Graduation Project Smart Home

Team members:

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Problem Statement:

Smart home is an automated home controlled using computer technology. Using microcontrollers with various degree of intelligence and automation, lighting and temperature can be controlled remotely. Smart home provides remote interface to home devices to provide control and monitoring using an application. It provides a high level of security and ease of use.

Application description:

- The application is developed using Flutter framework.
- Devices are controlled remotely using ESP8266 NodeMCU wireless module connected to the home network.
- The UI enables the user to control his house rooms, add new rooms and delete rooms.
- Each room contains controllers to control this room devices and sensors readings.
- Each room has a preconfigured modules connected to the devices.
- The application connects to each module through the home network to enable communication between the application and devices.

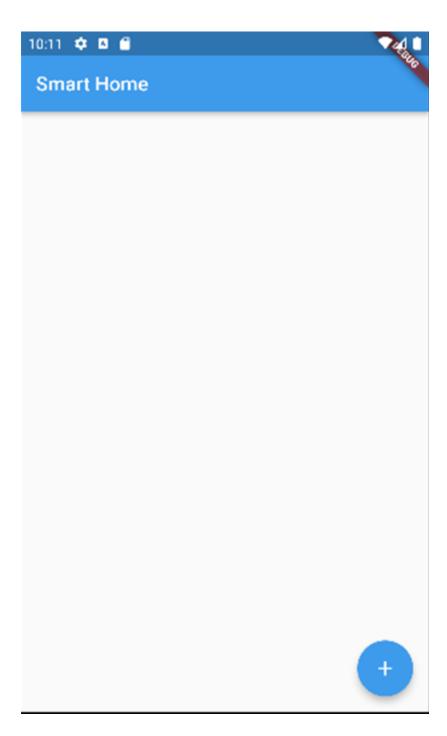
Done:

- Control switch-based devices.
- Ability of adding and customizing rooms.
- Support for multiple clients.
- State feedback among multiple clients.
- Support for sensors like temperature sensor.
- Support for voice commands.

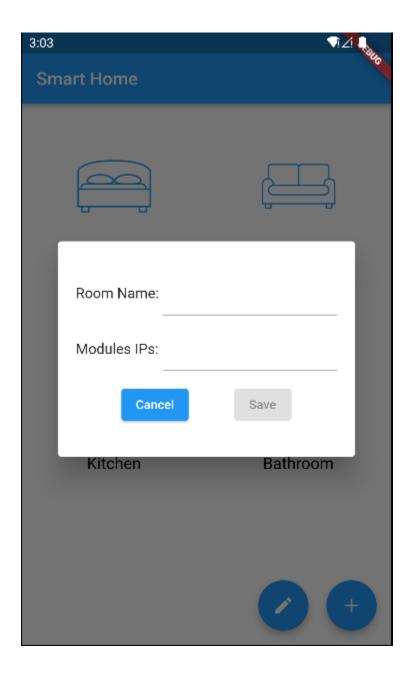
To Do:

• Modules configuration.

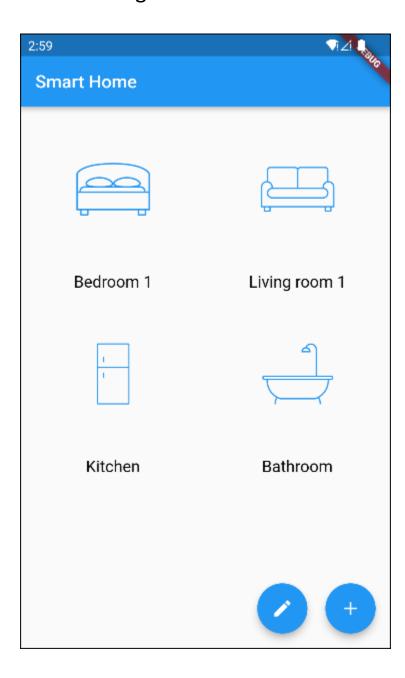
Empty home screen:



Add room:



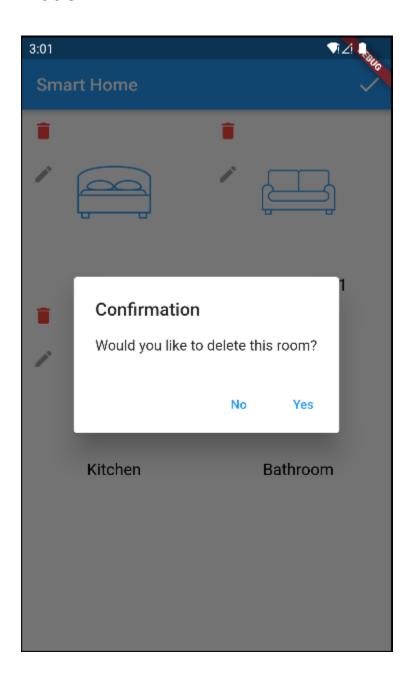
Home screen after adding rooms:



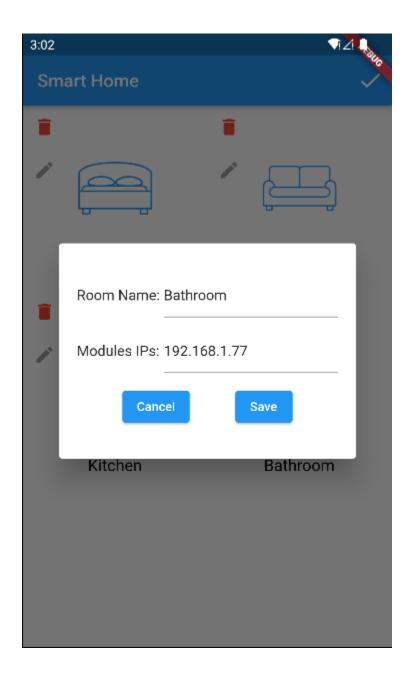
Pressing Edit button:



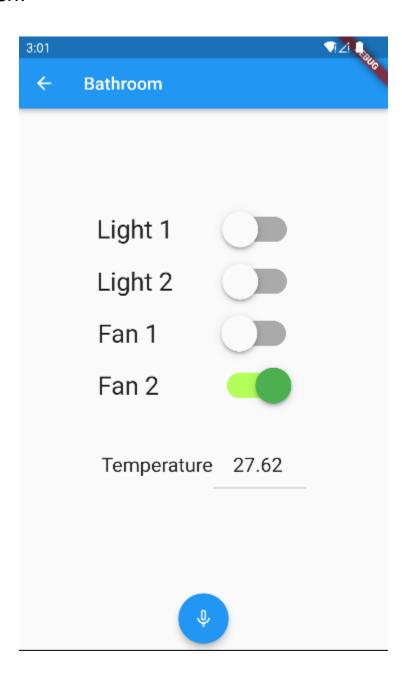
Delete confirmation:



Edit room details:



Room screen:



Block diagram:

