

# SMART HOME SYSTEM

Group name; Team 6

George Izuchukwu Enekewa Patrick Nonki Habeeb Riwan Giwa

#### APPLICATION FUNCTIONS OF THE SMART HOME DEVICES

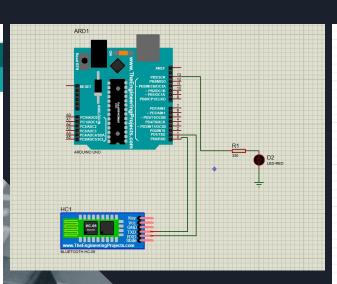
- Ol Bluetooth where LED lights are connected locally in a short range.
- O2 LDR or Photoresistor to control when the light should be Turned On or Off.
- O3 GSM Module System in connection with window blinds.

George Izuchukwu Enekwa Habeeb Riwan Giwa Patrick Nonki

#### $\equiv$

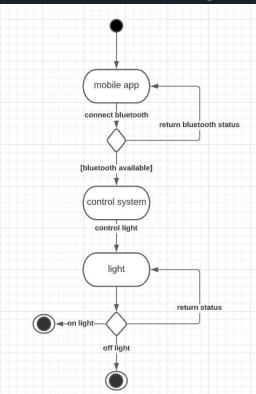
### Bluetooth controlled LED Light

```
File Edit Sketch Tools Help
  NEWW_Light_Text_Command_C__Light
String text;
void setup() {
pinMode (13, OUTPUT);
Serial.begin (9600);
void loop() {
while (Serial.available()) {
  delay(10);
  char c = Serial.read();
  text+=c;}
if(text.length() >0){
  Serial.println(text);
  if (text == "on light")
  {digitalWrite(13, HIGH);}
  else if (text == "off light")
  {digitalWrite(13, LOW);}
  text="";}
```



Simulation Connection

#### State Machine diagram



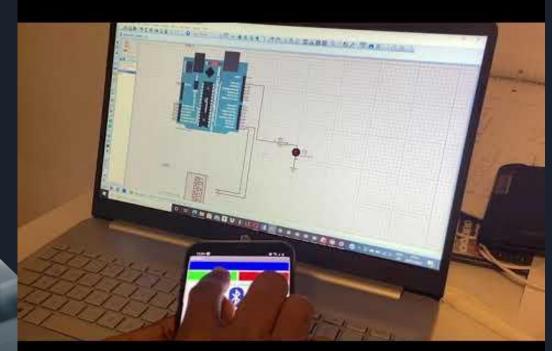
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### Bluetooth controlled LED Light (CODES)

```
when ListPicker1 .BeforePicking
      set ListPicker1 . Elements to BluetoothClient1 . AddressesAndNames
      ListPicker1 .AfterPicking
                call BluetoothClient1 . Connect
                                               ListPicker1 Selection
      then set Label1 . Visible to true
            set Button3 . Visible to
                                                                                         BluetoothClient1 *
                                                                                                           IsConnected •
   when Button1 .Click
                                                                                     call BluetoothClient1 .SendText
                 BluetoothClient1 *
                                   IsConnected •
                                                                                                                       " off light
             call BluetoothClient1 .SendText
                                             on light
    when Button3 .Click
        BluetoothClient1 .Disconnect
Show Warnings abel1 . Visible .
```



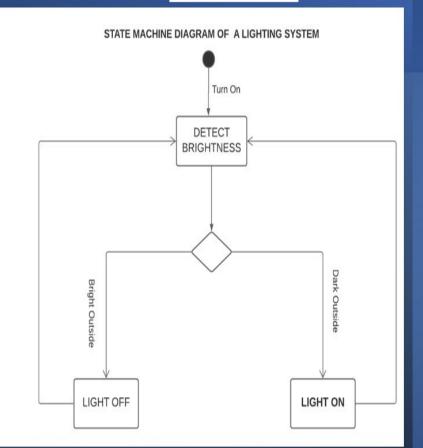




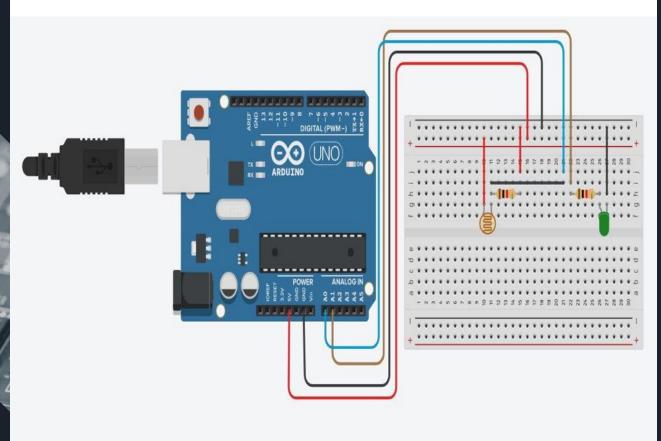
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## MODELLING:







#### TINKERCAD CODE SNIPPET

```
int brightness;
   void setup()
     pinMode (A1, OUTPUT);
     pinMode (A0, INPUT);
 6
   void loop()
 9
10
11
     brightness= analogRead(A0);
13
14
      if (brightness <350)
15
16
        digitalWrite(A1, HIGH);
17
18
      else
19
20
         digitalWrite(A1, LOW);
```

#### **IDE CODE SNIPPET**

```
CHOOSE A STATE:

1 for OFF

0 for ON

1

LIGHT STATUS: LIGHT OFF

No errors identified!

Process returned 0 (0x0) execution time : 2.234 s

Press any key to continue.
```

```
CHOOSE A STATE:

1 for OFF
0 for ON
0
LIGHT STATUS: LIGHT ON
Process returned 0 (0x0) execution time : 1.355 s
Press any key to continue.
```

```
CHOOSE A STATE:

1 for OFF

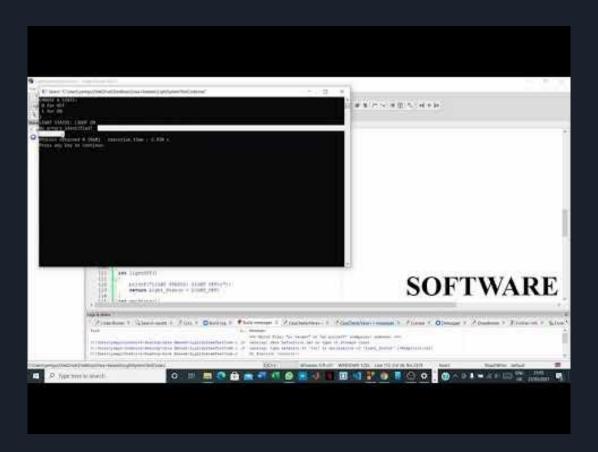
0 for ON

1

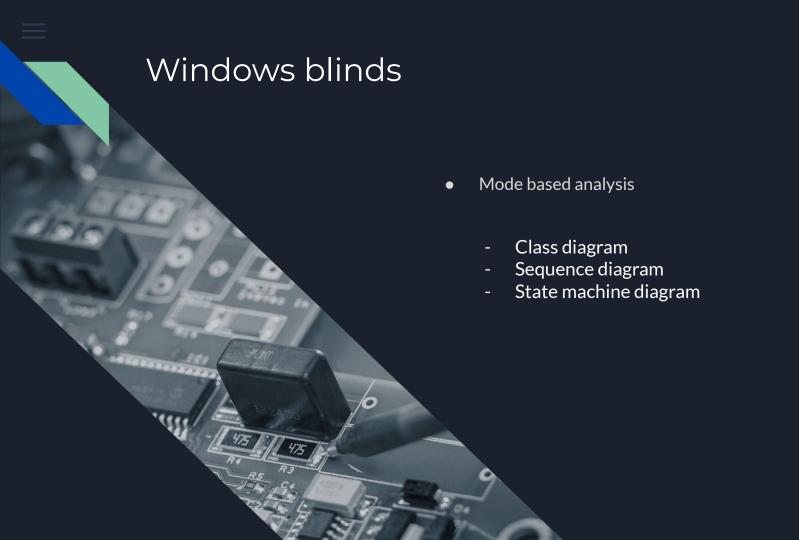
LIGHT STATUS: LIGHT OFF

Process returned 0 (0x0) execution time : 1.806 s

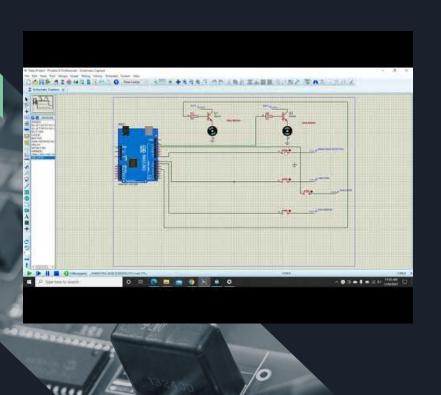
Press any key to continue.
```











## Windows Blinds

- From code to ide (Arduino)
- Simulation tool (Proteus professional
- Simulation



# Windows Blinds

Reliability and quality



## Windows Blinds

- Reliability over time and users
- Ensuring real time improvement (Scrum working method)

