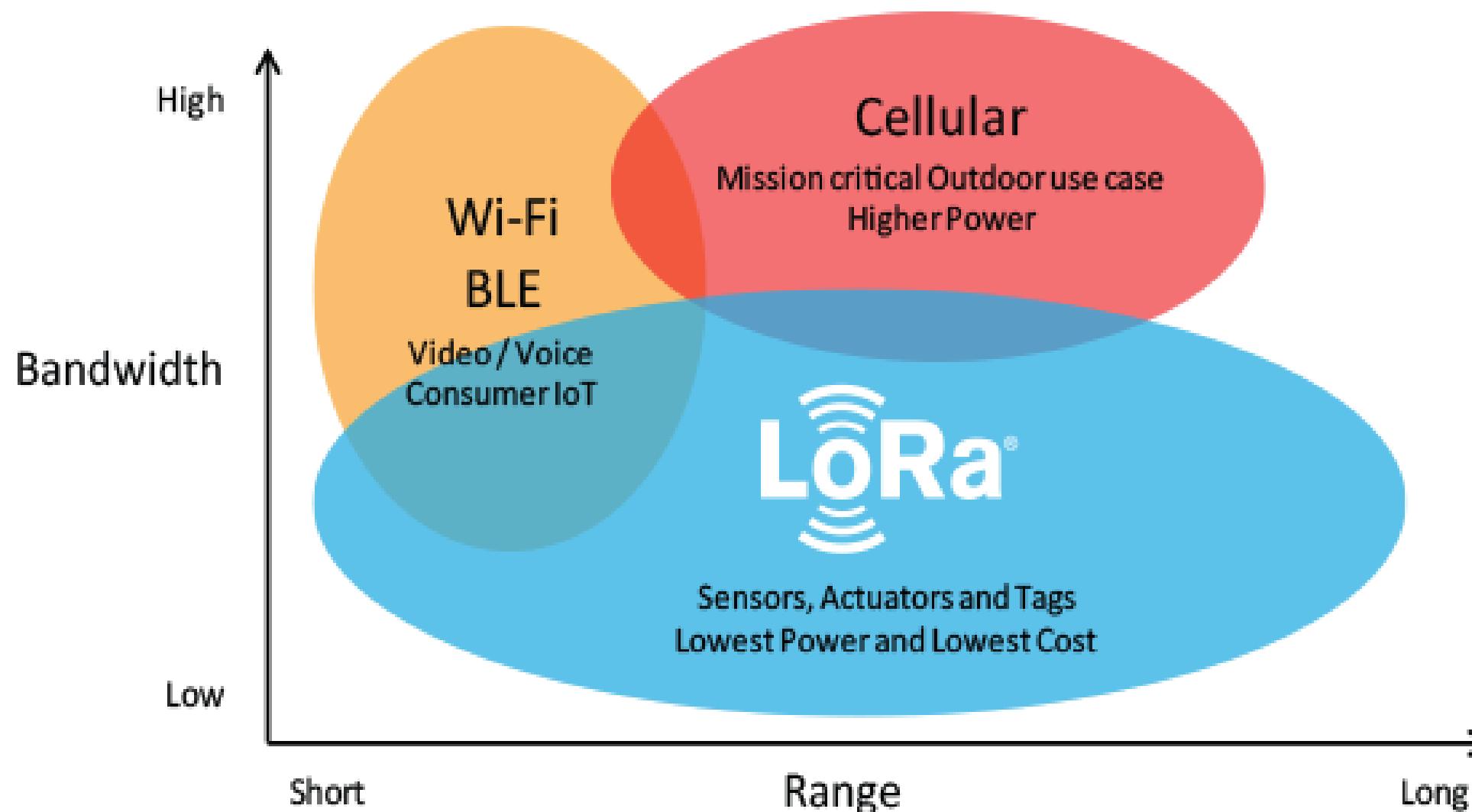
# ATAK Connect



# LoRa Basics

- **LOng Range**
- Low-power wireless communication technology that enables long-range transmissions with low data rates
- Useful for things like collecting data from sensors

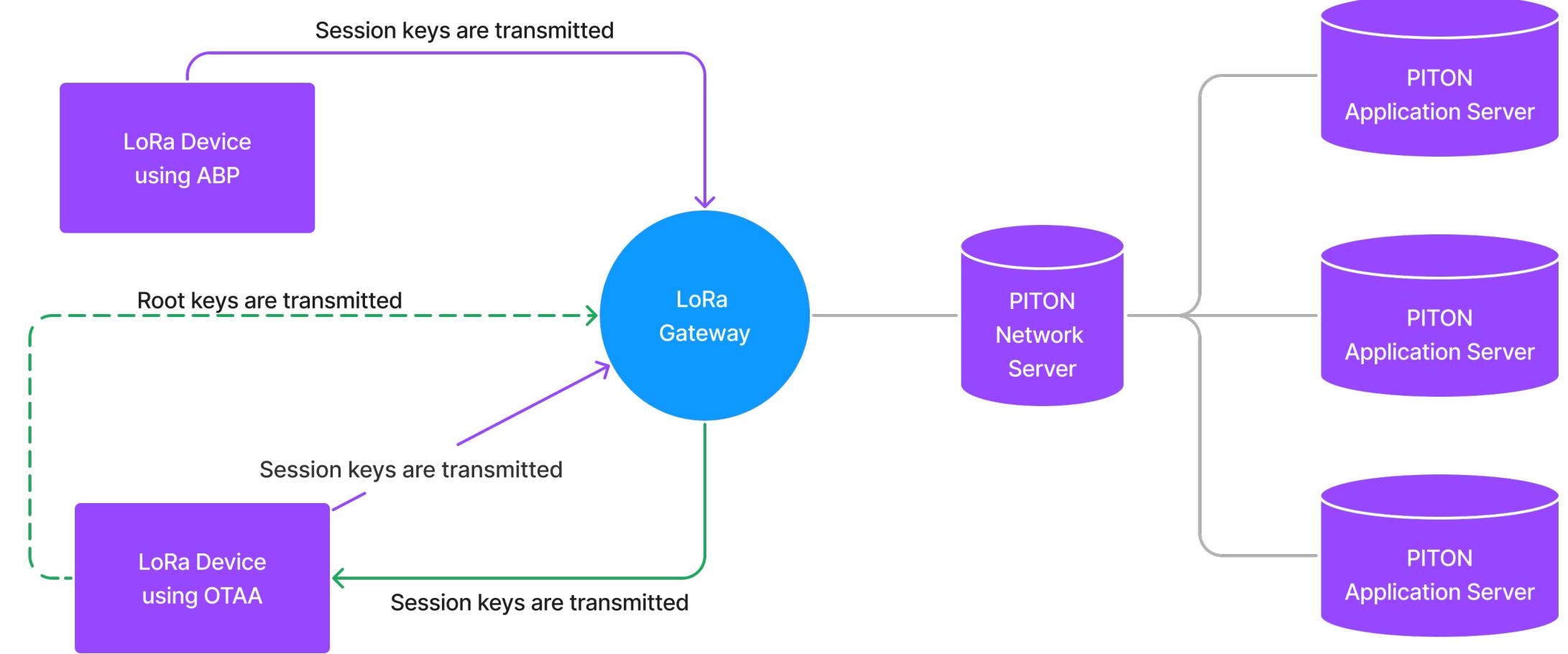
# LoRa Basics



- Ultra low power
- Long range
- Deep indoor penetration
- License free spectrum
- Geolocation
- High capacity
- End-to-end security
- Firmware updates over the air
- Roaming
- Low cost

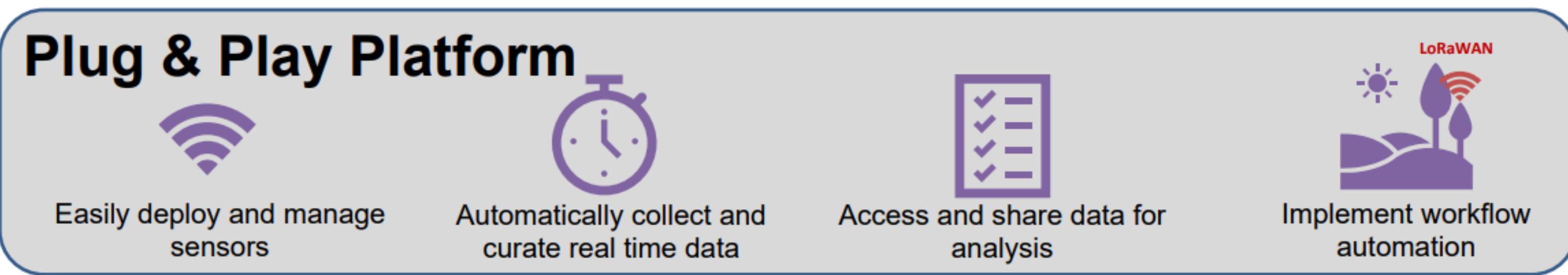
# LoRa WAN

- The protocol on top of LoRa
- Has two ways to authenticate devices





- Platform for IoT Open Networks



# PITON

