# Adafruit IO

**Connection**

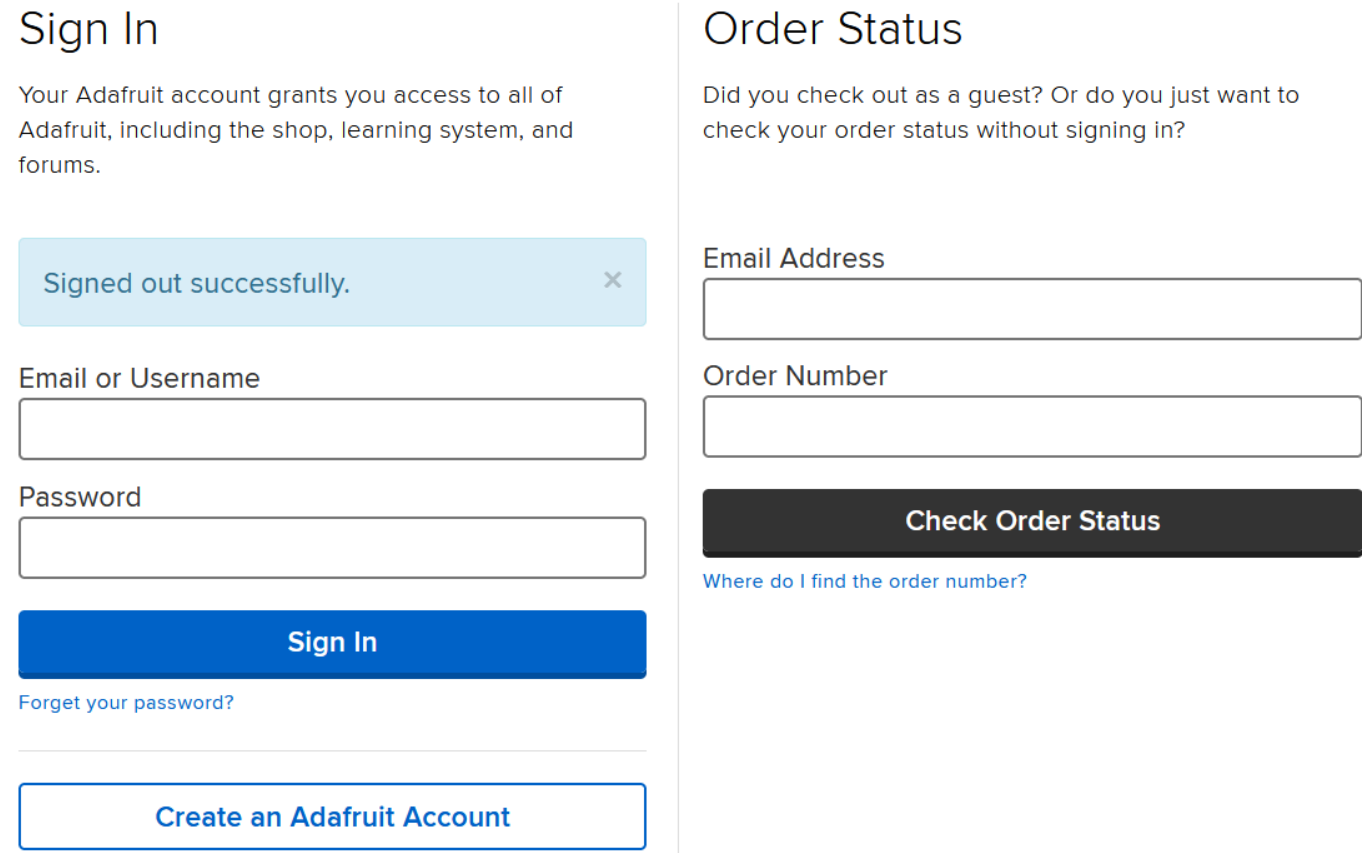
# What is Adafruit IO?

- Adafruit.io is a *cloud service* - that just means we run it and don't have to manage it. We can connect to it over the Internet. It's meant primarily for storing and then retrieving data but it can do a lot more than just that!

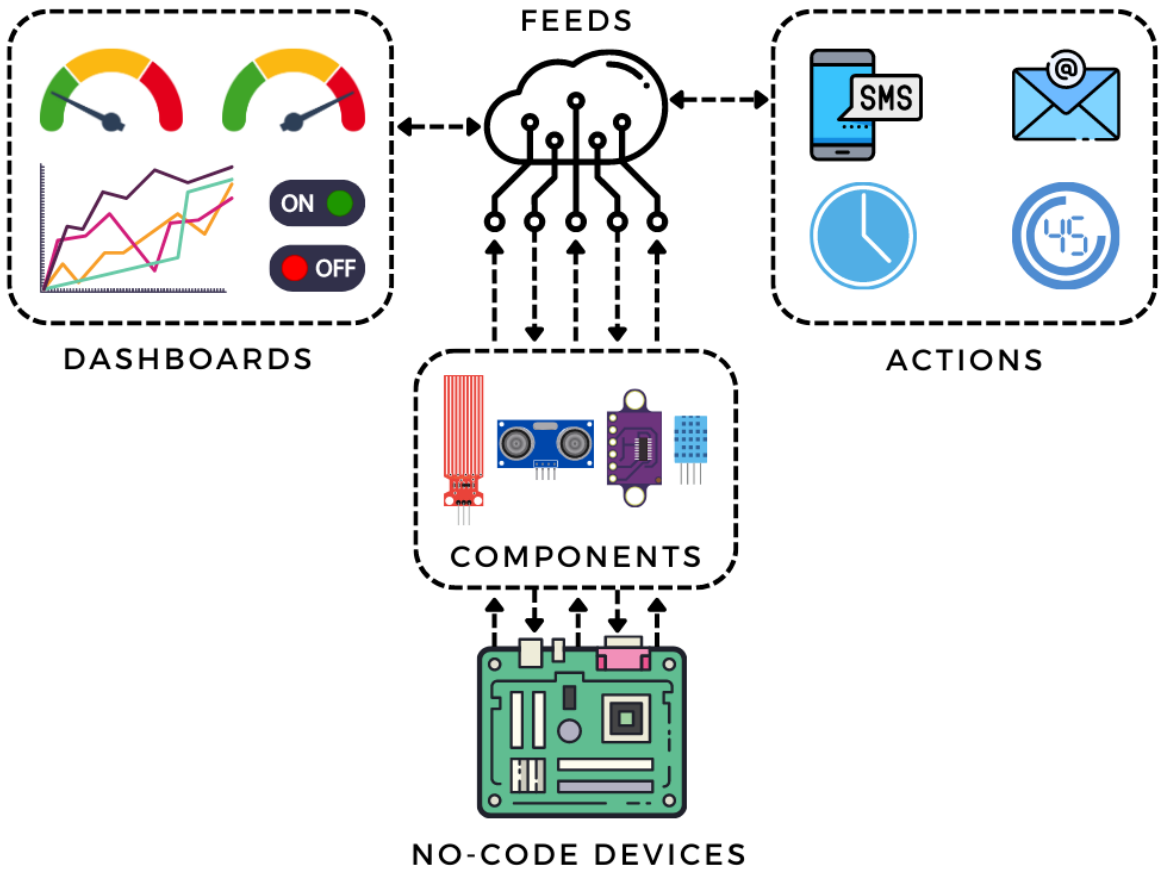
# Adafruit IO can do

- Display your data in real-time, online
- Make your project internet-connected: Control motors, read sensor data, and more!
- Connect projects to web services like Twitter, RSS feeds, weather services, etc.
- Connect your project to other internet-enabled devices
- The best part? All of the above is do-able for **free** with Adafruit IO

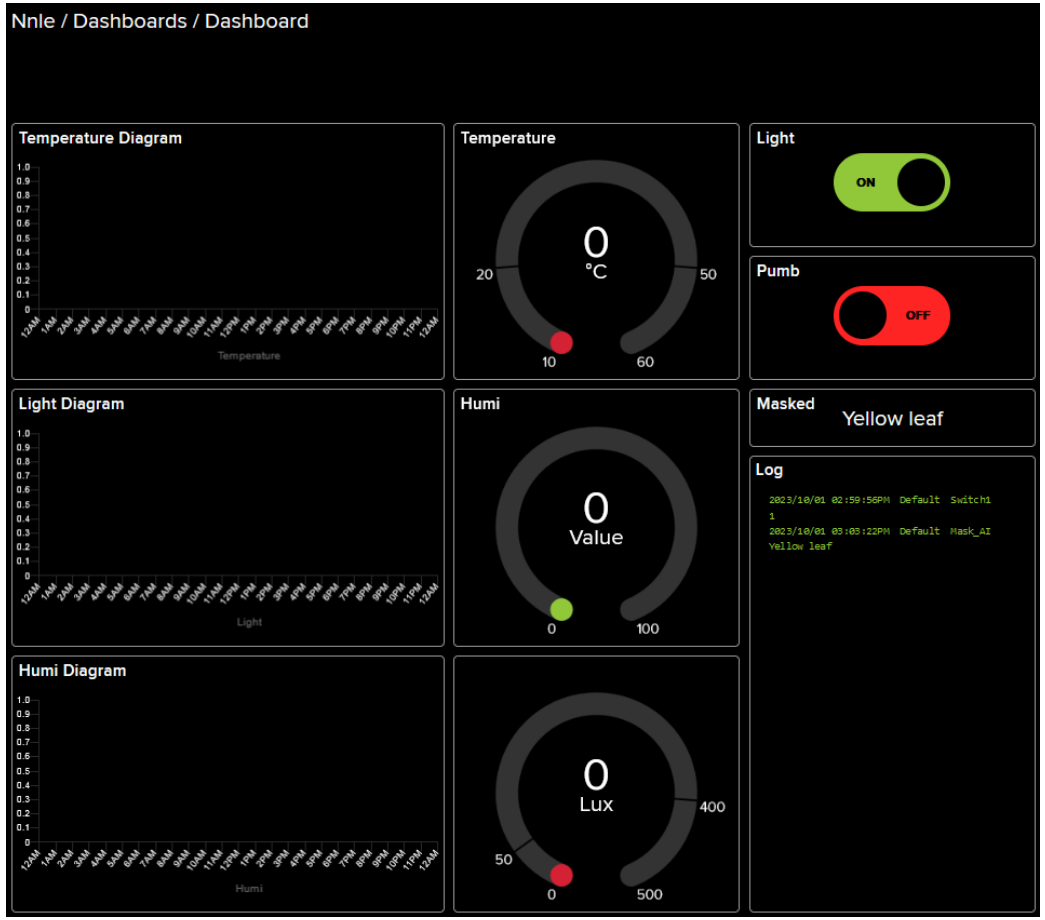
# Sign in


Sign In
Your Adafruit account grants you access to all of Adafruit, including the shop, learning system, and forums.
Signed out successfully.
Email or Username
Password
Sign In
Forget your password?
Create an Adafruit Account
Order Status
Did you check out as a guest? Or do you just want to check your order status without signing in?
Email Address
Order Number
Check Order Status
Where do I find the order number?

# Adafruit IO can do

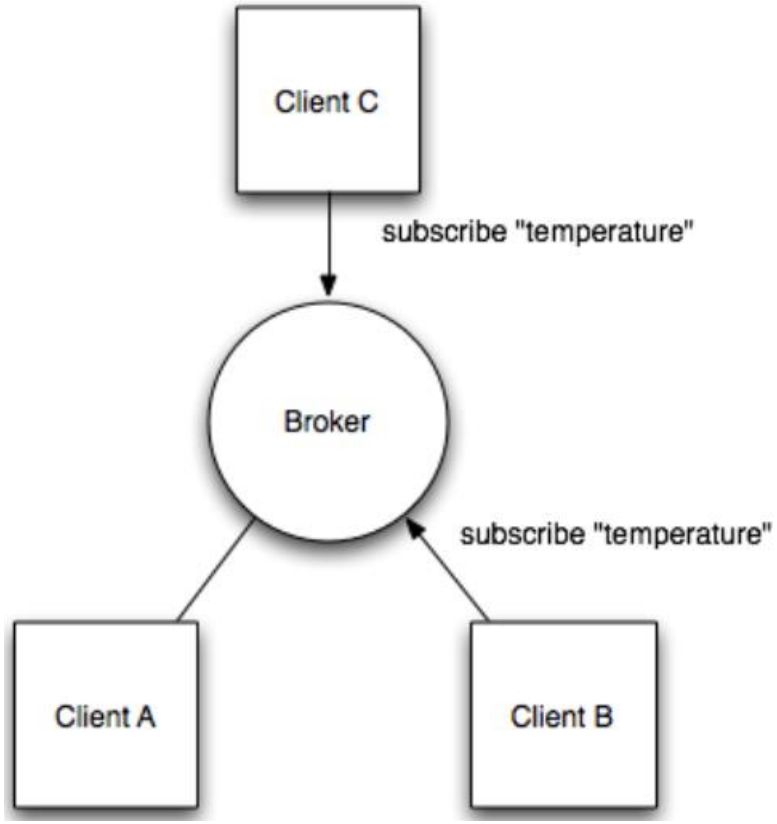


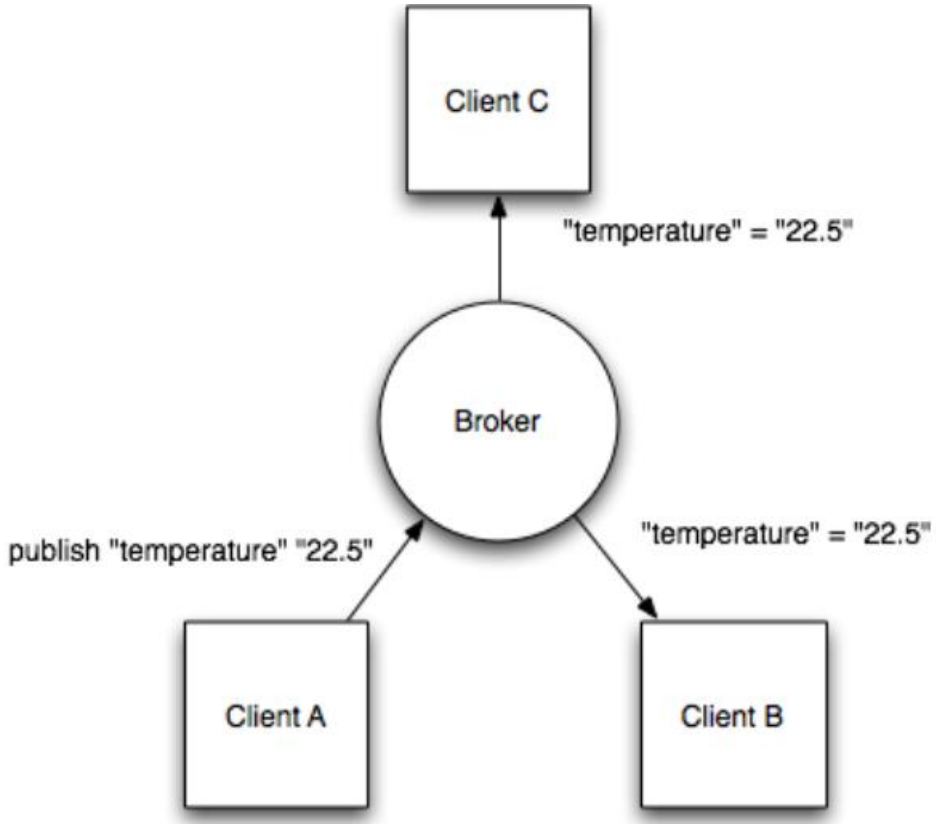
# Dashboard Design



# Interact with your data

# MQTT Protocols



# Installing Adafruit IO Python Library

- Install the Adafruit IO Python Client Library to communicate with Adafruit IO.

```
pip3 install adafruit-io
```

# Library

- import sys
- from Adafruit_IO import MQTTClient

- AIO_FEED_ID = ""
- AIO_USERNAME = ""
- AIO_KEY = ""

# Define function

```
def connected(client):
    print("Ket noi thanh cong ...")
    client.subscribe(AIO_FEED_ID)
```

# Define function

```
def subscribe(client , userdata , mid , granted_qos):
    print("Subscribe thanh cong ...")
```

# Define function

```
def disconnected(client):
    print("Ngat ket noi ...")
    sys.exit (1)
```

# Define function

```
def message(client , feed_id , payload):
    print("Nhan du lieu: " + payload)
```

# Run

```
client = MQTTClient(AIO_USERNAME , AIO_KEY)
client.on_connect = connected
client.on_disconnect = disconnected
client.on_message = message
client.on_subscribe = subscribe
client.connect()
client.loop_background()
while True:
    pass
```

# Read and write with Serial port

- Install library: pyserial

# Read and write with Serial port

- import serial.tools.list_ports
- import time

# Read and write with Serial port

```
def getPort():
    ports = serial.tools.list_ports.comports()
    N = len(ports)
    commPort = "None"
    for i in range(0, N):
        port = ports[i]
        strPort = str(port)
        if "USB Serial Device" in strPort:
            splitPort = strPort.split(" ")
            commPort = (splitPort[0])
    return commPort
```

# Read and write with Serial port

- `ser = serial.Serial( port=getPort(), baudrate=9600)`
- `mess = ""`

# Read and write with Serial port

```
def processData(client,data):
    data = data.replace("!", "")
    data = data.replace("#", "")
    splitData = data.split(":")
    print(splitData)
    if splitData[1] == "T":
        client.publish("nhietdo", splitData[2])
    elif splitData[1] == "H":
        client.publish("doam", splitData[2])
```

# Read and write with Serial port

Receive data from device send to and then transmit to server

```
def readSerial():
    bytesToRead = ser.inWaiting()
    if (bytesToRead > 0):
        global mess
        mess = mess + ser.read(bytesToRead).decode("UTF-8")
        while ("#" in mess) and ("!" in mess):
            start = mess.find("!")
            end = mess.find("#")
            processData(mess[start:end + 1])
            if (end == len(mess)):
                mess = ""
            else:
                mess = mess[end+1:]
```

# Read and write with Serial port

```
def writeData2Hercule(data):
    // Your code here
```