

Workshop

Basic of Internet of Things

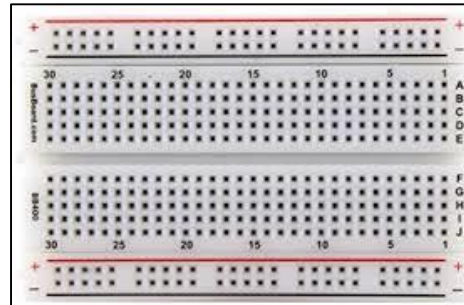
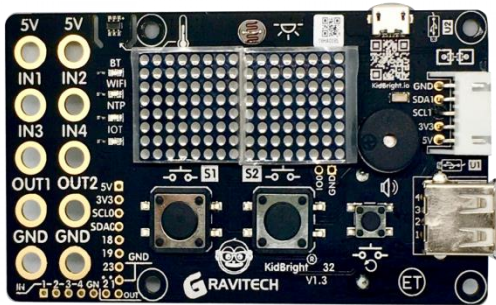
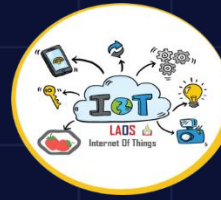


ພາກປະຕິບັດ Practical



ສະຖານທີ່ ພາກວິຊາ ວິສະວະກຳຄອມພິວເຕີ ແລະ ເຕັກໂນໂລຊີຂໍ້ມູນຂ່າວສານ

Lab 1



Code 1 (1)



```
#define BLYNK_PRINT Serial
```

```
#include <WiFi.h>
```

```
#include <WiFiClient.h>
```

```
#include <BlynkSimpleEsp32.h>
```

```
char auth[] = "YourAuthToken";
```

```
char ssid[] = "CEIT-IoT";
```

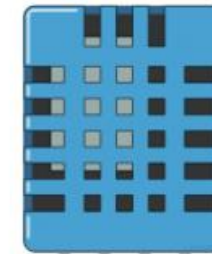
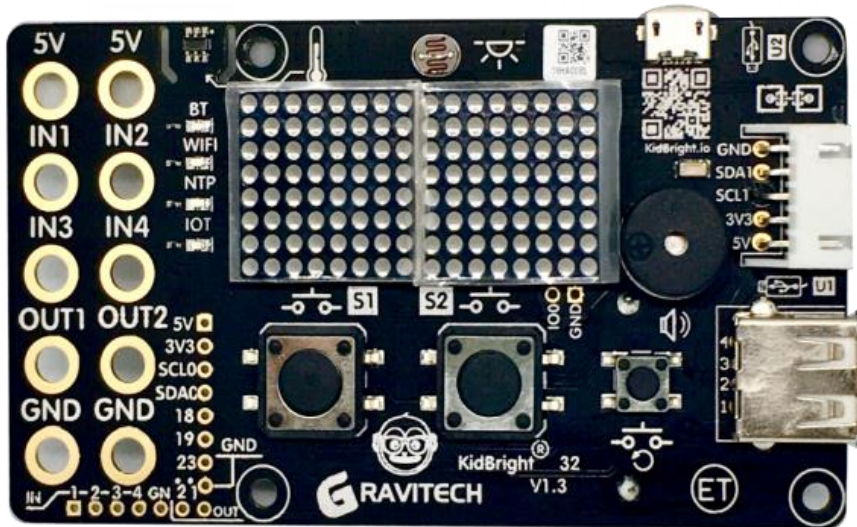
```
char pass[] = "12345678";
```

Code 1 (2)



```
void setup() {  
  Serial.begin(9600);  
  Blynk.begin(auth, ssid, pass);  
}  
  
void loop() {  
  Blynk.run();  
}
```

Lab 2



1. Vdd
2. Data
3. NC
4. GND



Code 2 (1)



```
#define BLYNK_PRINT Serial
#include <Wire.h>
#include <WiFiClient.h>
#include <BlynkSimpleEsp32.h>
```

```
char auth[] = "YourAuthToken";
char ssid[] = "CEIT-IoT";
char pass[] = "12345678";
```

```
#define LM73_ADDR 0x4D
```

```
double temp=0;
```

Code 2 (2)



```
float readTemperature() {  
    Wire1.beginTransmission(LM73_ADDR);  
    Wire1.write(0x00); // Temperature Data Register  
    Wire1.endTransmission();  
  
    uint8_t count = Wire1.requestFrom(LM73_ADDR, 2);  
    float temp = 0.0;  
    if (count == 2) {  
        byte buff[2];  
        buff[0] = Wire1.read();  
        buff[1] = Wire1.read();  
        temp += (int)(buff[0]<<1);  
        if (buff[1]&0b10000000) temp += 1.0;  
        if (buff[1]&0b01000000) temp += 0.5;  
        if (buff[1]&0b00100000) temp += 0.25;  
        if (buff[0]&0b10000000) temp *= -1.0;  
    }  
    return temp;  
}
```


Code 2 (3)



```
void setup() {  
  Serial.begin(9600);  
  Wire1.begin(4, 5);  
  Blynk.begin(auth, ssid, pass);  
}  
  
void loop() {  
  Blynk.run();  
  
  temp = readTemperature();  
  Serial.print("Temp:");Serial.println(temp);  
  
  Blynk.virtualWrite(V1, temp);  
  delay(2000);  
  
  if( temp > 28 ){  
    Blynk.notify("Temperature over 28");  
  }  
}
```