Controlling of a 3DOF Robotic Manipulator using IoT

ABSTRACT:

Fabricating a 3DOF robotic manipulator and controlling it using concepts of IoT using the Blynk app.

APPARATUS REQUIRED:

- 1. Arduino board 2
- 2. Bread board
- 3. Jumper wires
- 4. Servo motors 4
- 5. Robotic manipulator outline fabrication parts
- 6. USB cable

CODE:

```
#define BLYNK_PRINT Serial //redefine BLYNK_PRINT as Serial
#include <ESP8266WiFi.h> //header file for controlling wifi #include
<BlynkSimpleEsp8266.h> //header for blynk #include<Servo.h>
Servo servo1;
Servo servo2;
Servo servo3;
Servo servo4;

char auth[] = "-------"; // indentification of your board
```

```
char ssid[] = "--"; // your Hotspot name
char pass[] = "-----"; // your Hotspot password
//.....setup().....
void setup() {
servo1.attach(D9);
servo2.attach(D10);
servo3.attach(D11);
servo4.attach(D12);
Serial.begin(9600); //setting the speed of communication
between your laptop and board, 9600 baud rate
Blynk.begin(auth, ssid, pass); // connecting to WiFi Network }
//.....writing positions to respective servos.....
BLYNK WRITE(V1)
{
servo1.write(param.asInt());
Serial.println(param.asInt());
}
BLYNK_WRITE(V2)
```

```
{
servo2.write(param.asInt());
Serial.println(param.asInt());
}
BLYNK_WRITE(V3)
servo3.write(param.asInt());
Serial.println(param.asInt());
BLYNK WRITE(V4)
{
servo4.write(param.asInt());
Serial.println(param.asInt());
}
//.....loop().....
void loop() {
Blynk.run(); //Blynk communicate begins to mobile
```

WORKING:

- 1. The robotic manipulator is fabricated and 4 servo motors have been arranged in order to make the movements possible in the necessary directions.
- 2. The 4 servos are arranged in following areas:
 - a. In the end effector place for its movement.

- b. To move down
- c. To move up
- d. To move in circular way in the bottom side
- 3. The idea behind taking 2 Arduino boards is to supply the necessary power to the 4 servo motors. So, I have connected 2 servos to the first Arduino and 2 servos to the second Arduino board.
- 4. The code is uploaded into the microcontrollers and jumper wires are connected.
- 5. Now for controlling through IoT I have used the blynk app and I have used the slider widgets available in the app for controlling the slider mechanisms.
 - 6. Authentication code along with the Wi-Fi hotspot name and password has been updated in the code in order to establish a connection between the microcontrollers and the blynk app.
- 7. Now that we are ready to go, I have controlled using the blynk app.