

Topic	WEATHER MONITORING SYSTEM - 1	
Class Description	Students will be introduced to no-SQL databases using Google Firestore and they will set up their own weather monitoring system	
Class	PRO C251	
Class time	50 mins	
Goal	<ul style="list-style-type: none"> • Introduction to Firestore • Weather Monitoring set up & Programming 	
Resources Required	<ul style="list-style-type: none"> • Teacher Resources: <ul style="list-style-type: none"> ○ Laptop with internet connectivity ○ Earphones with mic ○ Notebook and pen ○ Smartphone • Student Resources: <ul style="list-style-type: none"> ○ Laptop with internet connectivity ○ Earphones with mic ○ Notebook and pen 	
Class structure	Warm-Up Teacher-Led Activity Student-Led Activity Wrap-Up	10 mins 15 mins 15 mins 10 mins
Credit & Permissions:	Code samples used for Firebase-Google	
WARM-UP SESSION - 10 mins		
Teacher Action		Student Action

<p>Hey <student's name>. How are you? It's great to see you! Are you excited to learn something new today?</p> <p>Following are the WARM-UP session deliverables:</p> <ul style="list-style-type: none"> Greet the student. Revision of previous class activities. Quizzes. 	<p>ESR: Hi, thanks! Yes, I am excited about it!</p> <p>Click on the slide show tab and present the slides</p>
<p style="text-align: center;">WARM-UP QUIZ Click on In-Class Quiz</p>	
<p>Activity Details</p> <p>Following are the session deliverables:</p> <ul style="list-style-type: none"> Appreciate the student. Narrate the story by using hand gestures and voice modulation methods to bring in more interest in students. 	
<p style="text-align: center;">TEACHER-LED ACTIVITY-1 - 15mins</p>	
<p style="text-align: center;">Teacher Initiates Screen Share</p>	
<p style="text-align: center;"><u>ACTIVITY</u></p> <ul style="list-style-type: none"> Introduction to Firestore 	
Teacher Action	Student Action
<p>So how's your experience with the IoT module.</p> <p>So nowadays you are learning how to make devices smart using the internet, cloud servers, and controller ESP32.</p>	<p>ESR Varied!</p>

So in some last classes, we use adafruit and IFTTT to make our things work smartly,

Right!

But don't you think, it would be osum if we can use our own server, own database so that we can make our individual weather monitoring system, which will tell everything about your surroundings like altitude, pressure, humidity, temperature.

Can we start!

But can you tell me how we can make this all happen?

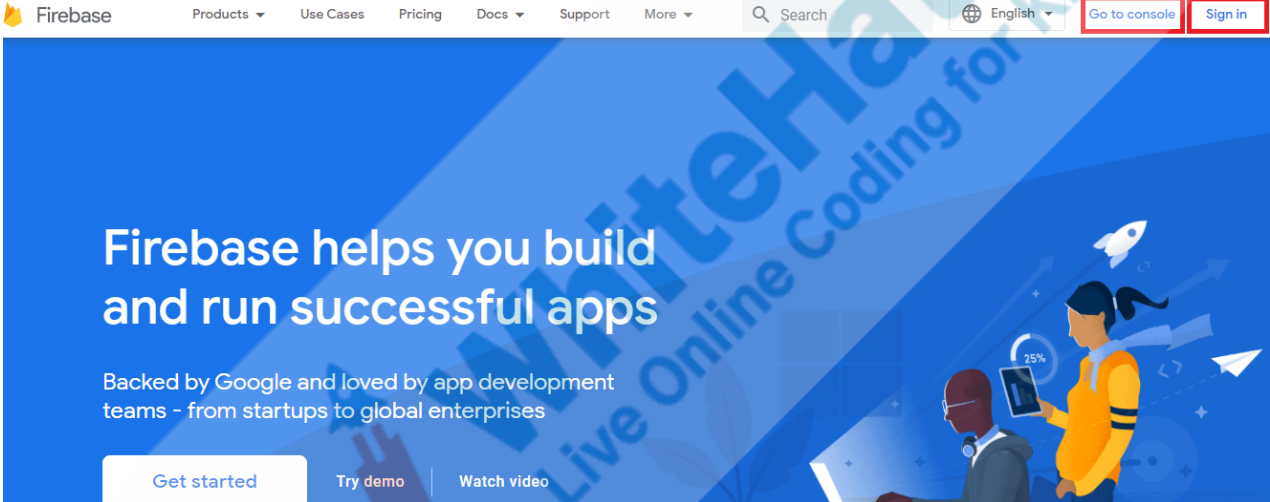
Note: Let' students think about this!

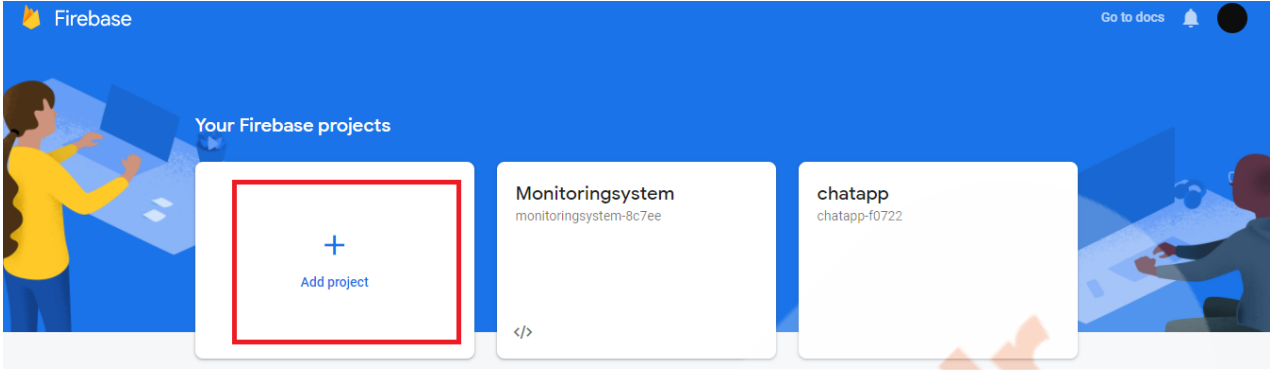
To make this happen we need to do a lot of things on our end

1. Write a program on Arduino IDE to get value from sensors
2. Set up "No SQL database" using Google Firestore
3. Create an HTML page to display the sensor's value
4. Set up
5. Set up of web server using flask.

Flow:

Send values from the sensor to ESP32, ESP32 will save data to firestore, and from firestore using API we will fetch data to a flask server, and from the server will display values on an HTML page.

So, Let's set up the database first and then we will get the value from ESP32	
Teacher clicks on Teacher Activity1	Students click on Student Activity 1
Click on Sign in After Sign up, Click on Go to Console	
	
Select the “ Add project ” option to create a new project.	

	
<p>Enter your project name, give the project a suitable name, and then click the blue Continue button.</p> <p><i>Note: Here have entered the name "WeatherMonitoringSystem", Students can enter any name but it should be without space</i></p>	

× Create a project (Step 1 of 4)

Let's start with a name for
your project[?]

Project name

 WeatherMonitoringSystem

weathermonitoringsystem-f2905


Continue

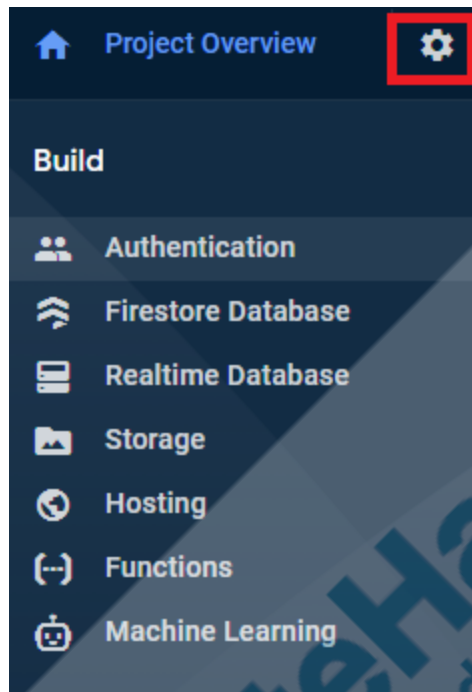
After that click on **Continue** button again.

Disable the “**Enable Google Analytics**” for this project option as it will not be needed.

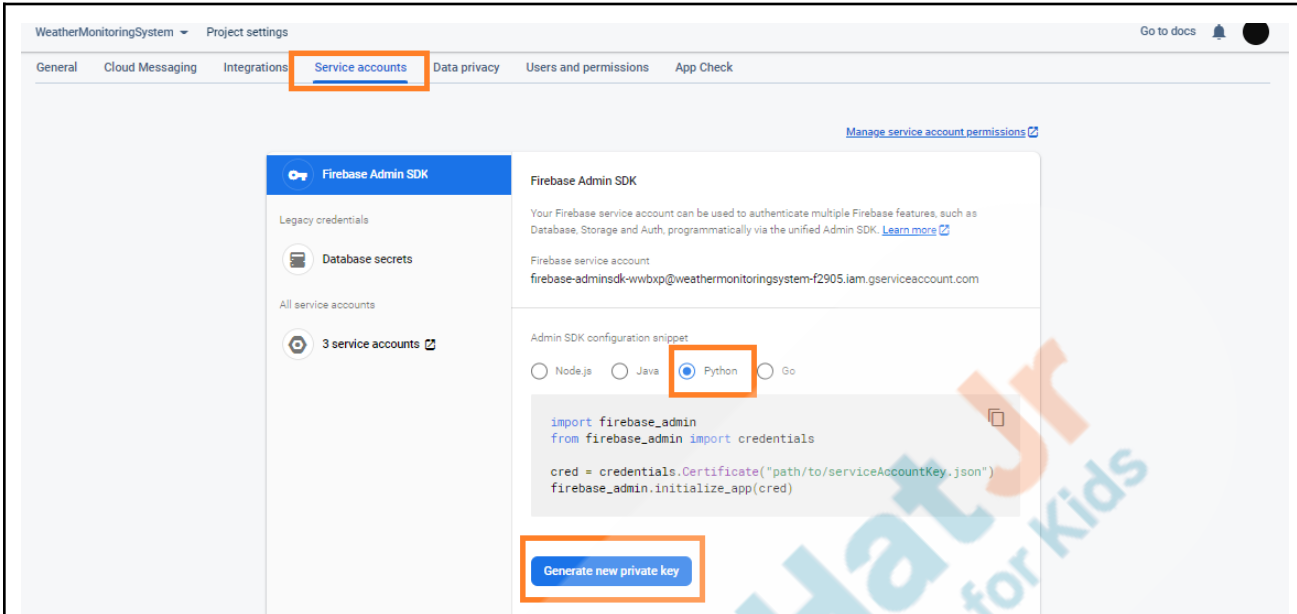
Finally, select **Add Firebase**

<div><div>×</div><div>Create a project (Step 3 of 3)</div><div><div></div></div><div>Google Analytics enables:</div><div><div>×</div><div>A/B testing ?</div></div><div><div>×</div><div>Crash-free users ?</div></div><div><div>×</div><div>User segmentation & targeting across Firebase products ?</div></div><div><div>×</div><div>Event-based Cloud Functions triggers ?</div></div><div><div>×</div><div>Predicting user behavior ?</div></div><div><div>×</div><div>Free unlimited reporting ?</div></div><div><div><input type="checkbox"/></div><div>Enable Google Analytics for this project Recommended</div></div><div><div>Previous</div><div>Add Firebase</div></div></div>	
Firestore will begin set up the project. Once completed select Continue	

<div><p>WeatherMonitoringSystem</p><p>✓ Your new project is ready</p><p>Continue</p></div>	
Click “ Settings Symbol ” next to Project Overview	



Select “**Service Accounts**” and then select “**Python**” and then click on “**Generate new private key**”



WeatherMonitoringSystem Project settings

General Cloud Messaging Integrations **Service accounts** Data privacy Users and permissions App Check

Manage service account permissions

Firebase Admin SDK

Legacy credentials

Database secrets

All service accounts

3 service accounts

Your Firebase service account can be used to authenticate multiple Firebase features, such as Database, Storage and Auth, programmatically via the unified Admin SDK. [Learn more](#)

Firebase service account
firebase-adminsdk-wwbxp@weathermonitoringsystem-f2905.iam.gserviceaccount.com

Admin SDK configuration snippet

☐ Node.js ☐ Java ☒ Python ☐ Go

```
import firebase_admin
from firebase_admin import credentials

cred = credentials.Certificate("path/to/serviceAccountKey.json")
firebase_admin.initialize_app(cred)
```

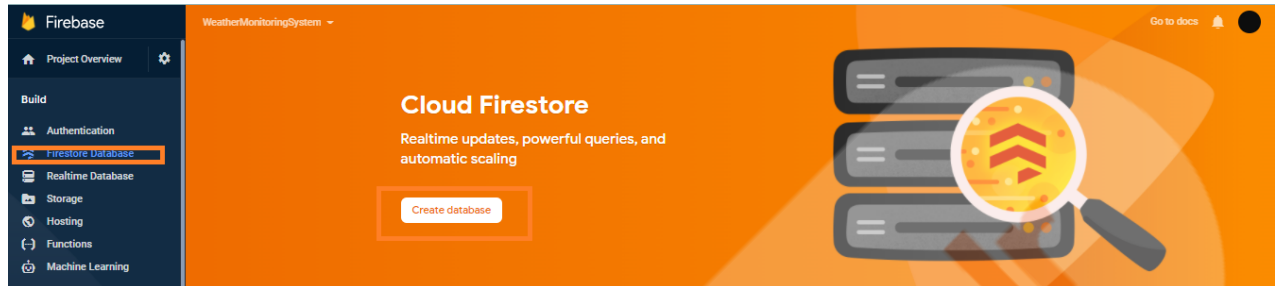
Generate new private key

Go to **Downloads** and save this file.

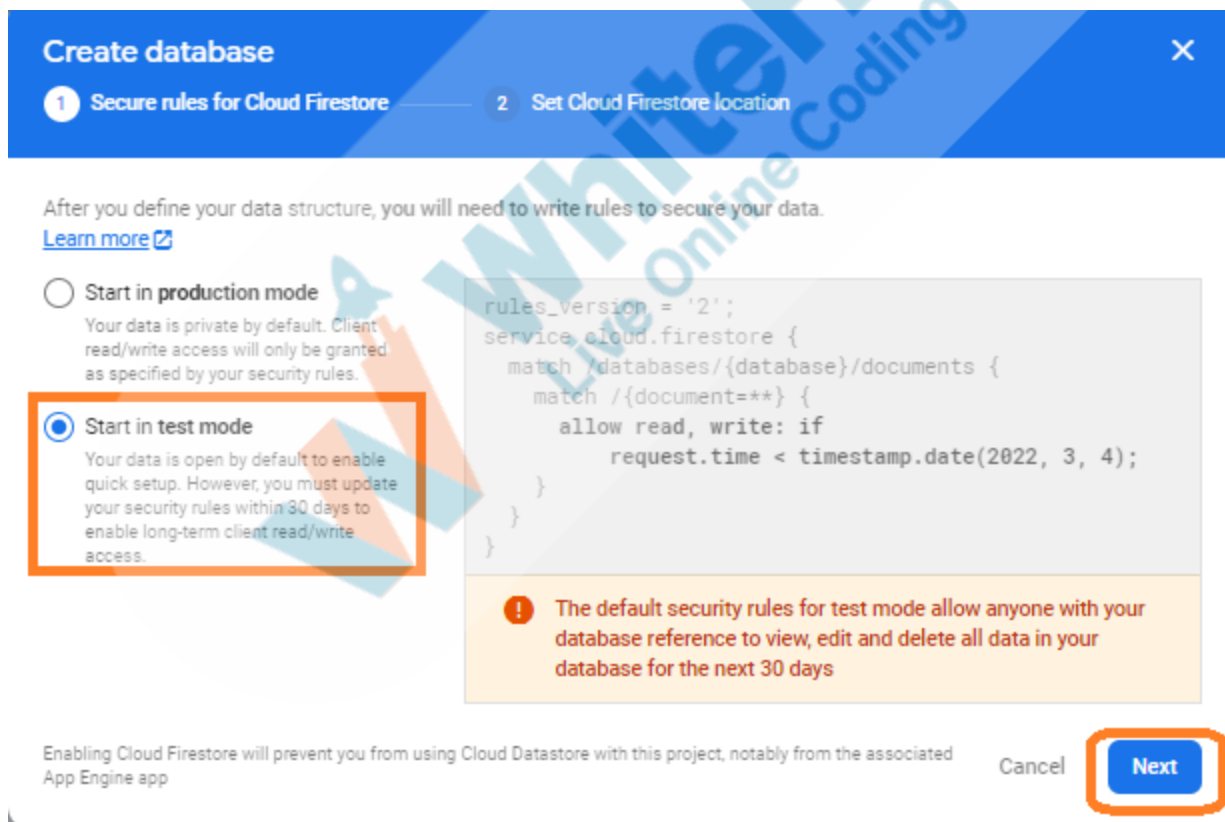
Note: We will use this file while setting up our server. So tell student to save this.

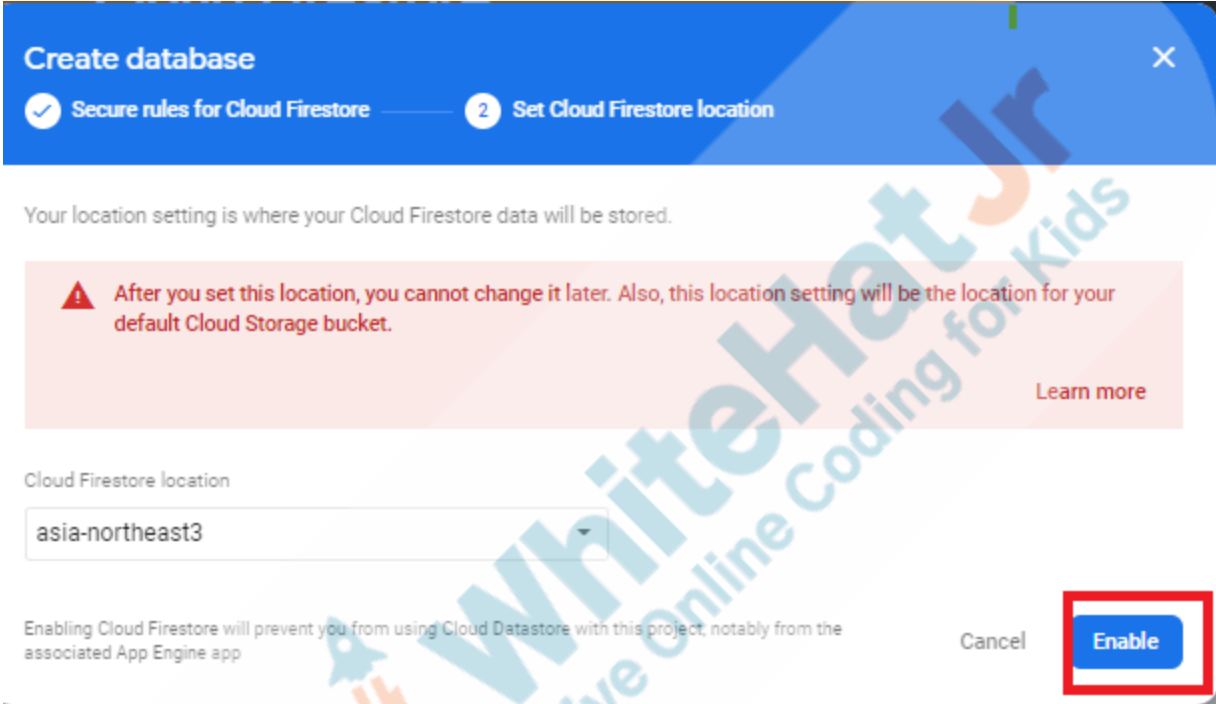
<div><div>Generate new private key</div><div><p> Your private key gives access to your project's Firebase services. Keep it confidential and never store it in a public repository.</p><p>Store this file securely, because your new key can't be recovered if lost</p><div>Cancel Generate key</div></div></div>	
Click on "Firestore Database"	
<div></div>	

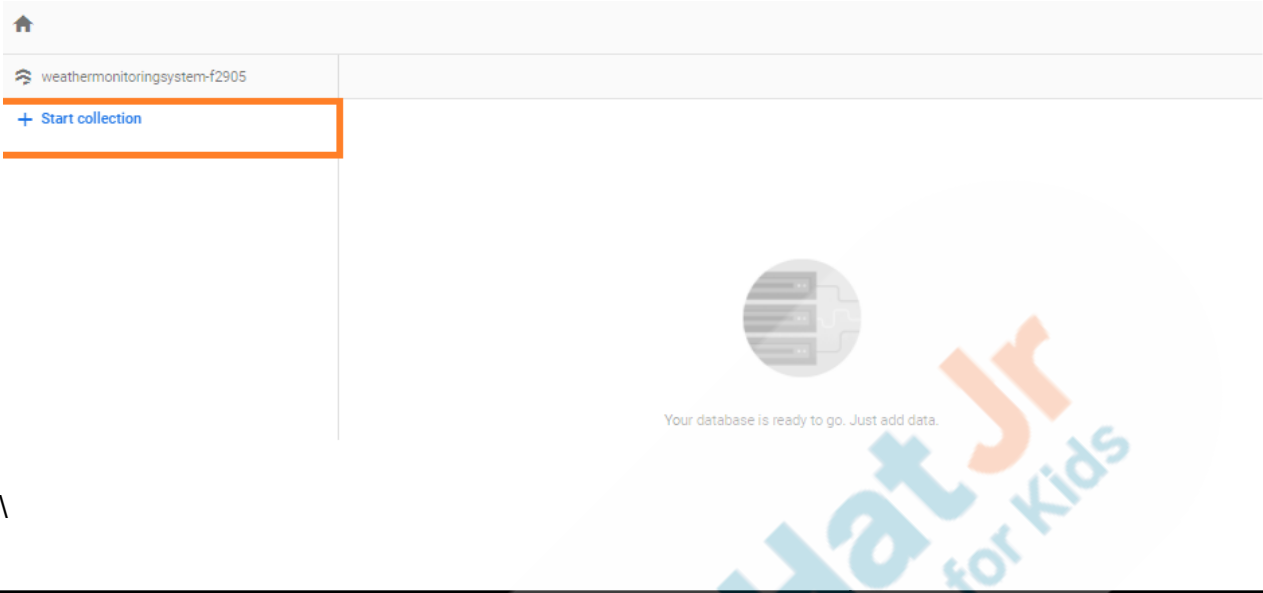
Select **“Create database”**



Select **“Start in test mode”, Click on “Next”**



<p>Select “Asia” cloud Fire store station, it can be chosen any Asian direction</p> <p>Click on “Enable”</p>		
		
<p>Click on “+Start collection”</p>		

	
<p>Write the “Collection ID” data</p> <p><i>Note: Write data only as this would be our API name</i></p> <p>Click on “</p> <p>Next”</p>	

<div> <h3>Start a collection</h3> <div> <div>1 Give the collection an ID</div> <div>2 Add its first document</div> </div> </div>	
<div> <div>Parent path</div> <div>/</div> <div>Collection ID ?</div> <div>data</div> <div> <div>Cancel</div> <div>Next</div> </div> </div>	
<p>Write the DocumentID data and insert the default values, of temperature, humidity, pressure, altitude, and time.</p> <p>As per input add data types too. For a time it would be timestamp and for other, it would be numerical.</p> <p>Enter default values in field</p>	

/data

Document ID ⓘ

Field	Type	Value
temperature	= number	25
humidity	= number	64
pressure	= number	84
altitude	= number	29.68
Date	= timestamp	

Date

Time

So our firestore database is set now, but to insert the values in database we need to call API but before that we must get values from sensors.

Teacher Stop Screen Share

STUDENT-LED ACTIVITY-1 - 15mins

- Ask the student to press the ESC key to come back to the panel.
- Guide the student to start Screen Share.

- The teacher gets into Full Screen.

Student Initiates Screen Share

ACTIVITY

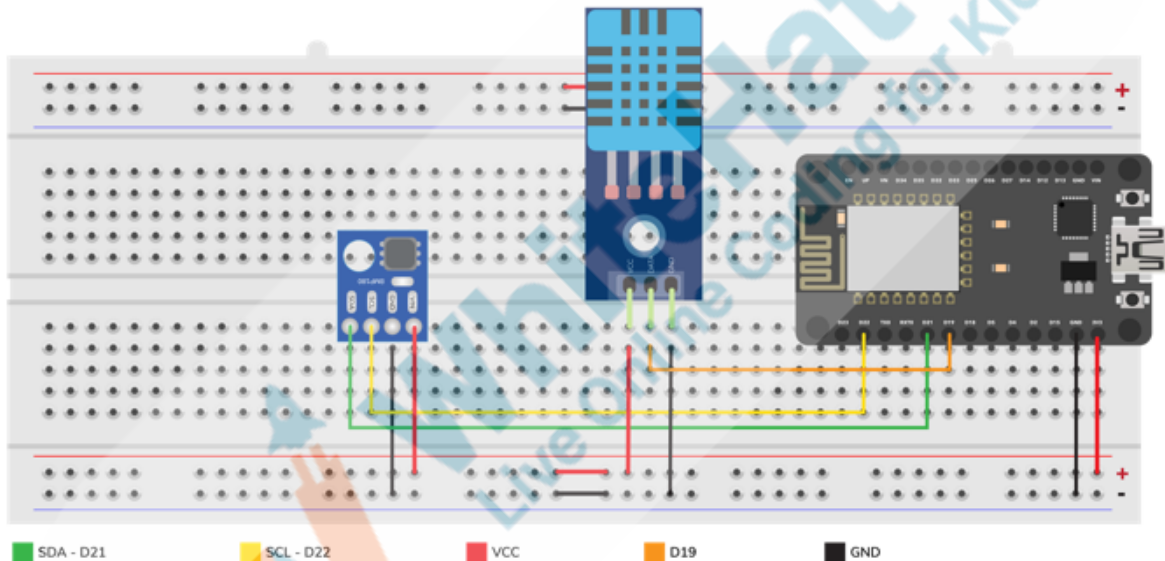
- **Breadboard Set Up**
- **Arduino Program**

Teacher Action	Student Action
So we have set up our fire store the next task is to get the values from the ESP32	
Step -1:Gather the material from the IoT kit: <ul style="list-style-type: none"> • 1 x ESP32 • 1 x USB Cable • 1 x Breadboard • 9 x Jumper wires • 1 x DHT11 sensor • 1 x BMP180 sensor 	
Step -2: Let's do connections: <ul style="list-style-type: none"> • Supply VCC(positive) from ESP32 (VIN PIN) to the breadboard positive rail. • Supply GND(negative) from ESP32 (GND PIN) to breadboard negative rail. Connect BMP180 sensor <ul style="list-style-type: none"> • Connect VCC of BMP180 with the positive rail of the breadboard • Connect GND of BMP180 with the negative rail of the breadboard • Connect SCL pin with ESP32 pin 22 	

- Connect SDA pin with ESP32 pin 21

Connect DHT11 sensor

- Connect VCC of DHT11 with the positive rail of the breadboard
- Connect GND of DHT11 with negative rail of the breadboard
- Connect Data/Output pin with ESP32 pin 19



Include libraries

The top of the program has the includes. We will write all supporting header files and libraries

include keyword is used to import libraries in embedded language as we used to import in python language

WiFi.h: WiFi library will be able to answer all HTTP

<p>request</p> <p>Adafruit BMP085.h This library supports the pressure sensor BMP180</p> <p>DHTTYPE DHT11: This library supports the temperature and Humidity sensor DHT11</p>	
<pre> #include <Wire.h> #include <Adafruit_BMP085.h> #include <WiFi.h> #include <HTTPClient.h> #include "DHT.h" #define DHTPIN 19 #define DHTTYPE DHT11 DHT dht (DHTPIN, DHTTYPE); </pre>	
<p>After uploading libraries the next step is to connect with ESP32 with the WiFi. For that, we need to use SSID(Wi-Fi credentials i.e WiFi name and WiFi Password)</p> <ul style="list-style-type: none"> • WLAN_SSID, WLAN_PASS are the variables that are used to save WiFi credentials. • Set the SSID and password • Create object bmp for Adafruit_BMP085 	
<pre> #define WLAN_SSID "WR3005N3-757E" #define WLAN_PASS "70029949" </pre>	
<p>Initialize the setup()</p> <ul style="list-style-type: none"> • Serial. begin(9600) is used for data exchange speed. This tells the Arduino to get ready to exchange messages with the Serial Monitor at a data rate of 9600 bits per second. That's 9600 binary ones or zeros per second and is commonly called a baud rate. 	

- **Serial.println** is used to print the statement
- This section will show details while connecting to the Internet. Basically, it will show when it gets connected with Wi-Fi
- **bmp.begin()** is used to begin the process
- **Serial.println** used to print data. Print ("Could not found", if its fail to begin the process)

```
void setup() {
  Serial.begin(9600);

  Serial.print("Connecting to ");
  Serial.println(WLAN_SSID);

  WiFi.begin(WLAN_SSID, WLAN_PASS);
  while (WiFi.status() != WL_CONNECTED) {
    delay(500);
    Serial.print(".");
  }
  Serial.println("WiFi connected");
  Serial.println("IP address: ");
  Serial.println(WiFi.localIP());

  if (!bmp.begin()) {
    Serial.println("Could not find a valid BMP085/BMP180 sensor, check wiring!");
    while (1) {}
  }
  dht.begin();
}
```

To execute the main process write the **void loop()**

- **Serial.print** is used to print data
- **readTemperature()** will read the temperature of the surroundings and print the result in **celcius**
- **readPressure()** will read the pressure of the surroundings print the result in **pascal**
- **readAltitude()** will read the Altitude value of the surroundings print the result in **meters**

- Set the **delay** of **500 ms**

```
void loop() {

    if (WiFi.status() == WL_CONNECTED) {
        WiFiClient client;
        Serial.print("Temperature = ");
        Serial.print(bmp.readTemperature());
        Serial.println(" *C");

        Serial.print("Pressure = ");
        Serial.print(bmp.readPressure());
        Serial.println(" Pa");

        Serial.print("Altitude = ");
        Serial.print(bmp.readAltitude());
        Serial.println(" meters");
    }
}
```

Create float h variable to store decimal value

- **readHumidity()** will read the humidity of the surroundings
- **isnan()** function is used to return a null value. Check **if** any reads failed **then exit** using **isnan()** **function**
- Print the humidity value.
- Set a **delay** of **5000 ms**

```
float h = dht.readHumidity();
if (isnan(h)) {
    Serial.println("Failed to read from DHT sensor!");
    return;
}
Serial.print("Humidity: ");
Serial.print(h);
}
else {
    Serial.println("WiFi Disconnected");
}

delay(5000);
}
```

Output:

Compile and upload the program to ESP32 board using Arduino IDE

- Verify the program by clicking the **Tick** option
- Upload the program by clicking the **arrow** option

Note: If the port is not selected, insert the USB cable in Computer's port and select the port

```
23:46:50.472 -> Temperature = 25.40 *C
23:46:50.519 -> Pressure = 100982 Pa
23:46:50.519 -> Altitude = 28.68 meters
23:46:50.566 -> Humidity: 73.00Temperature = 25.40 *C
```

So we got our values, now next things is to set up server and call the API

Teacher Guides Student to Stop Screen Share

WRAP-UP SESSION - 05 mins

Activity details

Following are the WRAP-UP session deliverables:

- Appreciate the student.

- Revise the current class activities.
- Discuss the quizzes.

WRAP-UP QUIZ

Click on In-Class Quiz

Activity Details

Following are the session deliverables:

- Explain the facts and trivia
- Next class challenge
- Project for the day
- Additional Activity (Optional)

FEEDBACK

- Appreciate and compliment the student for trying to learn a difficult concept.
- Get to know how they are feeling after the session.
- Review and check their understanding.

Teacher Action

You get “hats-off” for your excellent work!

In the next class, we will learn servers and how to feed value in the database.

Student Action

Make sure you have given at least 2 hats-off during the class for:

Creatively Solved Activities  +10

Great Question  +10

Strong Concentration  +10

PROJECT OVERVIEW DISCUSSION

Refer the document below in Activity Links Sections

Teacher Clicks ✕ End Class	
ADDITIONAL ACTIVITIES (Optional)	
Additional Activities	

ACTIVITY LINKS		
Activity Name	Description	Links
Teacher Activity 1	Google Firebase	https://firebase.google.com/
Teacher Activity 2	Reference Code –Sensors	https://github.com/procodingclass/PRO-C251-Reference-Code
Teacher Reference 1	Project	https://s3-whjr-curriculum-uploads.whjr.online/87b2eb53-0645-4668-aedb-fbe373ee8a22.docx
Teacher Reference 2	Project Solution	https://github.com/procodingclass/PRO-251-Project-Solution
Teacher Reference 3	IN-Class Quiz	https://s3-whjr-curriculum-uploads.whjr.online/10eea66d-3bc

		d-481e-b8bb-c362195a4e23.firebaseio.com/
Student Activity 1	Google Firebase	https://firebase.google.com/

