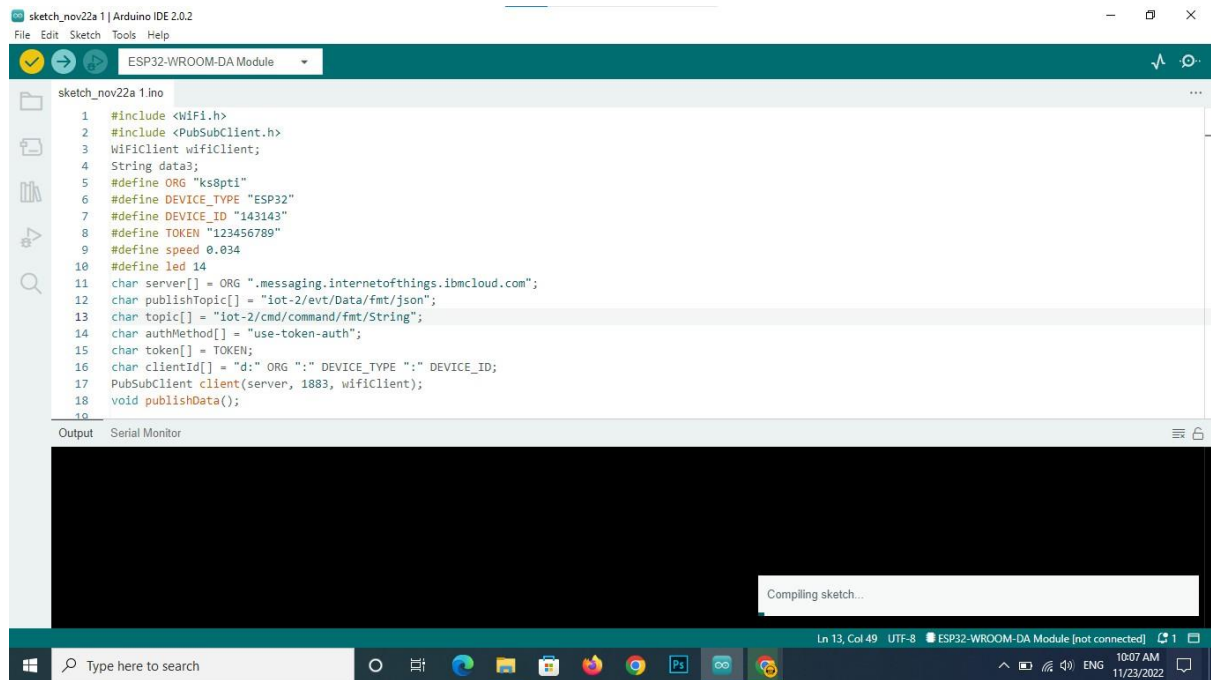


Coding and Solutioning

Debugging & Traceability

| | |
|---------------|---|
| Date | 19 November 2022 |
| Team ID | PNT2022TMID51098 |
| Project Name | Real-Time River Water Quality Monitoring and Control System |
| Maximum Marks | 2 Marks |

Debugging & Traceability



```
1 #include <WiFi.h>
2 #include <PubSubClient.h>
3 WiFiClient wifiClient;
4 String data3;
5 #define ORG "ks8pt1"
6 #define DEVICE_TYPE "ESP32"
7 #define DEVICE_ID "143143"
8 #define TOKEN "123456789"
9 #define speed 0.034
10 #define led 14
11 char server[] = ORG ".messaging.internetofthings.ibmcloud.com";
12 char publishTopic[] = "iot-2/evt/Data/fmt/json";
13 char topic[] = "iot-2/cmd/command/fmt/String";
14 char authMethod[] = "use-token-auth";
15 char token[] = TOKEN;
16 char clientId[] = "d:" ORG ":" DEVICE_TYPE ":" DEVICE_ID;
17 PubSubClient client(server, 1883, wifiClient);
18 void publishData();
19
```

- We are debugging everything through the Arduino IDE.
- Traceability refers to how easily code or documentation can be traced back to its source. \
- Traceability is used both in software development and in testing to improve software quality and consistency.