

# IoT Hardware & Firmware

## Building an IoT Clock

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# Checkin



# Agenda

- IoT Recap
- Hardware
  - Voltage / Resistance / Current
  - Breadboard and Connecting Pins
- Firmware
  - Definition
  - Platforms
- Board Setup
  - Registration
  - Circuit Building
- Coding

# IoT Recap

# Internet of Things

Network of physical objects or “things” that are embedded with sensors, software, and other technologies to collect and exchange data with other devices and systems over the internet.



# Examples of IoT Devices

- Fitness tracking devices
- Hospital call buttons
- Smart light bulbs
- Smoke Detectors (w/ internet)
- Automatic traffic lights
- Car computers (w/ internet)



# IoT Systems

## Microcontrollers:

- Nordic Semiconductor nRF
- Microchip Atmega

## Development Boards:

- Particle Argon
- Arduino BLE

## Platforms:

- Particle IO
- Amazon Web Services
- Cisco IoT



# Hardware

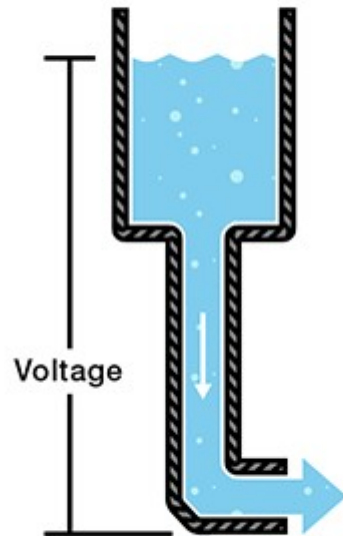


# Voltage

- Voltage is *Potential Energy*
- Similar to pipe water pressure
- All our hardware needs voltage

Common DC voltage levels:

- 5 V (max provided by most USB)
- 3.3 V (for lower power hardware)
- 3 V (coin cell battery)
- 1.5 V (AA & AAA battery)



# Resistance

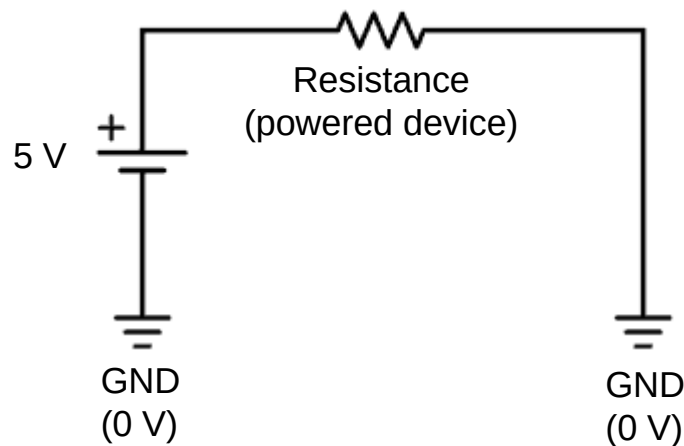
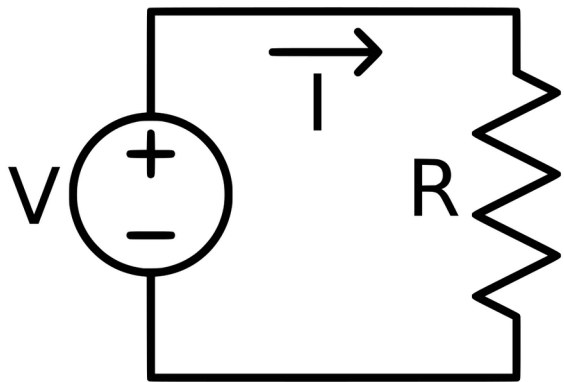
- Things we power have / need *Resistance*
- Similar to a garden hose faucet
- Having no resistance causes short circuit
- Your resistance will “spend” your energy

$$P = \frac{V^2}{R}$$



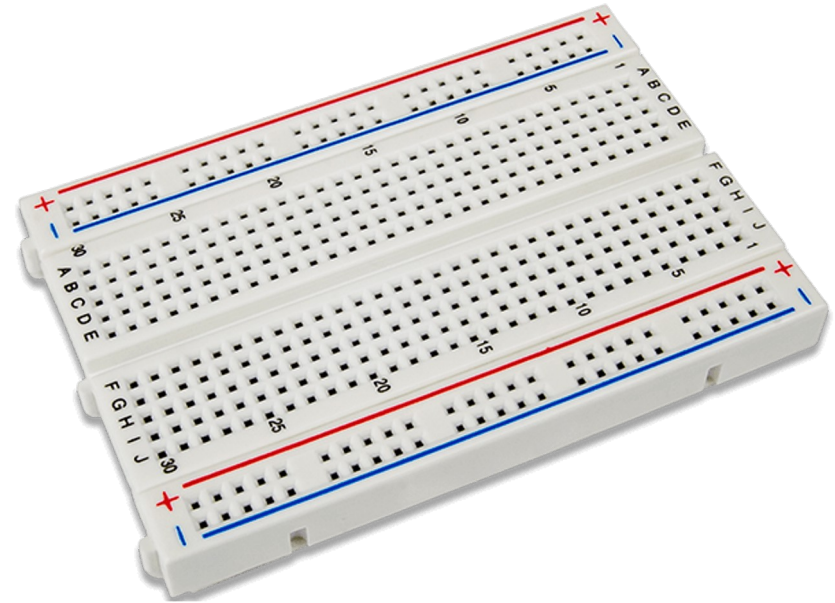
# Current

- Current is like the water which flows in our garden hose
- The base reference that voltage relates to is called *ground*
- We have to “drain” our voltages to ground voltage to get current

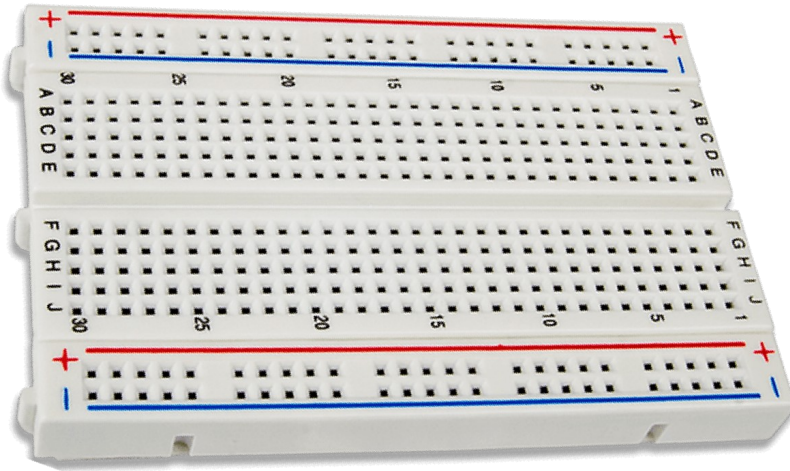


# Breadboard

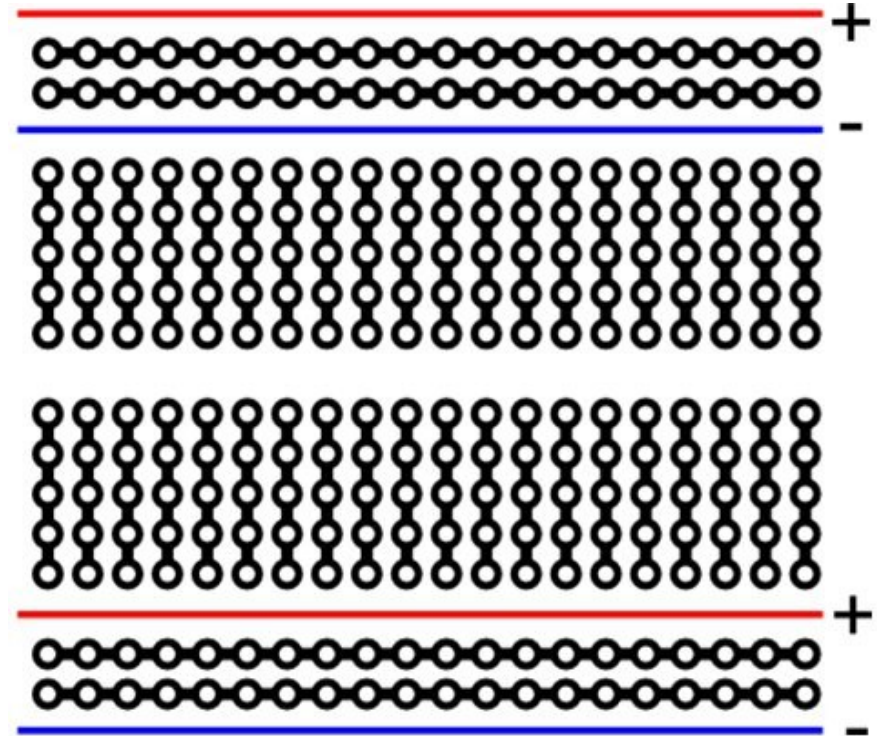
- Help develop without soldering
- Easy swapping of components
- Hidden “wires” to connect parts
- Slot in pins to make a circuit



# Breadboard



==

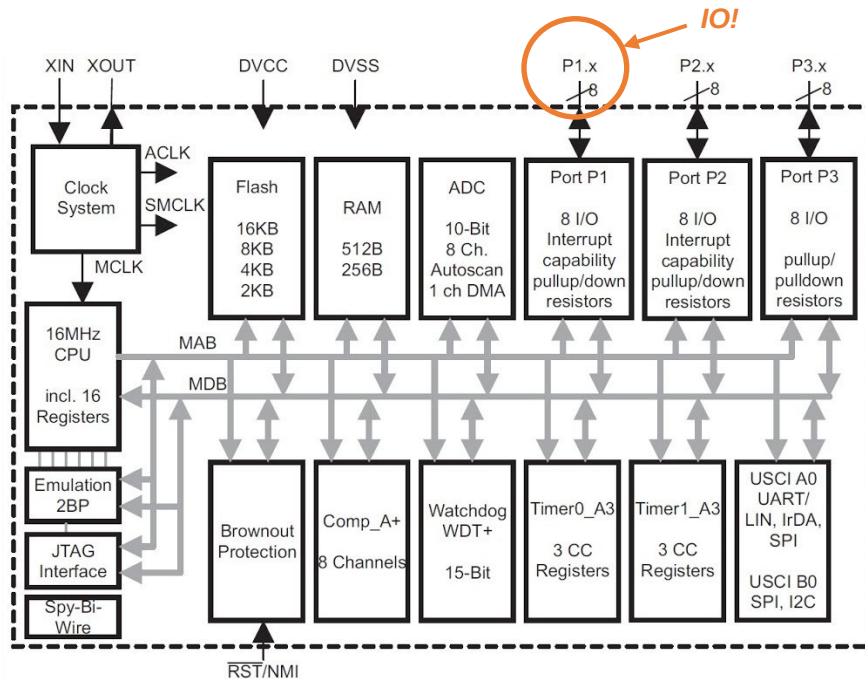


**Firmware**

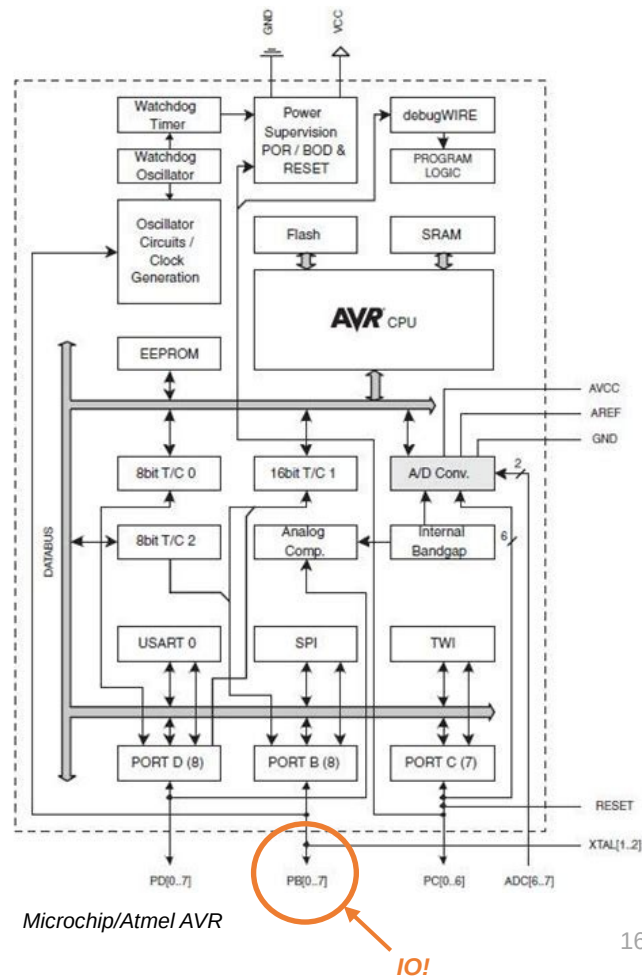
# Firmware

- Code that directly controls hardware
  - Memory, interrupts, data transfer, boot process
- Most often programmed in C, but Rust use is growing
- Firmware is everywhere!
  - BIOS, SSDs, keyboards, IoT devices etc.
- To write firmware, you must first understand the hardware
- Every processor architecture requires specific firmware

# Chip Architectures



Texas Instruments MSP430



Microchip/Atmel AVR



# Embedded C

- The same thing as C, but with compiler-specific macros
- No libraries, you must read the chip's documentation!

```
1  #include <msp430.h>
2
3  int main(void) {
4      // Stop the watchdog timer
5      WDTCTL = WDTPW | WDTHOLD;
6
7      // Set P1.0 as an output pin
8      P1DIR |= BIT0;
9
10     while (1) {
11         // Set P1.0 to HIGH (3.3V)
12         P1OUT |= BIT0;
13
14         // Wait for a while
15         __delay_cycles(1000000);
16
17         // Set P1.0 to LOW (0V)
18         P1OUT &= ~BIT0;
19
20         // Wait for a while
21         __delay_cycles(1000000);
22     }
23     return 0;
24 }
```

*Texas Instruments MSP430*



```
1  #include <avr/io.h>
2
3  int main(void) {
4      // Set PB0 as an output pin
5      DDRB |= (1 << DDB0);
6
7      while (1) {
8          // Set PB0 to HIGH (5V)
9          PORTB |= (1 << PORTB0);
10
11          // Wait for a while
12          _delay_ms(1000);
13
14          // Set PB0 to LOW (0V)
15          PORTB &= ~(1 << PORTB0);
16
17          // Wait for a while
18          _delay_ms(1000);
19      }
20     return 0;
21 }
```

*Microchip/Atmel AVR*

# Firmware Frameworks

- Abstract the manual bitwise operations with a header file
- The Arduino framework is widely used and works with most chips

```
1  #include <avr/io.h>
2
3  int main(void) {
4      // Set PB0 as an output pin
5      DDRB |= (1 << DDB0);
6
7      while (1) {
8          // Set PB0 to HIGH (5V)
9          PORTB |= (1 << PORTB0);
10
11         // Wait for a while
12         _delay_ms(1000);
13
14         // Set PB0 to LOW (0V)
15         PORTB &= ~(1 << PORTB0);
16
17         // Wait for a while
18         _delay_ms(1000);
19     }
20     return 0;
21 }
```

*Embedded C AVR*



```
1  const int ledPin = 8;
2
3  void setup() {
4      // Set the LED pin as an output
5      pinMode(ledPin, OUTPUT);
6  }
7
8  void loop() {
9      // Set the LED pin to HIGH (5V)
10     digitalWrite(ledPin, HIGH);
11
12     // Wait for a while
13     delay(1000);
14
15     // Set the LED pin to LOW (0V)
16     digitalWrite(ledPin, LOW);
17
18     // Wait for a while
19     delay(1000);
20 }
```

*Arduino Framework*

# Firmware to Cloud

- When working with IoT applications you will typically use frameworks
- Particle uses the Arduino framework with added functionality, such as cloud variables and functions
  - Cloud variables and functions can be accessed from the web interface!
- NuvIoT and Arduino also offer cloud specific libraries for IoT applications

# Board Setup

# Getting Ready

1. [docs.particle.io/quickstart/argon/](https://docs.particle.io/quickstart/argon/)
2. “Set up your Argon”
3. “Get Started”
4. Make Account (required)



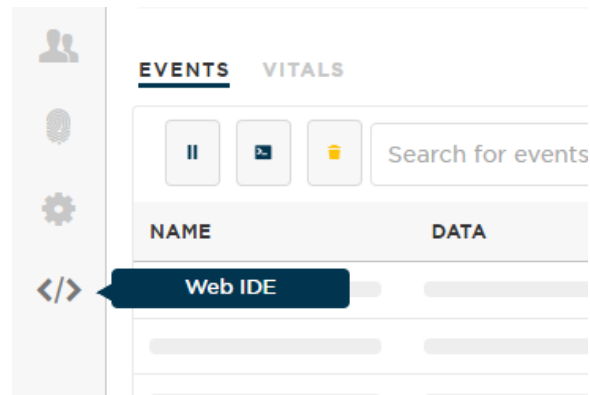
# Updating

1. Attach antenna to Argon board “Wi-Fi” port
2. “Start setting up my device”
3. Attach board with USB cable to laptop
4. “Select Device,” pick device, and “connect”
5. “Continue,” pick device, and “connect”
6. “Continue” and “Update Device”



# Registering

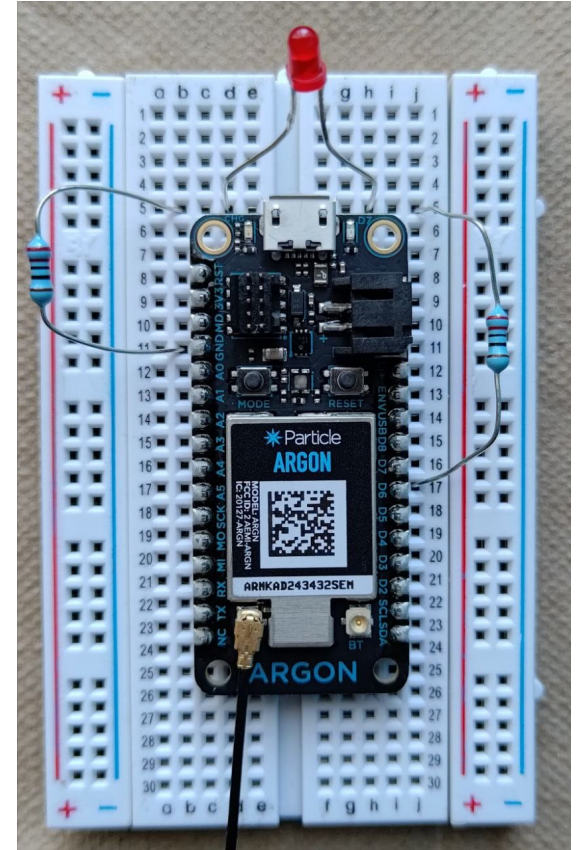
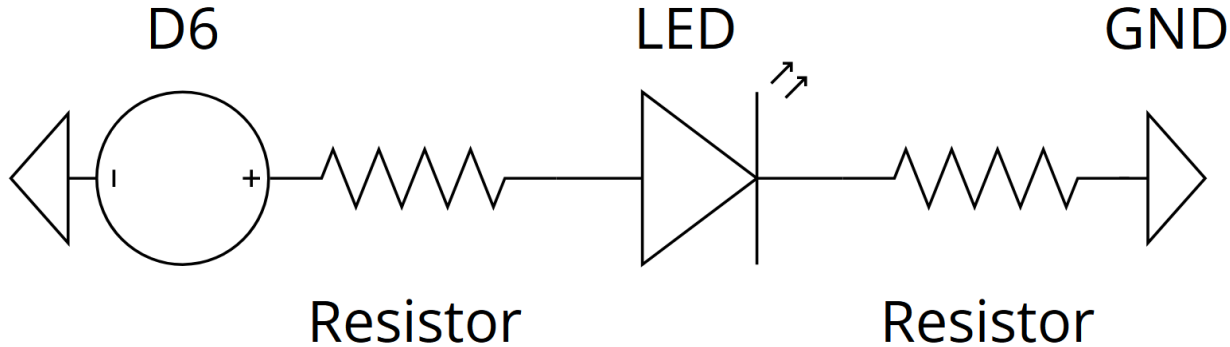
1. “Or create a new product” and give a name
2. “Add to product” and gave a device name
3. “Name Device”
4. Choose Wi-Fi network (Not school Wi-Fi, try phone hotspot)
5. Activate Device
6. “Go to Console”
7. Open Web IDE



# Circuit Assembly

3v3 voltage to long leg of LED

GND to short leg of LED





**Coding**

## Code – Beginning

```
1  // Allows code to run without internet
2  SYSTEM_THREAD(ENABLED);
3
4  // This is where your LED is plugged in.
5  // Other side goes through a resistor to GND.
6  const pin_t LED_PIN = D6;
7
8  //declaration of functions
9  int timeSet(String inputT);
10 int alarmSet(String inputS);
11
12 int alarmTime; // declaration of alarm variable
13 int timer;    // declaration of timer variable
```

# Code - Setup

```
15 void setup()
16 {
17     // First, declare all of our pins. This lets our device know which ones
18     // will be used for outputting voltage, and which ones will read
19     // incoming voltage.
20     pinMode(LED_PIN, OUTPUT); // Our LED pin is output (lighting up the LED)
21     digitalWrite(LED_PIN, LOW);
22
23     // We are going to declare a Particle.variable() here so that we can
24     // access the value of the timer variable from the cloud.
25     Particle.variable("time", timer);
26
27     // We are also going to declare Particle.functions so that we can
28     // set the clock time and alarm time from the cloud
29     Particle.function("set the time", timeSet);
30     Particle.function("set the alarm", alarmSet);
31
32     int alarmTime = -1;
33     int timer = 0;
34 }
```

# Code - Loop

```
36 void loop()
37 {
38
39     if (timer == 86400) // number of seconds in a day
40     {
41         timer = 0; // reset timer
42     }
43     else
44     {
45         timer = timer + 1; // increment second
46     }
47     if (timer == alarmTime)
48     {
49         digitalWrite(LED_PIN, HIGH); // turn light on
50     }
51
52     delay(1000ms);
53 }
```

# Code – Functions

```
55 // This function is called when the Particle.function is called
56 int timeSet(String inputT)
57 {
58     timer = inputT.toInt();
59     digitalWrite(LED_PIN, LOW);
60     return 1;
61 }
62
63 int alarmSet(String inputS)
64 {
65     alarmTime = inputS.toInt();
66     digitalWrite(LED_PIN, LOW);
67     return 1;
68 }
```

# Code – Dashboard Interface

You can now:

- Set the clock and timer remotely

- Check the current time


Also possible:

- Change output to hours & minutes
- Using a mobile app to access the dashboard and notifications remotely

More tutorials and code are available at

<https://docs.particle.io/getting-started/hardware-tutorials/hardware-examples/>

## FUNCTIONS

*f* set the time = 1 

CALL

*f* set the alarm = 1 

CALL

## VARIABLES

*v* time (int32) = 8 

GET





IEEE  
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Student Branch Chapter at  
the University of South Florida

DEVFEST  
TAMPA 2024

## Workshop Track

# Mastering PC Part Selection: Build Your Dream Machine



10:00 AM - 11:30 AM



October 5th, 2024



ENB 118



Food will be provided!

# Introduction to Python!

OCTOBER 21 | 6:30 - 7:30PM |

- Learn basics of Python from scratch
- Learn to do Integrals and differentials in Python
- Open to all majors!



Register here!





Publix chicken & vegetarian wraps provided!

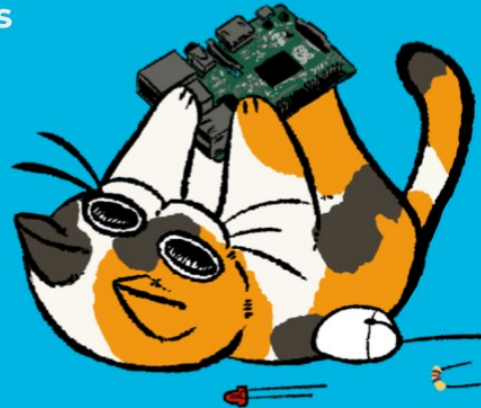
# Introduction into Embedded Systems Workshop

OCTOBER 25 | 4 - 5:30PM | TBD

- Overview of Embedded Applications within today's society
- Assembly & Embedded C
- Showcase of simple microcontroller project w/ MSP430



Register here!



Food will be provided!

## **Resume Critique by CISCO Engineers**

OCTOBER 18 | 4 - 6:00PM | TBD

- Learn about job opportunities at CISCO
- Get your resume reviewed by CISCO engineers
- Network with CISCO engineers



Register here!



Food will be provided!



NOVEMBER 23 | USF Tampa Campus

- Learn about Internet of Things (smart houses, health sensors)
- Features speakers from Cisco, Particle, Pericycle, & more
- Build & Keep an Argon Particle Board Circuit workshop
- Speakers range from engineers to CTO & CEO of companies
- 1st event of this kind in United States & Canada

Register  
here!



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# Questions?



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