

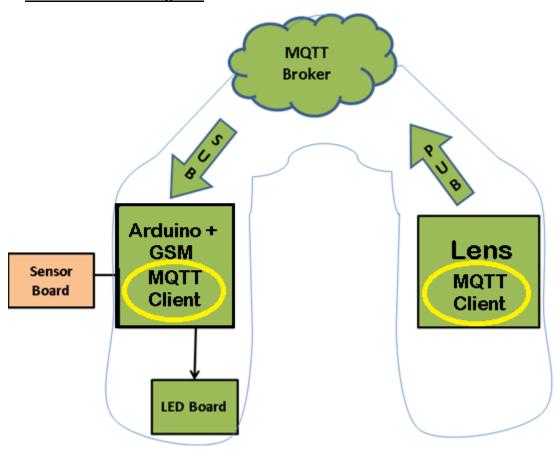
User Manual

MQTT Subscribe

Practical's Objective:

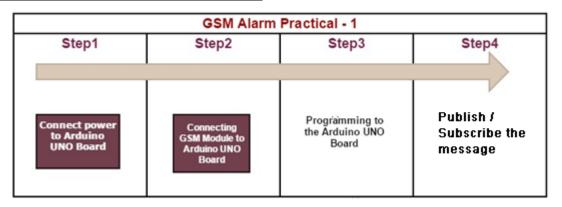
Send commands to arduino board to on/off the LED.

1. End-End IoT Flow Diagram:

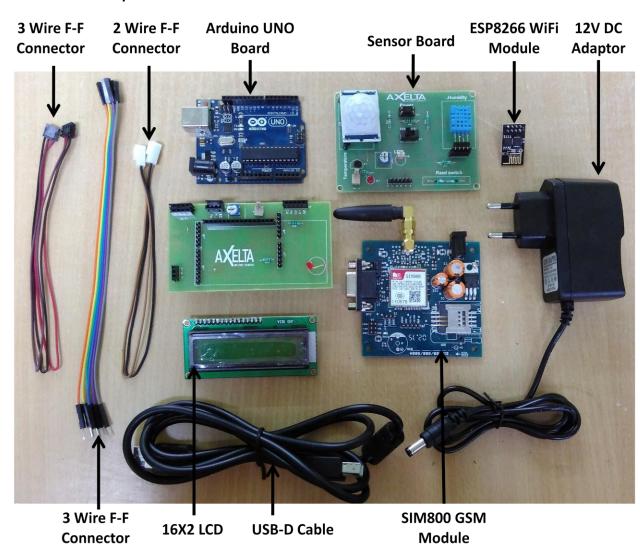




2. Sensors Data Posting Using JSON To Do:



3. Hardware requirements:



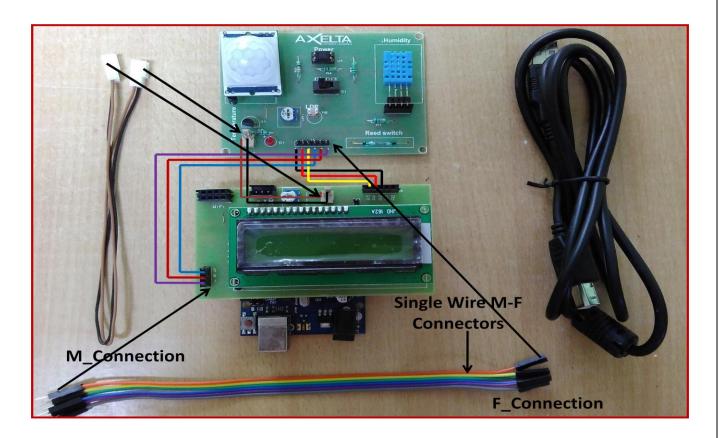


Software Requirement:

• Arduino IDE

Arduino UNO Board Connections with Sensor Board:

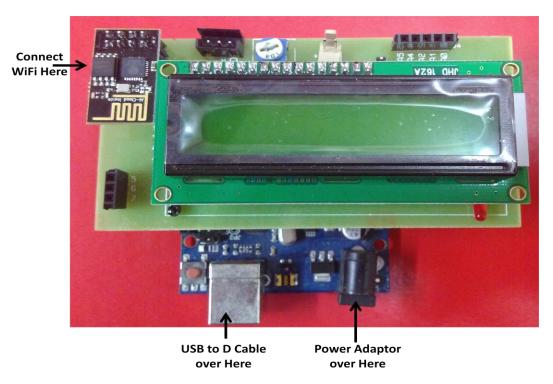
Don't change the sensor connections. They will also remain same.



Note:

- 1) Don't connect WiFi Module ESP8266 to the J9 on LCD Shieldunless you give12V Supply to the Arduino Board.
- 2) After plugging ESP8266 as shown below connect your PC to Arduino Board via USB Cable.



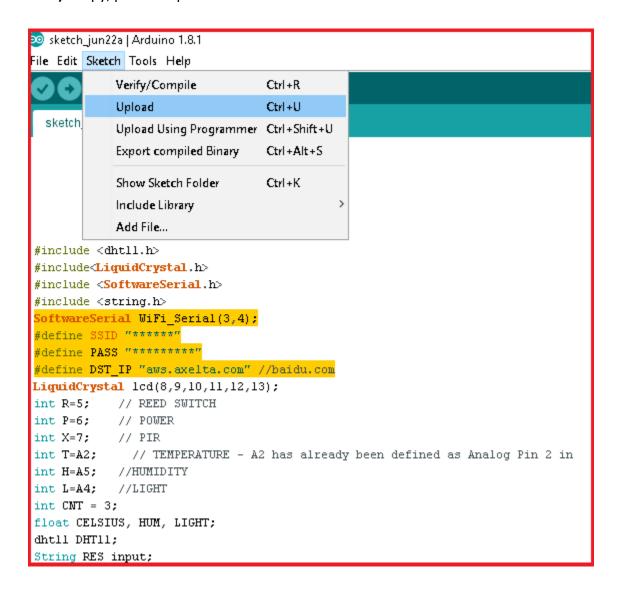


3) Make sure that all the Hardware connections are proper as explained above.



Programming:

- 5) You can find code by the link:
- 6) https://drive.google.com/open?id=1YgWxG_xlyApDU5lkU-scWzWsV_wJRmUb
- 7) Go to **File** menu, and Click on **save**, give a File name and click **ok**.
- 8) Copy, paste & upload the code in Arduino board





If it is uploaded successfully then you can see its output on Serial Monitor. But before that Open the serial monitor& set correct baud rate as 9600.

A simple 'C' program in Arduino.

/*Here we are Sending data to web server using WIFI/GPRS modem and we are interfacing WiFi modem using Uart */

```
#include <WiFiEsp.h>
#include <WiFiEspClient.h>
//#include <WiFiEspUdp.h>
#include "SoftwareSerial.h"
#include < PubSubClient.h >
char server[] = "osmosis.axelta.com";
char ssid[] = "Axelta":
                            // your network SSID (name)
char pass[] = "Axelta140218";
                                    // your network password
int status = WL_IDLE_STATUS; // the Wifi radio's status
char* subtopic = "LEDtopic"; /*MQTT Subscribe topic*/
const int A = A3;
String clientName1;
char message_buff[10];
// Initialize the Ethernet client object
WiFiEspClient espClient;
PubSubClient client(espClient);
SoftwareSerial soft(3, 4); // RX, TX
void setup() {
// initialize serial for debugging
 Serial.begin(9600);
 // initialize serial for ESP module
 soft.begin(9600);
 // initialize ESP module
 WiFi.init(&soft);
 pinMode(A, OUTPUT);
 digitalWrite(A, LOW);
 // check for the presence of the shield
 if (WiFi.status() == WL_NO_SHIELD) {
  Serial.println("WiFi shield not present");
```



```
// don't continue
  while (true);
 // attempt to connect to WiFi network
 while ( status != WL_CONNECTED) {
  Serial.print("Attempting to connect to WPA SSID: ");
  Serial.println(ssid);
  // Connect to WPA/WPA2 network
  status = WiFi.begin(ssid, pass);
 }
 // you're connected now, so print out the data
 Serial.println("You're connected to the network");
 //connect to MQTT server
 client.setServer(server, 1883);
 client.setCallback(callback);
//print any message received for subscribed topic
void callback(char* topic, byte* payload, unsigned int length) {
 int i = 0;
 for (int i = 0; i < length; i++) {
  message_buff[i] = payload[i];
 //message_buff[i] = '\0';
 //for (int i=0;i<(sizeof(message_buff));i++)
 String message;
 for (int i=0;i<length;i++)
  message += String(message_buff[i]);
 Serial.println("stringformed: " +message);
  if (message == "on")
   Serial.println("led on");
   digitalWrite(A, HIGH);
  else if (message == "off")
   Serial.println("led off ");
   digitalWrite(A,LOW);
```



```
void loop() {
 // put your main code here, to run repeatedly:
 if (!client.connected()) {
  reconnect();
 //Serial.println((String(message_buff)));
 //client.subscribe(subtopic);
 client.loop();
}
void reconnect() {
 // Loop until we're reconnected
 while (!client.connected()) {
  Serial.print("Attempting MQTT connection...");
  // Attempt to connect, just a name to identify the client
  if (client.connect("arduinoClient")) {
   Serial.println("connected");
   // Once connected, publish an announcement...
   client.publish("command", "hello world");
   // ... and resubscribe
   client.subscribe("presence");
  } else {
   Serial.print("failed, rc=");
   Serial.print(client.state());
   Serial.println(" try again in 5 seconds");
   // Wait 5 seconds before retrying
   delay(5000);
```