





## Lab Session on IoT

**Lab Session** 

### **Agenda**



Lab Session Implementing IoT Appliance control using web server

Data Packet Analysis Exercise using WireShark

Preparation for Weekend Assignment







## Let's Implement...



## **5G IoT communication Using HTTP Protocol**

 IoT communication using Webserver with ESP32

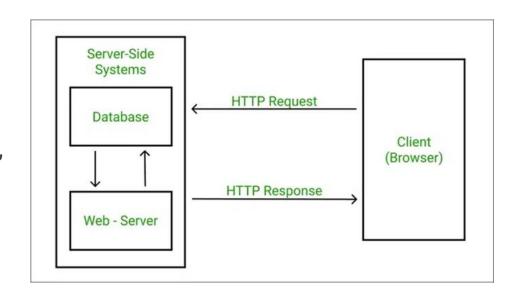
 Exercise: LED Control using ESP32 board by creating Web Server



### **IoT communication Using HTTP Protocol**

### **HTTP Protocol**

- Explanation of HTTP (Hypertext Transfer Protocol)
- Key concepts: Request, Response, Methods (GET, POST)
- Importance in IoT communication







### Key concepts: Request, Response, Methods (GET, POST)

### Example Scenario:Request:

http Copy code GET /api/data?id=123 HTTP/1.1

Host: example.com

#### **Explanation:**

The client is requesting data from the server.

The id=123 parameter is included in the URL to specify the data needed.





### Key concepts: Request, Response, Methods (GET, POST)

#### **Response:**

```
http
Copy code
HTTP/1.1 200 OK
Content-Type: application/json
{
    "id": 123,
    "name": "Example Data"
}
```

#### **Explanation:**

•The server responds with the requested data in JSON format.



#### **Introduction to ESP32**



Brief overview of ESP32 microcontroller

The ESP32 is a powerful microcontroller and Wi-Fi module, known for its versatility and capabilities.

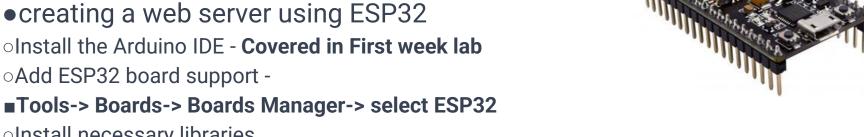
Features and capabilities

It features a dual-core processor, built-in Bluetooth, ample GPIO pins, and is widely used in IoT applications for its ability to connect to the internet and support various communication protocols.



**Source:** https://lastminuteengineers.com/creating-esp32-web-server-arduino-ide/

- ESP32 Web Server
- olnstall the Arduino IDE Covered in First week lab
- Add ESP32 board support -
- Install necessary libraries
- **■**Sketch-> Include Library-> Manage Libraries
- Configure ESP32 settings
- ■Tools -> Port-> Select Port



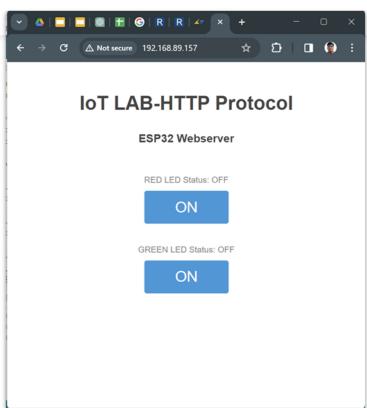
**Source for this exercise:** https://lastminuteengineers.com/creating-esp32-web-server-arduino-ide/



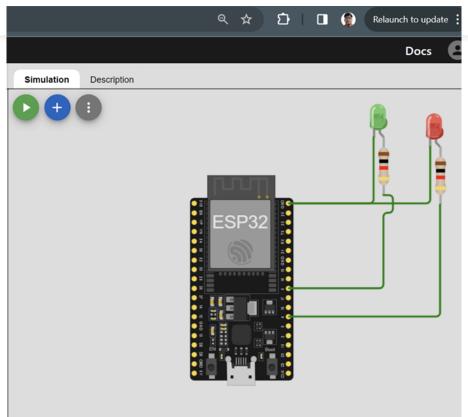
### **Testing the LED Control Web Server**

- Steps to upload the code to ESP32
- ■Sketch-> Upload (Make sure right board and port are selected on which the device is connected )
- Connecting ESP32 to the internet
- ■Put Correct SSID and Password in the code and make sure that the wifi is discoverable
- Accessing the web server from a browser
- ■Put the **URL** in the browser and hit Enter









## **Exercise : Appliance Control using ESP32** webserver



```
ESP32WebServerTest.ino
   1 #include <WiFi.h>
   2 #include <WebServer.h>
   4 /* Put your SSID & Password */
   5 const char* ssid = "ESP32"; // Enter SSID here
      const char* password = "12345678"; //Enter Password here
       /* Put IP Address details */
       IPAddress local_ip(192,168,1,1);
       IPAddress gateway(192,168,1,1);
  10
  11
       IPAddress subnet(255,255,255,0);
  12
  13
       WebServer server(80);
  14
  15
       uint8_t LED1pin = 4;
  16
       bool LED1status = LOW;
  17
       uint8 t LED2pin = 5;
  18
  19
       bool LED2status = LOW;
  20
```



```
ESP32WebServerTest | Arduino IDE 2.2.1
File Edit Sketch Tools Help
                    uPesy ESP32 Wroom ... ▼
       ESP32WebServerTest.ino
              void setup() {
                Serial.begin(115200);
                pinMode(LED1pin, OUTPUT);
                pinMode(LED2pin, OUTPUT);
         24
         25
                WiFi.softAP(ssid, password);
         27
                WiFi.softAPConfig(local_ip, gateway, subnet);
         28
                delay(100);
         29
                server.on("/", handle OnConnect);
         31
                server.on("/led1on", handle_led1on);
                server.on("/led1off", handle led1off);
         32
                server.on("/led2on", handle led2on);
                server.on("/led2off", handle led2off);
                server.onNotFound(handle NotFound);
         35
         36
                server.begin();
         37
                Serial.println("HTTP server started");
         38
         39
               void loop() {
         41
                server.handleClient();
                if(LED1status)
         42
                {digitalWrite(LED1pin, HIGH);}
         43
         45
                {digitalWrite(LED1pin, LOW);}
       Output Serial Monitor ×
```



```
ESP32WebServerTest | Arduino IDE 2.2.1
File Edit Sketch Tools Help
                ᢤ uPesy ESP32 Wroom ... ▼
      ESP32WebServerTest.ino
              void loop() {
                server.handleClient();
                if(LED1status)
                {digitalWrite(LED1pin, HIGH);}
                else
                {digitalWrite(LED1pin, LOW);}
         47
                if(LED2status)
                {digitalWrite(LED2pin, HIGH);}
                {digitalWrite(LED2pin, LOW);}
         50
         51
         52
              void handle OnConnect() {
         54
                LED1status = LOW;
         55
                LED2status = LOW;
                Serial.println("GPIO4 Status: OFF | GPIO5 Status: OFF");
                server.send(200, "text/html", SendHTML(LED1status, LED2status));
         57
         58
         59
              void handle led1on() {
         61
                LED1status = HIGH;
                Serial.println("GPIO4 Status: ON");
         62
                server.send(200, "text/html", SendHTML(true, LED2status));
         63
         64
              Serial Monitor ×
```

### Exercise: ESP32WebServerTest | Arduino IDE 2.2.1





```
ESP32WebServerTest.ino
         Serial.println("GPIO5 Status: OFF");
         server.send(200, "text/html", SendHTML(LED1status,false));
  82
  83
  84
       void handle NotFound(){
  85
         server.send(404, "text/plain", "Not found");
  86
  87
       String SendHTML(uint8 t led1stat, uint8 t led2stat){
         String ptr = "<!DOCTYPE html> <html>\n";
         ptr +="<head><meta name=\"viewport\" content=\"width=device-width, initial-scale=1.0, user-scalable=no\">\n";
         ptr +="<title>LED Control</title>\n";
  92
         ptr +="<style>html { font-family: Helvetica; display: inline-block; margin: 0px auto; text-align: center;}\n";
  93
         ptr +="body{margin-top: 50px;} h1 {color: #444444;margin: 50px auto 30px;} h3 {color: #444444;margin-bottom: 50px;}\n";
  94
         ptr +=".button {display: block; width: 80px; background-color: #3498db; border: none; color: white; padding: 13px 30px; text-decorat.
  95
         ptr +=".button-on {background-color: #3498db;}\n";
  96
         ptr +=".button-on:active {background-color: #2980b9;}\n";
  97
         ptr +=".button-off {background-color: #34495e;}\n";
  98
         ptr +=".button-off:active {background-color: #2c3e50;}\n";
  99
         ptr +="p {font-size: 14px;color: #888;margin-bottom: 10px;}\n";
 100
         ptr +="</style>\n";
 101
         ptr +="</head>\n";
 102
         ptr +="<body>\n";
 103
         ptr +="<h1>ESP32 Web Server</h1>\n";
 104
         ptr +="<h3>Using Access Point(AP) Mode</h3>\n";
 105
 106
         if(led1stat)
 107
         {ptr +="LED1 Status: ON<a class=\"button button-off\" href=\"/led1off\">OFF</a>\n";}
 108
         {ptr +="LED1 Status: OFF<a class=\"button button-on\" href=\"/led1on\">ON</a>\n";}
 109
 110
 111
 112
         {ptr +="LED2 Status: ON<a class=\"button button-off\" href=\"/led2off\">OFF</a>\n";}
 113
 114
         {ptr +="LED2 Status: OFF<a class=\"button button-on\" href=\"/led2on\">ON</a>\n";}
 115
 116
         ptr +="</body>\n";
 117
         ptr +="</html>\n";
 118
         return ptr;
 119
Output Serial Monitor ×
```



### Lets see this in the video

https://drive.google.com/file/d/1crNYX\_04r Hnv0blKowVJHKgMuZQ-VNmO/view?usp=drive\_link







## We discusses a lot about packet data transfer in last sessions

Let's Try Wireshark and see data packets in action...

### Wireshark



Wireshark is a free and open-source packet analyzer. It is used for network troubleshooting, analysis, software and communications protocol development, and education.

It can capture live network traffic and also provides detailed information about different network protocols.

Download link: https://www.wireshark.org/download.html





- Python (Optional-IDE) (prefer Miniconda <u>link</u>, https://shorturl.at/sBHRY)
- For CoAP Implementation
  - Download the files <u>here</u> or <u>https://shorturl.at/dfyD8</u>
  - Extract the files in a folder
  - Install coapthon3 library using pip (pip install CoAPthon3)
  - Open powershell or terminal in the folder and run "coapserver.py" [To run a file go the folder where file is stored]
  - File can be run using: python3 coapserver.py (Keep this running, for next steps open a new powershell or terminal window)

### Req. Contd.



- Start wireshark before the next step
- Similarly after running server, client can be executed
- In new terminal/powershell window
- Various commands:
  - python3 coapclient.py -o GET -p coap://127.0.0.1:5683/temp
  - python3 coapclient.py -o DISCOVER -p coap://127.0.0.1:5683/
- more commands and outputs are discussed in next slides



### Using WireShark for CoAP

#### Starting CoAP Client

geosysiot@geosysiot-H310M-S2-2-0: ~/Desktop/COAP

geosysiot@geosysiot-H310M-S2-2-0: ~/Desktop/COAP

geosysiot@

(base) geosysiot@geosysiot-H310M-S2-2-0:~/Desktop/COAP\$ python3 coapclient.py -o GET -p coap://127.0.0.1:5683/temp

#### geosysiot@geosysiot-H310M-S2-2-0: ~/Desktop/COAP

geosysiot@geosysiot-H310M-S2-2-0: ~/Desktop/COAP

(base) geosysiot@geosysiot-H310M-S2-2-0:~/Desktop/COAP\$ python3 coapclient.py -o GET -p coap://127.0.0.1:5683/temp

Source: ('127.0.0.1', 5683)

Destination: None

Type: ACK
MID: 31524
Code: CONTENT
Token: 50eb
Payload:
{temp:100}

(base) geosysiot@geosysiot-H310M-S2-2-0:~/Desktop/COAP\$





× +





coap

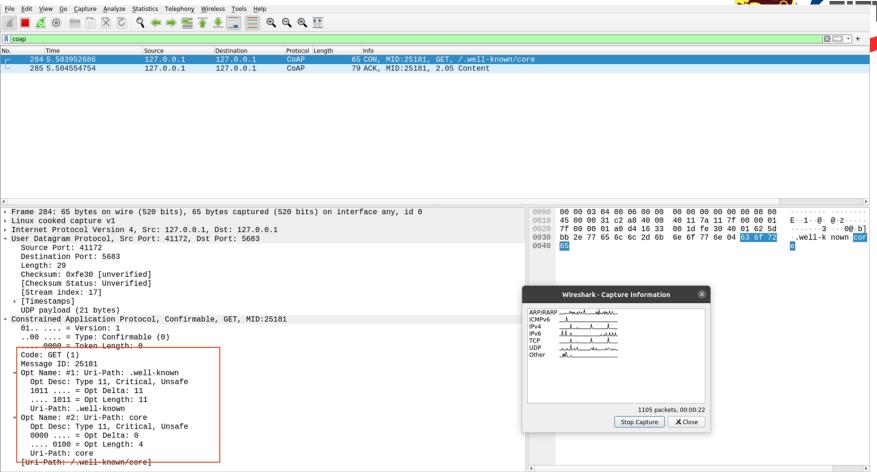
No.	Time	Source	Destination	Protocol Length	Info		
π*	1937 34.936785	127.0.0.1	127.0.0.1	CoAP	55 CON, MID:31524,	GET, TKN:50 el	b, /temp
4	1938 34.937274	127.0.0.1	127.0.0.1	CoAP	61 ACK, MID:31524,	2.05 Content,	TKN:50 eb, /temp



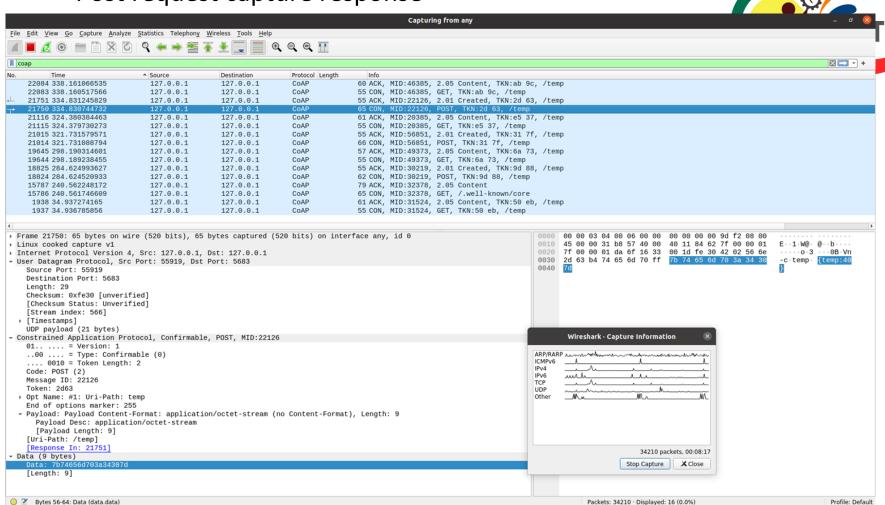
```
(base) geosysiot@geosysiot-H310M-S2-2-0:~/Desktop/COAP$ python3 coapclient.py -o DISCOVER -p coap://127.0.0.1:5683/
Source: ('127.0.0.1', 5683)
Destination: None
Type: ACK
                                           Discover request
MID: 32378
Code: CONTENT
Token: None
Content-Type: 40
Payload:
</humidity>;obs,</temp>;obs,
(base) geosysiot@geosysiot-H310M-S2-2-0:~/Desktop/COAP$ python3 coapclient.py -o POST -p coap://127.0.0.1:5683/temp -P {temp:40}
Source: ('127.0.0.1', 5683)
Destination: None
Type: ACK
MID: 22126
Code: CREATED
Token: 2d63
Location-Path: temp
Payload:
None
(base) geosysiot@geosysiot-H310M-S2-2-0:~/Desktop/COAP$ python3 coapclient.py -o GET -p coap://127.0.0.1:5683/temp
Source: ('127.0.0.1', 5683)
Destination: None
Type: ACK
MID: 46385
Code: CONTENT
Token: ab9c
Payload:
{temp:40}
```

#### For Discover request

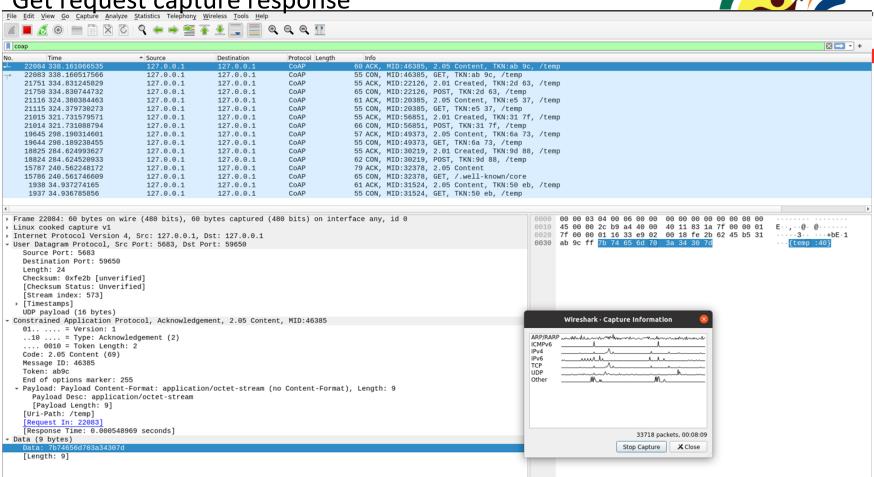




#### Post request capture response



Get request capture response



Bytes 51-59: Data (data.data) Packets: 33718 · Displayed: 16 (0.0%) Profile: Default

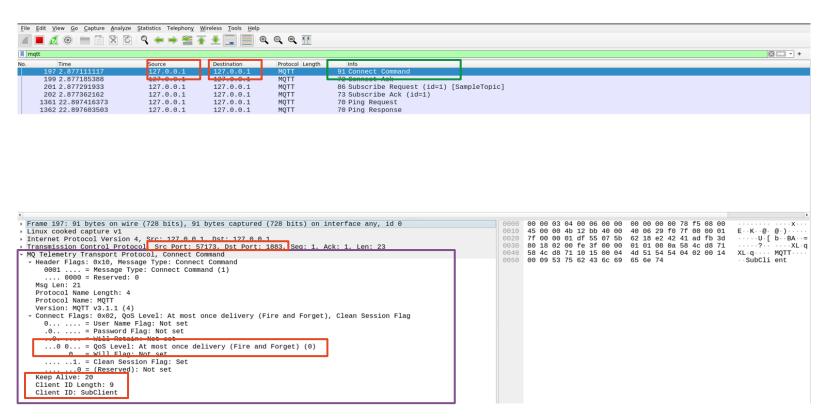




- Python (Optional-IDE) (prefer Miniconda <u>link</u>, https://shorturl.at/sBHRY)
- For MQTT Implementation
  - Download the files <u>here</u> or https://shorturl.at/LSV36
  - Extract the files in a folder
  - Download and Install mosquitto broker from <a href="https://mosquitto.org/download/">https://mosquitto.org/download/</a>
  - Run mosquitto -v in powershell/terminal to start broker
  - Install paho-mqtt library using pip (pip3 install paho-mqtt)
  - Start wireshark before next step
  - Open powershell or terminal in the folder and run "sub.py" [To run a file go the folder where file is stored]
  - File can be run using: python3 sub.py (Keep the file running, for next steps open new terminal/powershell window)
  - Open a new powershell/terminal window and run: python3 pub.py

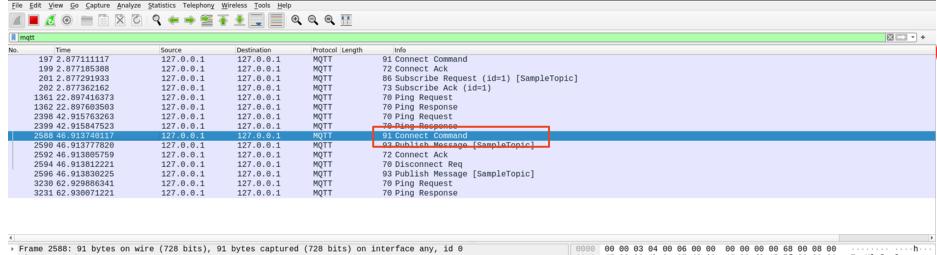
### Using Wireshark for MQTT







mqtt								X D T
Time	Source	Destination	Protocol Length	Info				_
197 2.877111117	127.0.0.1	127.0.0.1	MQTT	91 Connect Command				
199 2.877185388	127.0.0.1	127.0.0.1	MQTT	72 Connect Ack				
201 2.877291933	127.0.0.1	127.0.0.1	MQTT	86 Subscribe Request (id=1) [SampleTopic	:]			
202 2.877362162	127.0.0.1	127.0.0.1	MQTT	73 Subscribe Ack (id=1)				
1361 22.897416373	127.0.0.1	127.0.0.1	MQTT	70 Ping Request				
1362 22.897603503	127.0.0.1	127.0.0.1	MQTT	70 Ping Response				
2398 42.915763263	127.0.0.1	127.0.0.1	MQTT	70 Ping Request				
2399 42.915847523	127.0.0.1	127.0.0.1	MQTT	70 Ping Response				
2588 46.913740117	127.0.0.1	127.0.0.1	MQTT	91 Connect Command				
2590 46.913777820	127.0.0.1	127.0.0.1	MQTT	93 Publish Message [SampleTopic]				
2592 46.913805759	127.0.0.1	127.0.0.1	MQTT	72 Connect Ack				
2594 46.913812221	127.0.0.1	127.0.0.1	MQTT	70 Disconnect Req				
2596 46.913830225	127.0.0.1	127.0.0.1	MQTT	93 Publish Message [SampleTopic]				
3230 62.929886341	127.0.0.1	127.0.0.1	MQTT	70 Ping Request				
3231 62.930071221	127.0.0.1	127.0.0.1	MQTT	70 Ping Response				
4683 82.951276830	127.0.0.1	127.0.0.1	MQTT	70 Ping Request				
4684 82.951468507	127.0.0.1	127.0.0.1	MOTT	70 Ping Response				
6649 102.971240052	127.0.0.1	127.0.0.1	MOTT	70 Ping Reguest				
6650 102.971428544	127.0.0.1	127.0.0.1	MOTT	70 Ping Response				
rame 199: 72 bytes on wi inux cooked capture v1	,,	,	,	nterface any, id 0		00 00 03 04 00 06 00 00 45 00 00 38 b2 0d 40 00 7f 00 00 01 07 5b df 55		E · 8 · @ · @ · ·
Internet Protocol Version 4, Src: 127.0.0.1, Dst: 127.0.0.1 Transmission Control Protocol, Src Port: 1883, Dst Port: 57173, Seq: 1, Ack: 24, Len: 4						80 18 02 00 fe 2c 00 00		
MO Telemetry Transport Protocol, Connect Ack						58 4c d8 71 20 02 00 00		XL·q ···
Header Flags: 0x20, Mes								
0010 = Message T								
0000 = Reserved:		(-)						
Msq Len: 2								
Acknowledge Flags: 0x00								
Return Code: Connection								

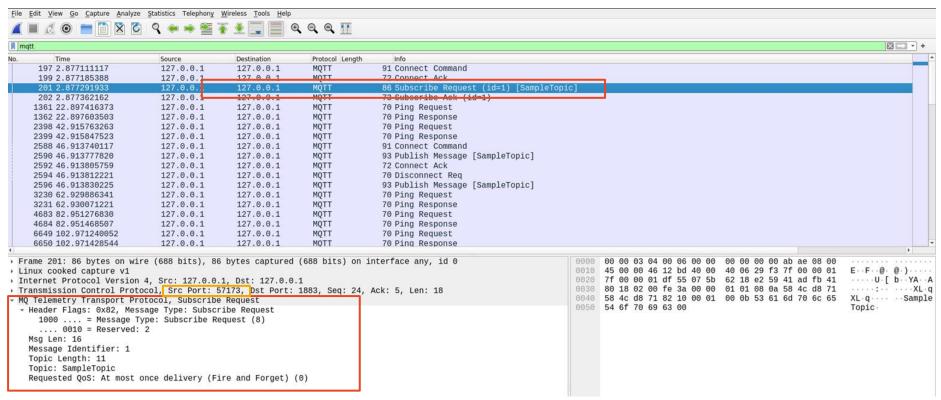


```
0010 45 00 00 4b 6c 95 40 00 40 06 d0 15 7f 00 00 01
                                                                                                                                                                              E · · K1 · @ · · · · · · ·
Linux cooked capture v1
                                                                                                                     0020 7f 00 00 01 9c 69 07 5b 1e f3 d4 79 e2 b4 2b 83
                                                                                                                                                                              ·····i·[ ····y··+·
> Internet Protocol Version 4, Src: 127.0.0.1, Dst: 127.0.0.1
                                                                                                                     0030 80 18 02 00 fe 3f 00 00 01 01 08 0a 58 4d 84 76
                                                                                                                                                                              ......?....XM.v
Transmission Control Protocol, Src Port: 40041, Dst Port: 1883, Seq: 1, Ack: 1, Len: 23
                                                                                                                                                                              XM·u···· MQTT····
- MO Telemetry Transport Protocol, Connect Command
                                                                                                                           58 4d 84 75 10 15 00 04 4d 51 54 54 04 02 00 14
                                                                                                                                                                               · · PubCli ent
                                                                                                                           00 09 50 75 62 43 6c 69 65 6e 74
  - Header Flags: 0x10, Message Type: Connect Command
      0001 .... = Message Type: Connect Command (1)
      .... 0000 = Reserved: 0
   Msg Len: 21
   Protocol Name Length: 4
   Protocol Name: MOTT
   Version: MOTT v3.1.1 (4)

    Connect Flags: 0x02, OoS Level: At most once delivery (Fire and Forget), Clean Session Flag

     0... = User Name Flag: Not set
      .0.. .... = Password Flag: Not set
      ..0. .... = Will Retain: Not set
      ...0 0... = QoS Level: At most once delivery (Fire and Forget) (0)
      .... .0.. = Will Flag: Not set
      .... ..1. = Clean Session Flag: Set
      .... 0 = (Reserved): Not set
   Keep Alive: 20
   Client ID Length: 9
   Client ID: PubClient
```





## Lets see this in the video





### Lets see this in the video

Links for video demos for CoAP, MQTT and installation help for wireshark and mosquitto. CoAP-

- 1) https://drive.google.com/drive/folders/12Wyjdilz0sp1GcJxBxXV8cW6qYi3C4xb?usp=drive\_link,
- 2) <a href="https://drive.google.com/drive/folders/17lc9R9EFZ53DjUsIVGaoczl7VbzIYK13?usp=drive\_link">https://drive.google.com/drive/folders/17lc9R9EFZ53DjUsIVGaoczl7VbzIYK13?usp=drive\_link</a>,
- 3) <a href="https://drive.google.com/drive/folders/1Vjmh26exWFI7oBTG9An-W4eybPUxAoFe?usp=drive\_link">https://drive.google.com/drive/folders/1Vjmh26exWFI7oBTG9An-W4eybPUxAoFe?usp=drive\_link</a>

## Weekend Assignment



- 1. Replicate entire web server exercise using ESP32 in your college lab
- 2. Download wireshark and perform and packet data analysis as shown today.
- 3. Take screenshots for all steps you have done and prepare a document containing every step. This will be needed at the time of your submission.



