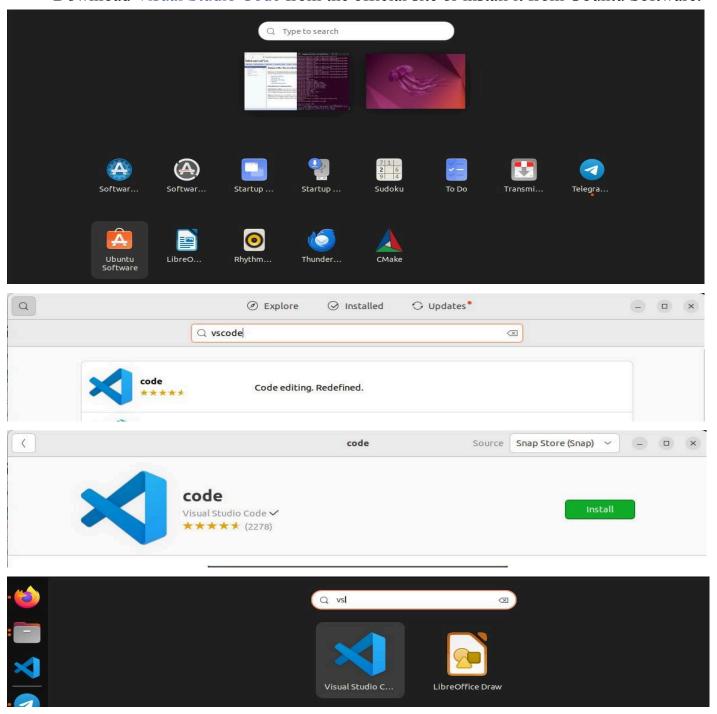
First build

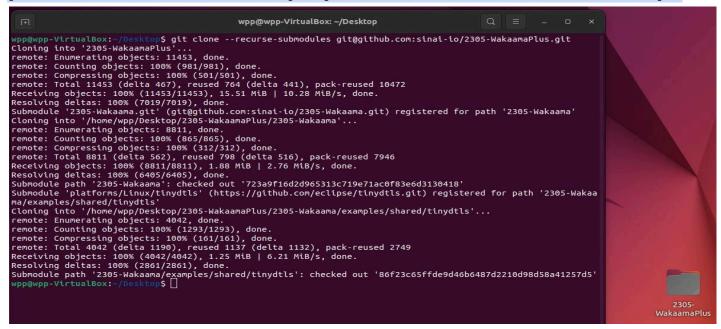
Download Visual Studio Code from the official site or install it from Ubuntu Software.



^{*}You can use other IDE or use CLI for building and running.

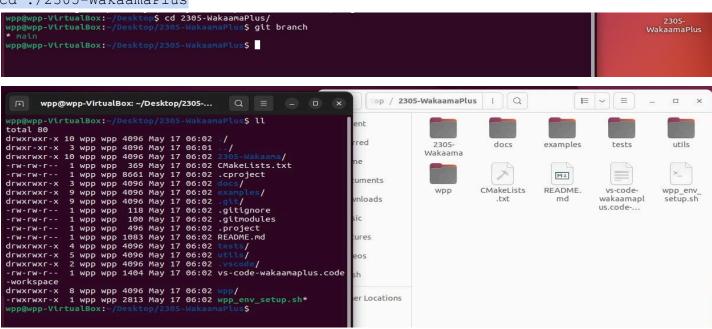
• Download the repository.

git clone --recurse-submodules git@github.com:sinai-io/2305-WakaamaPlus.git

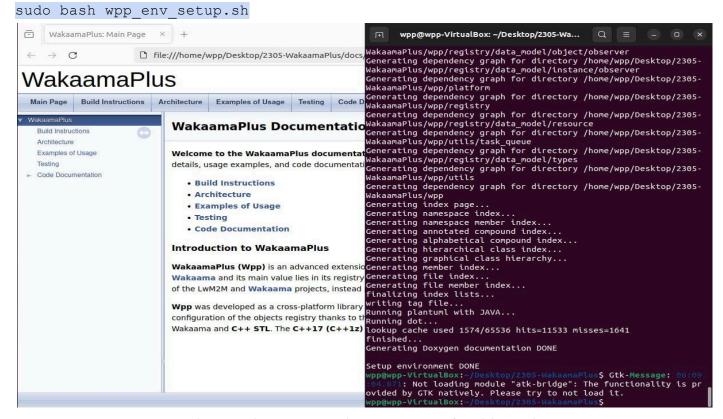


• Go to the **2305-WakaamaPlus** folder.

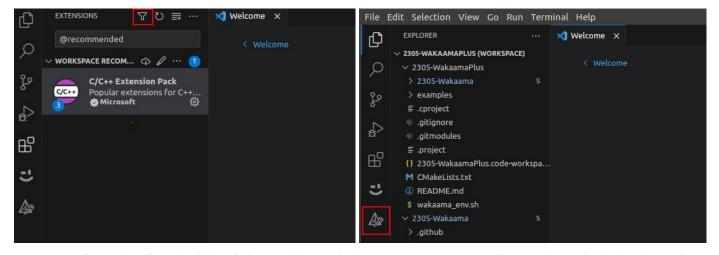
cd ./2305-WakaamaPlus



• Run the wpp_env_setup.sh script to install the necessary utilities. Use sudo permission to run the script. After successfully downloading, installing, and completing the installation process, the script generates documentation about the WPP library using Doxygen and automatically opens a web page to view the documentation.

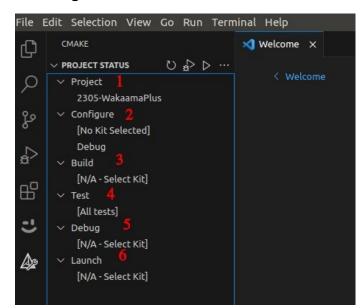


- Start VSCode and go to the open workspace set up for this project File → Open Workspace from File.
- In the opened window, specify the path to the file vs-code-wakaamaplus.code-workspace located in the 2305-WakaamaPlus repository.
- After loading the workspace, go to Extensions (Ctrl+Shift+x), set Recommended (Text field: @recommended) in the extensions filter, and install all recommended extensions.
- Let's move on to the **Cmake extension**, the open one contains the entire main interface of the CMake Tool extension.



• Before the first build of the projects, it is necessary to configure the Kit in both projects, for this you need to choose **Wpp Linux Kit** (but in general the compiler depends on the target

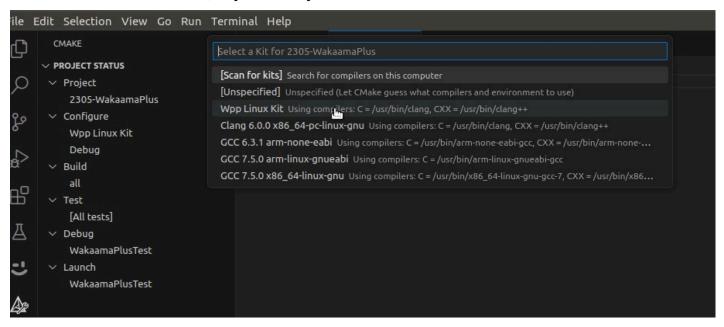
platform) as a compiler for both projects. After the kit is installed, you can start the first building.



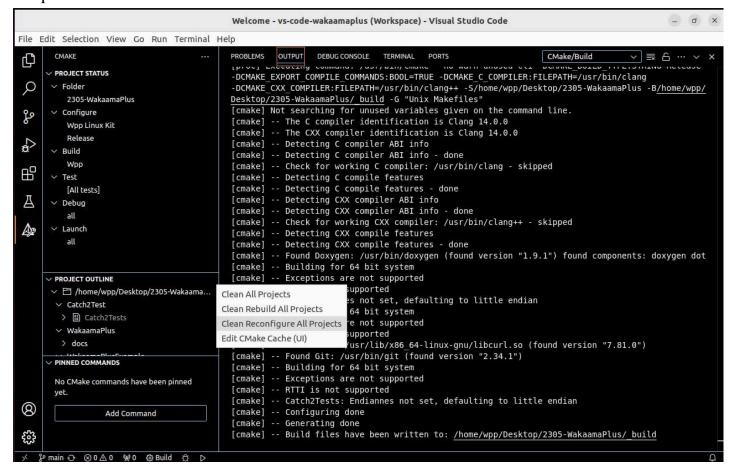
CMake Tool:

- 1 allows you to select one of the projects in the workspace,
- 2 allows you to select the tool kit (the compiler with which the project will be compiled) and the build variant (Release, Debug),
- 3 allows you to set the target (all, or some specific variant),
- 4 run the existing tests,
- 5 start the debug for the selected file,
- 6 start the execution of the selected file.

If you need to add a custom Kit or modify the list of available kits it can be done in file vs- code-cmake-kits.json, which describes available kits. Also when you select the needed kit in VS code, in addition to the Wpp Linux Kit you can see others available on the PC that can be selected, if you need you can use them.

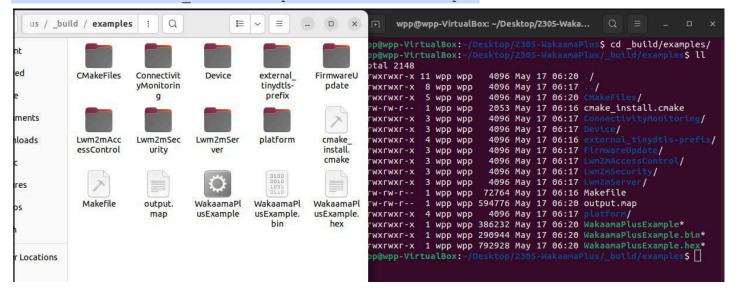


• Make Clean Reconfigure All Projects to check the correct setup environment for the build project. In the OUTPUT window, you see Configuring done and Generating done if the setup is correct.



• Run Build with target WakamaPlusExample to create an executable file for the client that connects to the server. After the successful build, you can find the executable file

./2305-WakaamaPlus/ build/examples/WakamaPlusExample



• Run WakamaPlusExample and check if the client connects to the server correctly or not.

```
wpp@wpp-VirtualBox:-/Desktop/2305-WakaamaPlus/_build/examples$ ./WakaamaPlus/_build/examples$ ...

Wpp@wpp-VirtualBox:-/Desktop/2305-WakaamaPlus/_build/examples$ ./WakaamaPlusExample

... Creating requiered components ....

Connection: socket td 3

... Creating MppClient ....

WppClient name: StnailestLwm2mPSK
[Wpp:WppClient] [create():35] [DEBUG] Creating WppClient instance with info: endpoint->SinaiTestLwm2mPSK, msisdn->, altPath->

WppClient name: StnailestLwm2mPSK
[Wpp:WppClient] [create():35] [DEBUG] Creating MppClient instance with info: endpoint->SinaiTestLwm2mPSK, msisdn->, altPath->

Wpp:WppExp(sitry) [UppExp(sitry)(:38] [DEBUG] Creating object with 10 -> 1

Wpp:WppExp(sitry) [UppExp(sitry)(:38] [DEBUG] Creating object with 10 -> 1

Wpp:Object [Object():0] [DEBUG] Creating object with 10 -> 1

Wpp:Object [Object():0] [DEBUG] Creating object with 10 -> 4

Wpp:Object [Object():0] [DEBUG] Creating object with 10 -> 5

... Initialization wpp Server ...

Wpp:Object [Object():0] [DEBUG] Creating object with 10 -> 5

... Initialization wpp Server ...

Wpp:Object [Object():0] [DEBUG] Creating object with 10 -> 5

... Initialization wpp Server ...

Wpp:Instance [notifyServerReschanged():43] [DEBUG] Notify value changed: objID=1, instID=0, resID=0, resInstID=65335

Wpp:Instance [notifyServerReschanged():43] [DEBUG] Notify value changed: objID=1, instID=0, resID=1, resInstID=65335

Wpp:Instance [notifyServerReschanged():43] [DEBUG] Notify value changed: objID=1, instID=0, resID=2, resInstID=65335

Wpp:Instance [notifyServerReschanged():43] [DEBUG] Notify value changed: objID=0, instID=0, resID=2, resInstID=65335

Wpp:Instance [notifyServerReschanged():43] [DEBUG] Notify value changed: objID=0, instID=0, resID=2, resInstID=65335

Wpp:Instance [notifyServerReschanged():43] [DEBUG] Notify value changed: objID=0, instID=0, resID=1, resInstID=65335

Wpp:Instance [notifyServerReschanged():43] [DEBUG] Notify value changed: objID=0, instID=0, resID=1, resInstID=65335

Wpp:Instance [notifyServerReschanged():43] [DEBUG] No
```

• For change server link. Open file ./2305-WakaamaPlus/examples/objects.cpp and change the URL from coap://friendly-tech.com: to custom. Rebuild all project with clean Reconfigure All Projects and run the executable file for the client.

```
/home/vd/Desktop/2305-WakaamaPlus/examples/objects.cpp
   #else
       string url = "coap://friendly-tech.com:";
       #if DTLS WITH PSK
           url += "5684";
           string pskId = "SINAI TEST DEV ID";
           security->set<INT_T>(Lwm2mSecurity::SECURITY_MODE_2, LWM2M_S
           security->set(Lwm2mSecurity::PUBLIC_KEY_OR_IDENTITY_3, OPAQU
           security->set(Lwm2mSecurity::SECRET KEY 5, OPAQUE T {0x00, 0
       #elif DTLS WITH RPK
           url += "5684":
           security->set<INT T>(Lwm2mSecurity::SECURITY MODE 2, LWM2M S
           security->set(Lwm2mSecurity::PUBLIC_KEY_OR_IDENTITY_3, OPAQU
           security->set(Lwm2mSecurity::SECRET_KEY_5, OPAQUE_T {0x92, 0
       #else
           url += "5683":
           security->set<INT_T>(Lwm2mSecurity::SECURITY_MODE_2, LWM2M_S
       #endif
       security->set<BOOL T>(Lwm2mSecurity::BOOTSTRAP SERVER 1, false);
   #endif
```