





Lab Work and Q&A on IoT Devices and its connectivity

Setting Up IoT Devices with Arduino



Agenda

- Setting Up IoT Devices with Arduino
- IDE installation and basic code compilation and upload
- Online Simulator tools hands on practicals
- Weekly Recap and Q&A
- Preparation for Weekend Assignment



Basic Requirements for Experiment:

- IoT development Boards
- Electronic Components and Power supply
- IDE for Programming
- Basic Understanding of any programming language (Python preferred)
- Online tools for simulation purpose



Hardware Requirements for Practical:

Boards - Most widely used boards









Arduino - UNO

Raspberry-Pi

ESP-32

Arduino-Nano

https://www.raspberrypi.org/

https://www.espressif.com /en/products/socs/esp32

https://www.arduino.cc



https://bharatpi.net/

https://www.arduino.cc



Other Available Development Boards-

Arduino	~	Raspbe	erry Pi 💛		Particle Photon
Arduino Nano	33 loT 💙	ESP826	66 ~		Microcontroller boards
Raspberry Pi 4	I Model B ✓	Adafrui	it 🗸	Total and the second se	BeagleBone Black
Jetson Nano	~	Single-k	board computer 🗸	S.	Tessel
Intel Edison	~	Omega	a 2 💙		Banana Pi
ESP32	~	Raspbe	erry Pi Zero W 💙		Giant Board
Particle Boron	~	System	n On Chipboards 🗸		UDOO BOLT V8

Lab Components



ACTIVE

PASSIVE

Transistor		\bigcirc	Resistor		
Diode	(100E)	→ -	LDR		-
LED		→	Thermistor	==	
Photodiode	3	→	Capacitor		$\neg \Vdash$
Integrated Circuit	8888	[-]	Inductor		_അ_
Operational Amplifier	M	→	Switch		<u></u>
Seven Segment Display	8.8.		Variable Resistor	(O)	-₩
		+11-			3"C

source:

https://www.hackatronic.c om/electronicscomponents-type-andexplanation/#

Battery



÷∥⊢

Transformer





Lab Components Explained

list of essential components -

1. Breadboard and Jumper Wires:

- a. Breadboard for prototyping
- b. Jumper wires for connecting components on the breadboard

2. Prototyping Accessories:

a. Resistors, capacitors, LEDs, and other basic electronic components for circuit building

3. Display:

a. Optional: OLED or LCD display for visual output

4. Programming Cable:

a. USB cables for programming and debugging Arduino

5. Software:

- a. Arduino IDE for programming Arduino boards
- b. required library for Arduino

6. Documentation and Learning Resources:

a. Relevant datasheets, documentation, and learning materials for Arduino and other components



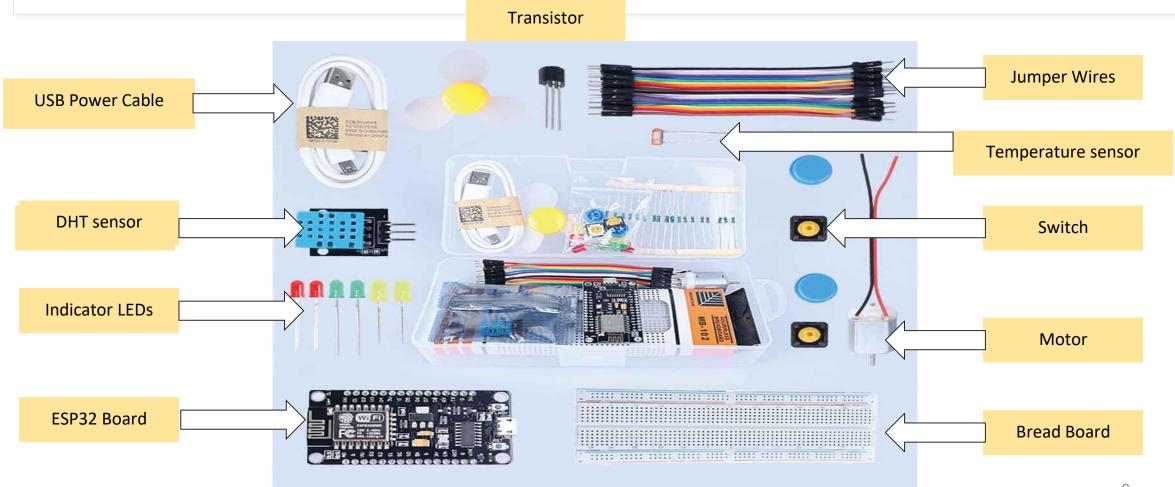
Lab Components Explained

list of essential components -

- 7. Arduino Board: Arduino Uno
- 8. Sensors:
 - 8.1. Various sensors based on your application (e.g., temperature, humidity, motion, light)
 - 8.2 Sensor modules compatible with Arduino (e.g., DHT series, PIR motion sensor)
- 9. Power Supply:
 - 9.1.Batteries or power supply for Arduino
 - 9.2. Consider low-power options for extended operation in battery-powered scenarios



Electronic Components Kit



LED and Resistors



±1%

±2%

±3%

±4%

±0.5%

±0.25%

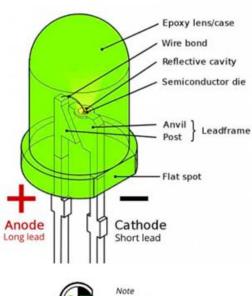
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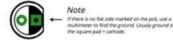
±0.05%

±5%

±10%

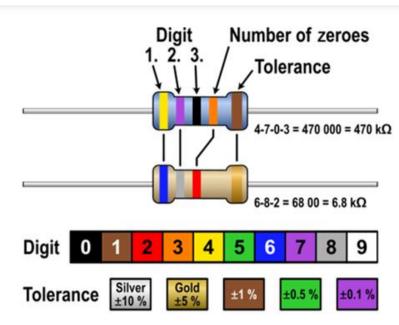
LED POLARITY





SCHEMATIC SYMBOL

SMD LED



https://en.m.wikipedia.org /wiki/File:Resistor Color Code.svg

Source:

Source:

https://www.te.com/usaen/products/pas sivecomponents/resistors/intersection/r esistor-color-codes.html

2nd

x10

x104

x10

x10

x109

x10

x10⁻²

Digit

Black

Brown

Red

Yellow

Green

Blue

Violet

Grev

White

Gold

Silver

Source:

https://www.tips.modularparts.n et/led-polarity-orientation-pcb/



Arduino IDE

Arduino IDE (Integrated Development Environment) is a software platform used for programming Arduino microcontrollers. Here's a step-by-step guide on how to download it and an overview of its components:

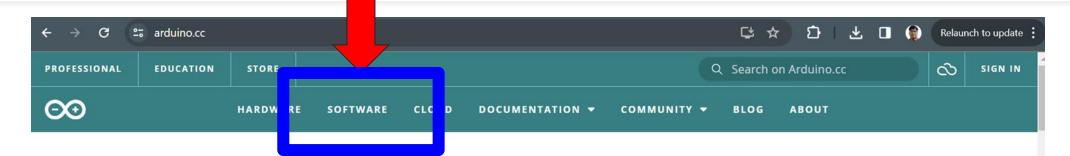
How to Download Arduino IDE:

- Visit the official Arduino website (https://www.arduino.cc/).
- Navigate to the "Software" tab.
- Choose your operating system (Windows, macOS, or Linux) and follow the instructions to download the installer.
- Install the IDE by running the downloaded installer.



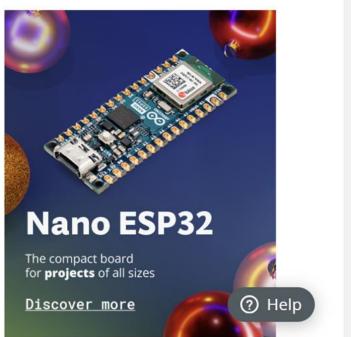
Arduino IDE for Programming

Get it from- https://www.arduino.cc/

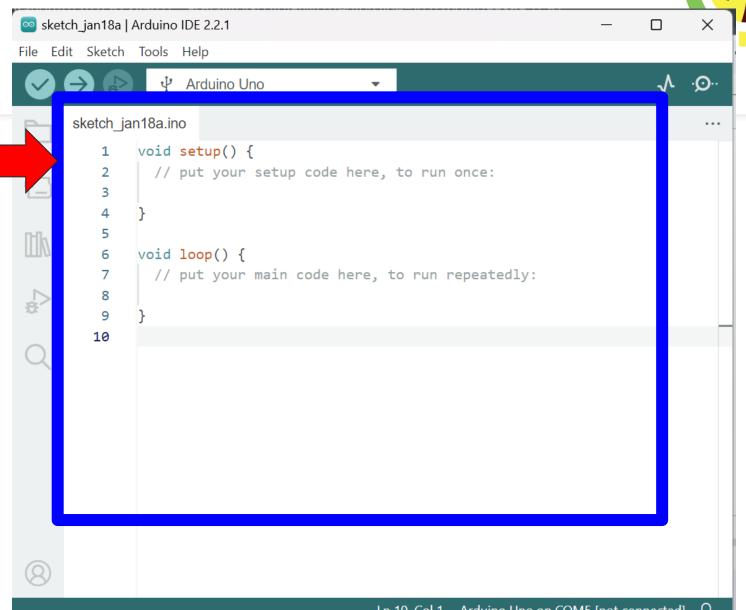


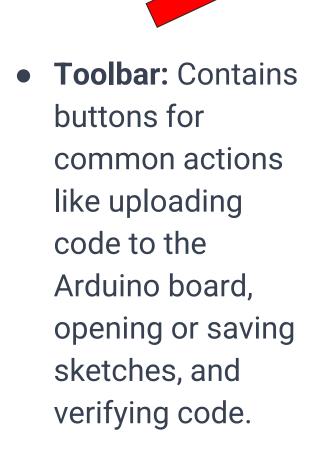


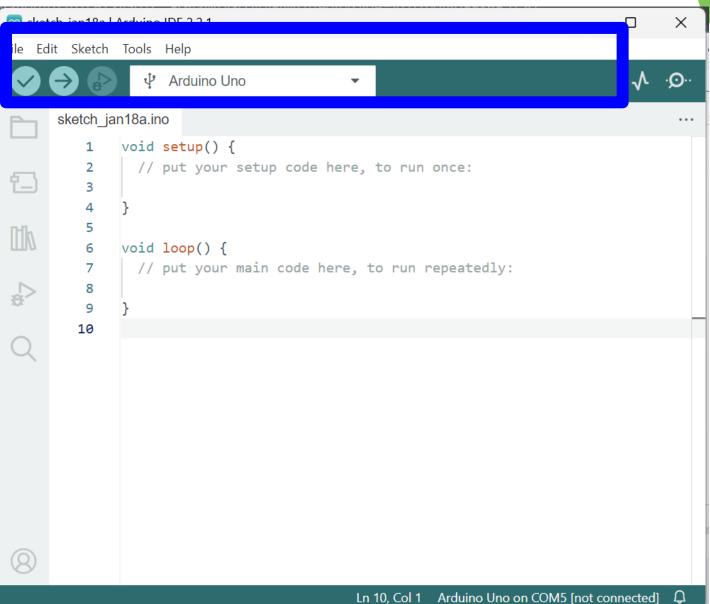




Sketch Area: This is the main working area where you write your Arduino code. It's called a sketch in Arduino terminology.

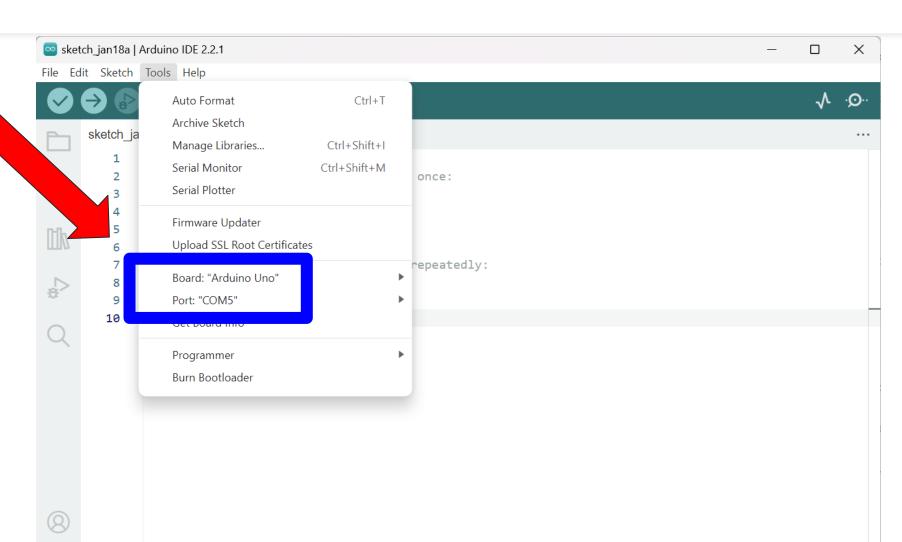




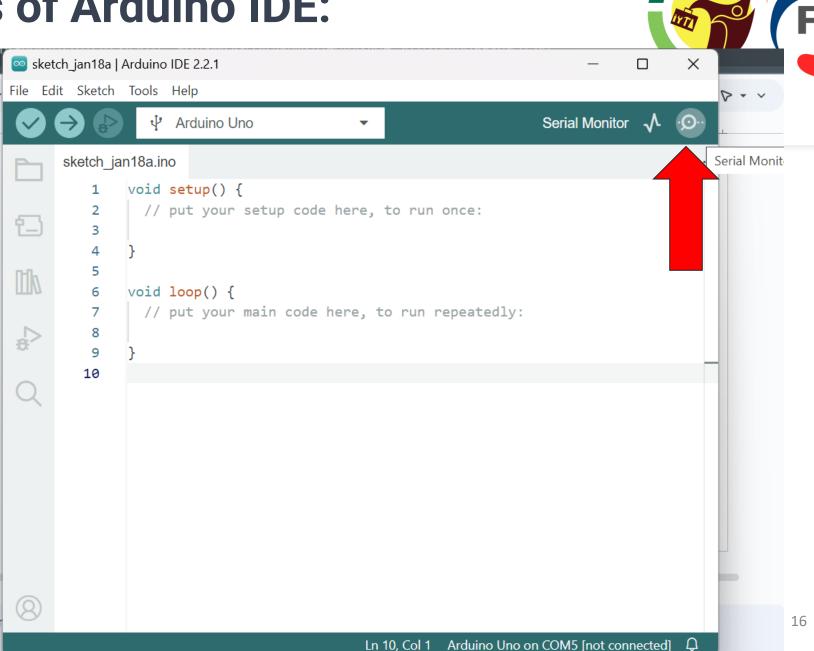




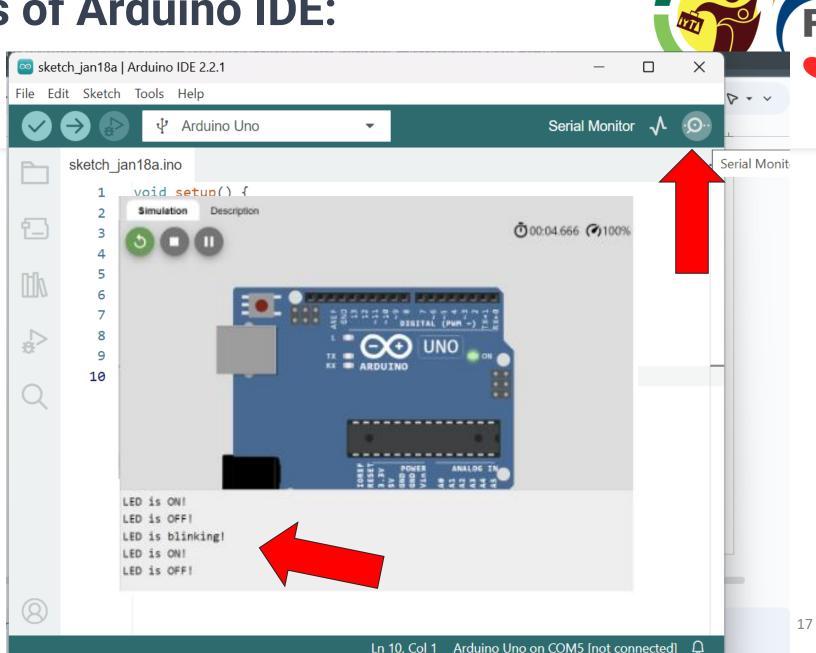
Board and Port Selection: You need to select the specific Arduino board model and the communication port to which your Arduino is connected.



Serial Monitor: This
 tool allows you to
 communicate with
 your Arduino board
 and monitor the data
 being sent or received
 via the serial port.



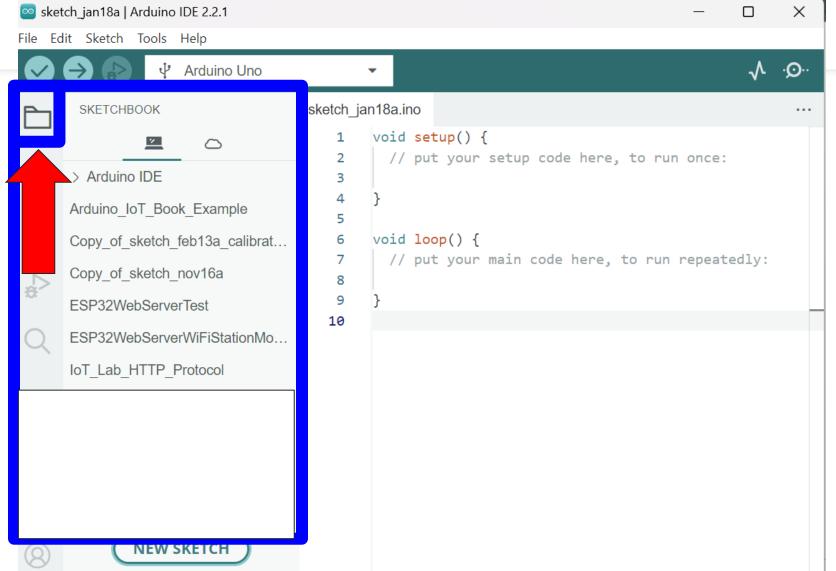
- Serial Monitor: This
 tool allows you to
 communicate with
 your Arduino board
 and monitor the data
 being sent or received
 via the serial port.
- Also, Very helpful in Deugging the code.





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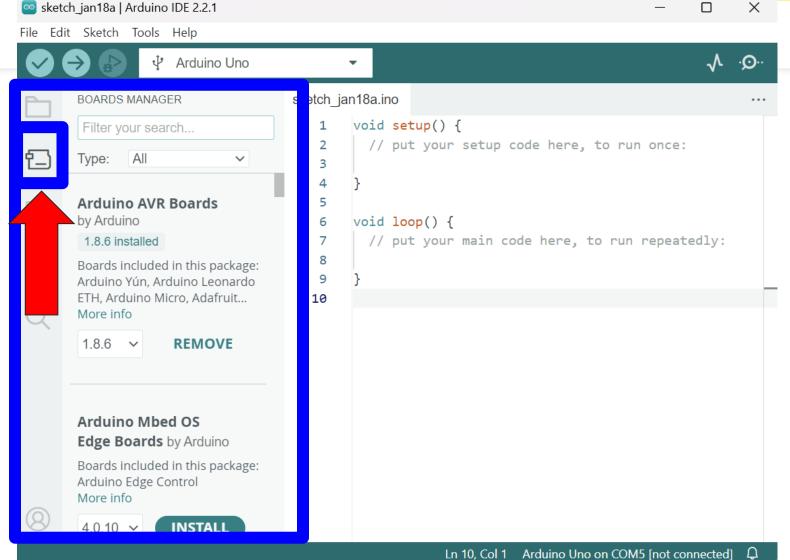
"The Arduino sketchbook is a designated folder where Arduino IDE stores and organizes your sketches (code files), facilitating easy access and management of Vour projecte "





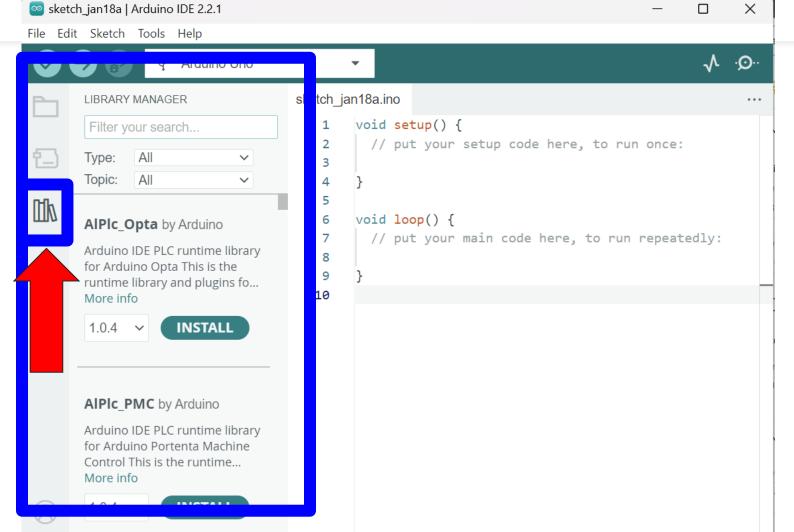
The Arduino **Boards Manager** is a tool within the Arduino IDE that allows users to easily install, update, and manage additional board support packages for various microcontroller

nlatforms "



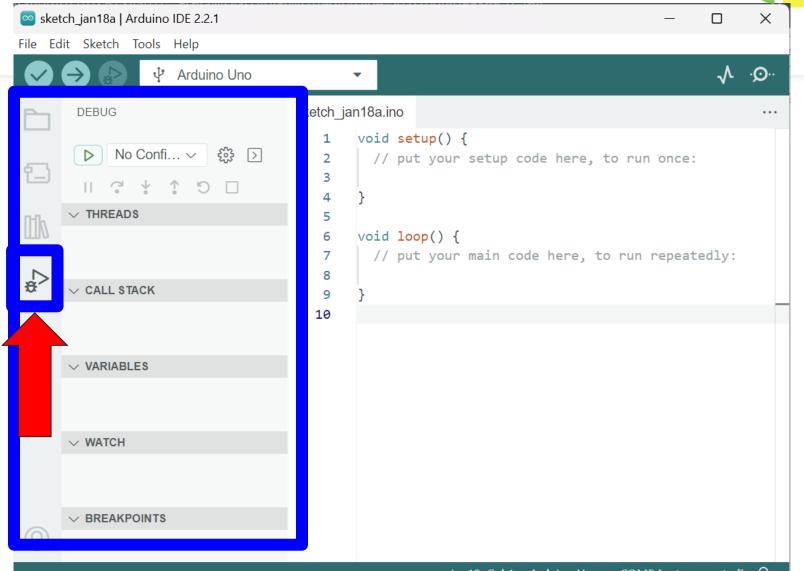


"The Arduino Library
Manager is a feature in
the Arduino IDE
enabling users to
effortlessly discover,
install, and manage
libraries, extending the
functionality of their
projects with prewritten code modules."

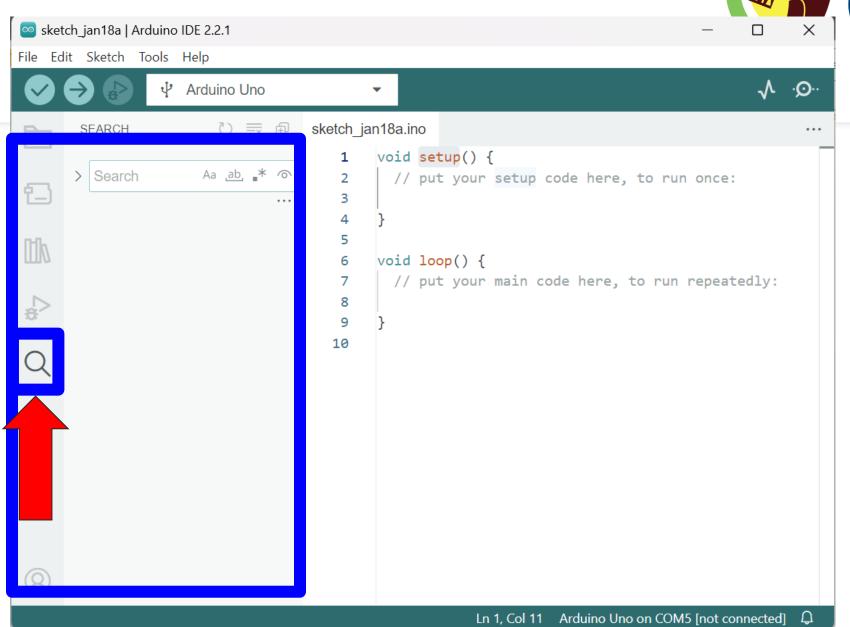




"The Arduino debug option is a feature that facilitates code debugging by allowing users to set breakpoints, inspect variable values, and step through their code for troubleshooting and optimization."



The Arduino search option is a tool in the IDE that enables users to quickly find functions, variables, and code snippets within their sketches, streamlining the development process."





Things to Keep in Mind Before Writing the First Code:

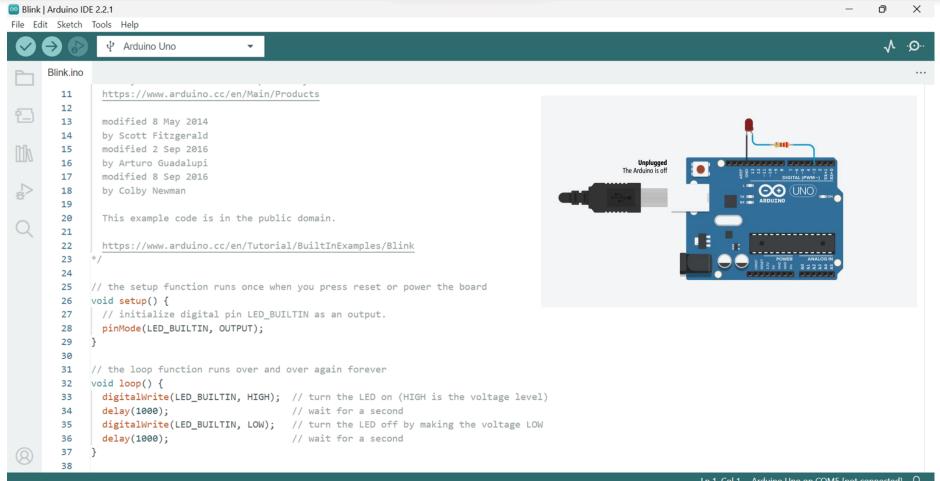
- Select the Correct Board: Before uploading your code, ensure you've selected the correct Arduino board model in the "Tools" menu.
- Choose the Correct Port: In the "Tools" menu, select the appropriate port to which your Arduino is connected.
- **Understand the Basics:** Familiarize yourself with basic Arduino syntax, functions, and the structure of a sketch. Arduino uses a simplified version of C++, so some programming knowledge is beneficial.
- **Power Supply:** If you are using external components (sensors, LEDs, etc.), make sure to connect a power supply to your Arduino board if it requires more power than the USB connection provides.
- **Upload Baud Rate:** Ensure that the baud rate in the code matches the baud rate in the Serial Monitor if you plan to communicate via the serial port.

By keeping these considerations in mind, you'll be well-prepared to write and upload your first Arduino code using the Arduino IDE.



Arduino IDE for Programming

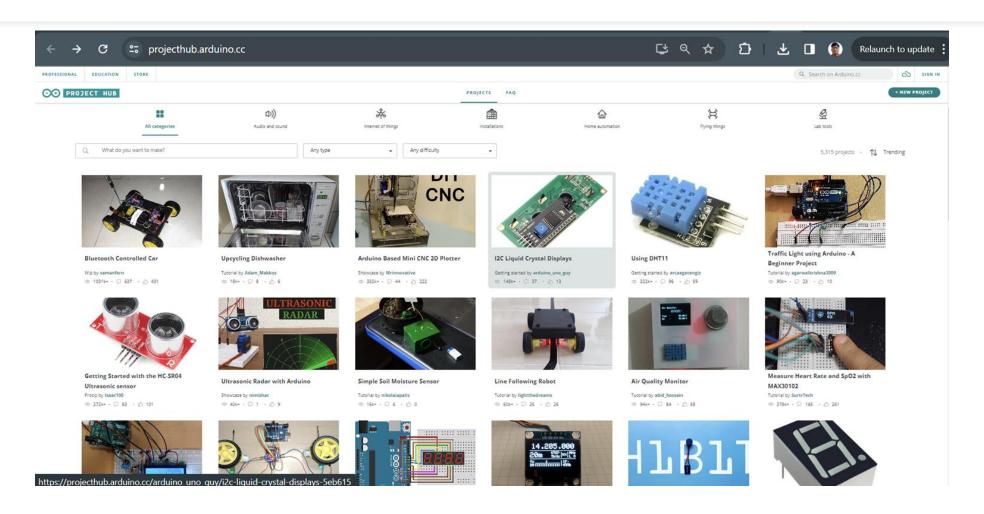
- The Blink LED Example



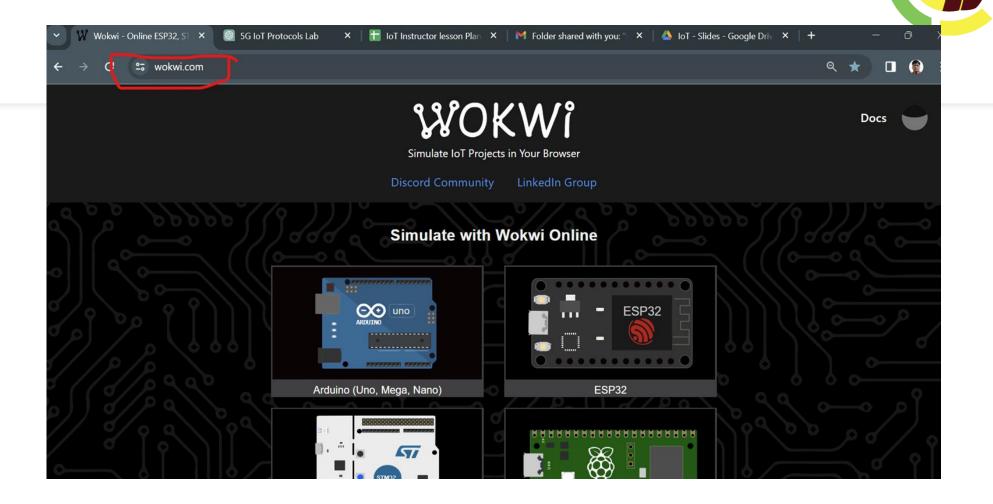


Arduino IDE for Programming

Find Interesting Projects at-https://projecthub.arduino.cc/



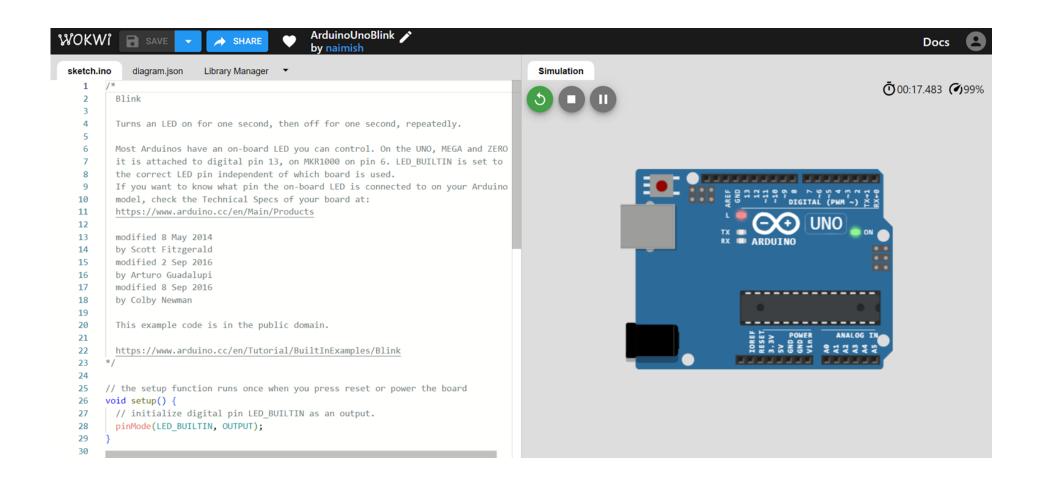
Online tools (Simulator) - Wokwi.com



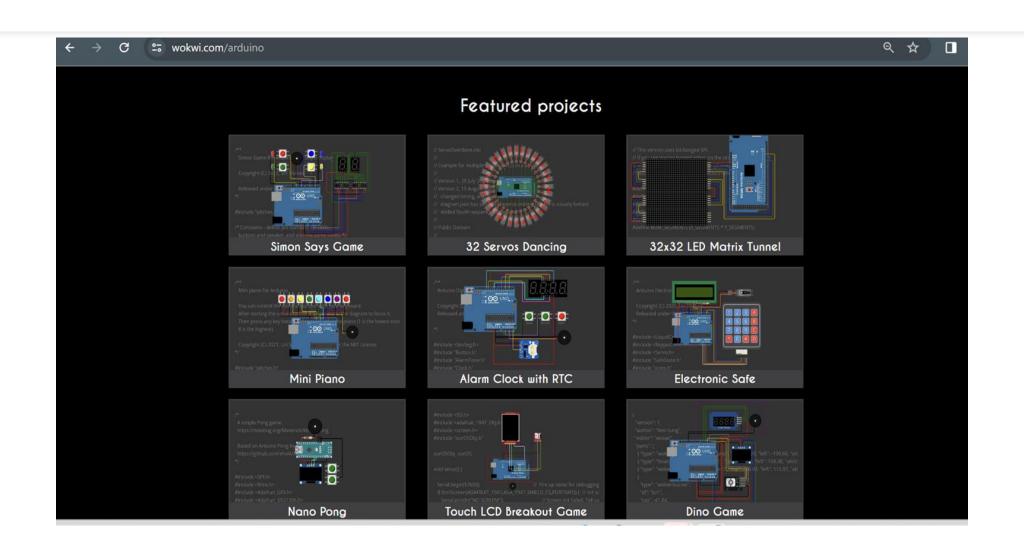
Let's have a look at the browser screen to interact with the online simulator.



Online tools (Simulator) - Wokwi.com Let's Try Blink-LED with Wokwi

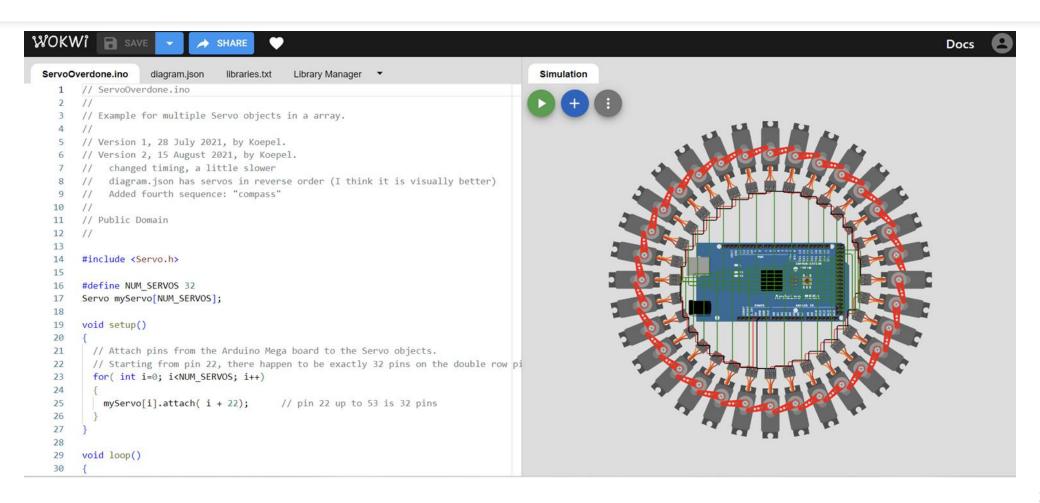


Online tools - Example Projects simulation Interesting Featured Projects





Online tools - ServoMotor Example





Online tools - Mini-Piano example

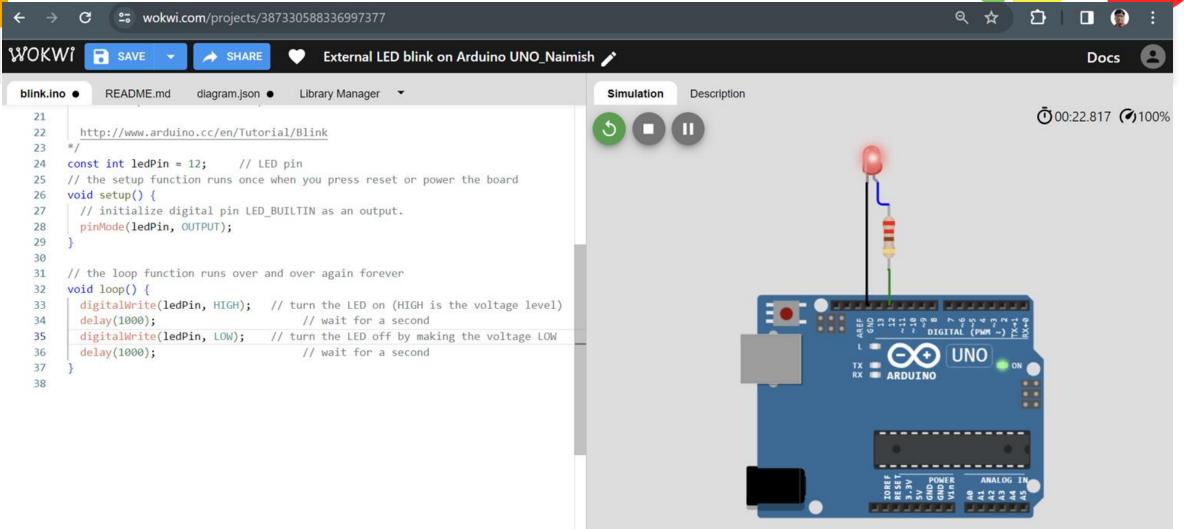
```
mini-piano.ino 🥕
WOKWI SAVE

→ SHARE

                                                                                                                                                                        Docs
                                                 by urish
                                            Library Manager *
  mini-piano.ino
                                                                                             Simulation
                                                                                                                                                               Ō 00:22.467 (€)99%
            Mini piano for Arduino.
            You can control the colorful buttons with your keyboard:
            After starting the simulation, click anywhere in the diagram to focus it.
            Then press any key between 1 and 8 to play the piano (1 is the lowest note,
            8 is the highest).
            Copyright (C) 2021, Uri Shaked. Released under the MIT License.
    10
    11
    12
         #include "pitches.h"
    13
    14
         #define SPEAKER_PIN 8
    15
         const uint8_t buttonPins[] = { 12, 11, 10, 9, 7, 6, 5, 4 };
         const int buttonTones[] = {
           NOTE_C4, NOTE_D4, NOTE_E4, NOTE_F4,
    19
           NOTE_G4, NOTE_A4, NOTE_B4, NOTE_C5
    20
         const int numTones = sizeof(buttonPins) / sizeof(buttonPins[0]);
    22
    23
         void setup() {
    24
           for (uint8 t i = 0; i < numTones; i++) {
            pinMode(buttonPins[i], INPUT PULLUP);
    25
    26
           pinMode(SPEAKER PIN, OUTPUT);
    27
    28
    29
        void loop() {
```

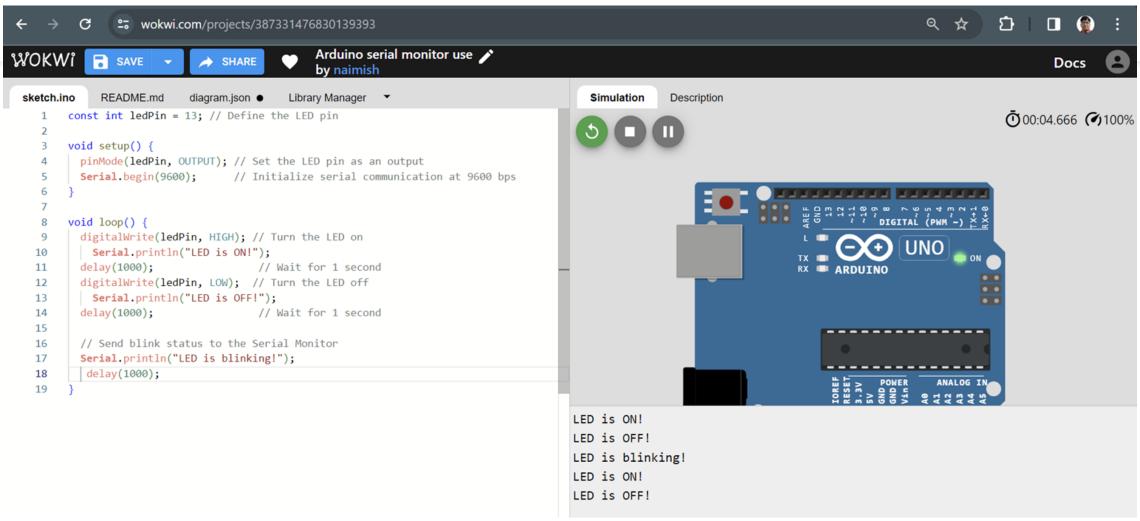
Online tools External LED blink with Arduino UNO





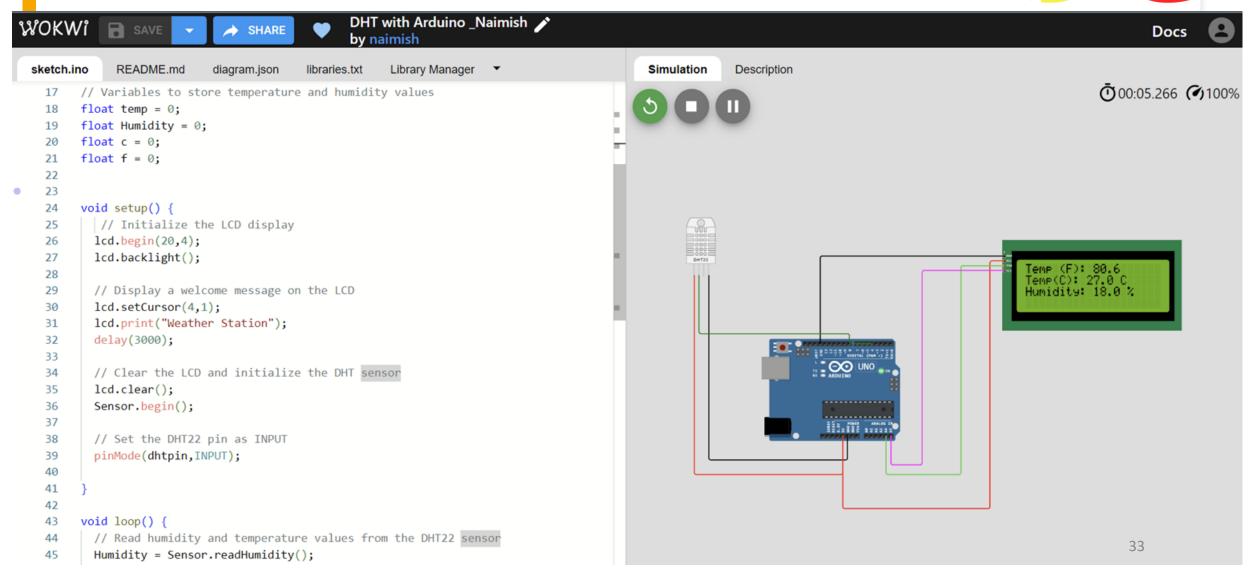
Online tools - **Serial monitor** and LED blink with Arduino UNO





Online tools - **DTH22** (digital Temp and Humidity sensor) with Arduino

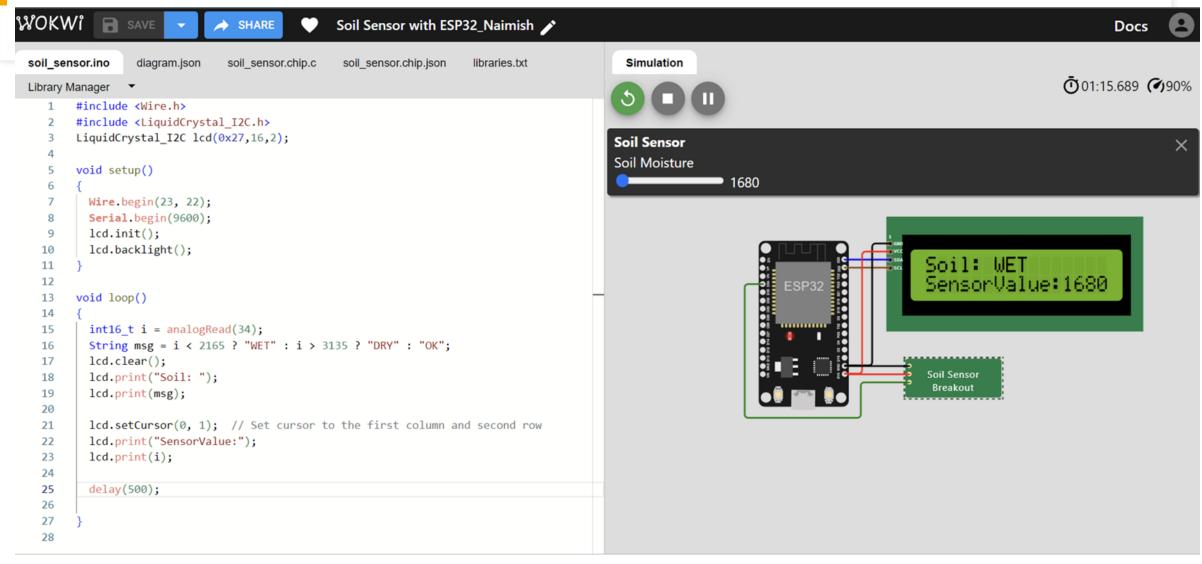




Setting Up ESP32 for Soil Moisture Sensor

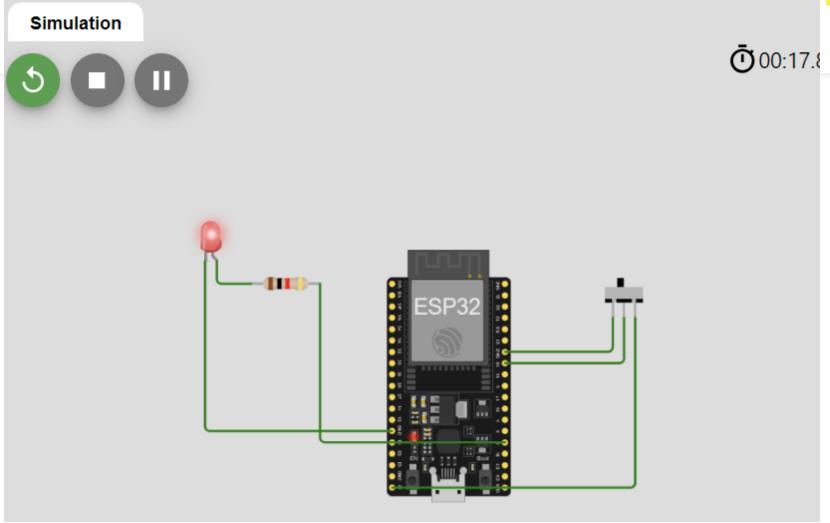
Circuit Creation on simulator for Soil Moisture Sensor





Setting Up Arduino for Button operated LED Project





Thank you



Assignment -

- 1. Install Arduino IDE
- 2. Visit wokwi.com
- 3. Run the Blink-LED code on wokwi.com
- 4. Explore more featured projects on wokwi.com
- 5. Make a circuit with one button, one LED and one resistor and write a code to operate the LED with the button.