| mber: 92100133020 |
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| Experiment: 04-01-2022 |
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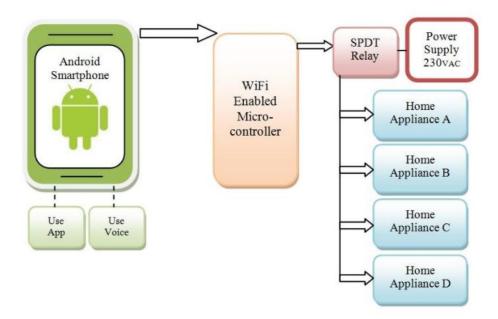
Task: Understand the IoT and Create account in https://thingspeak.com/ platform.

Website: https://thingspeak.com/

About the IoT:

1. Home automation

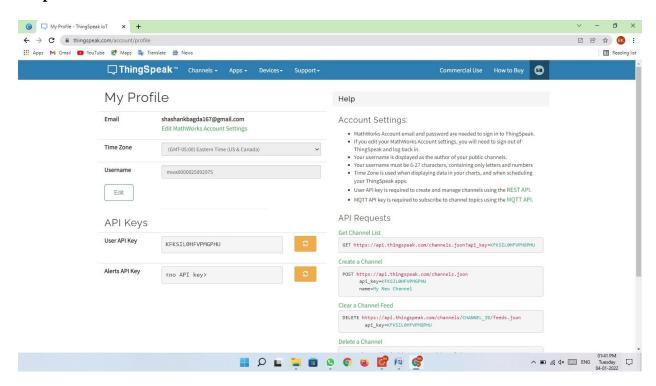
Home automation is one of the best examples of IoT. Smart homes or IoT-based home automation systems are becoming popular day by day. In a smart home, consumer electronic gadgets such as lights, fans, air-conditioners, etc. can be connected to each other via the internet. This interconnection enables the user to operate these devices from a distance. A smart home is capable of lighting control, energy management, expansion, and remote access. Currently, this application of IoT is not utilized at a large scale because the installation cost is too high, which makes it difficult for a majority of people to afford it. However, home automation holds quite a promising future.



2. Shopping Malls

IoT finds its major application in shopping malls. In most of the malls, a barcode scanner is used to scan the barcode present on every product. After scanning, it extracts the necessary information and sends the data to the host computer. The computer is further connected to a billing machine that hands over the bill to the customer after proper processing. All these devices are connected together with the help of the Internet of Things.

Output:



Application: Health, Traffic monitoring, Hospitality, Agriculture.

Conclusion: The digital era revolutionized human society during the last century. In fact, information digitization processes have led to the design of computers, phones and other machines offering a plethora of applications running on standalone computing machines. Then digitized information transport developed. This has introduced digital communication and networking where machines are connected to form very large networks and offer remote applications. These machines connected to these networks created the opportunity to deploy different services, either in voice communication, data transfer or entertainment, such as TV, and has led to this digital society.