

浙大城市学院实验报告

课程名称 物联网技术与应用 实验项目 实验五 ESP8266WIFI 基础实验

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指导老师（签名） 蔡建平 日期 2020.11.2 实验成绩

注意：

- 务请保存好各自的源代码及实验报告文档，以备后用。
- 请把实验报告转为 PDF 文档上传到 BB 平台。
- 文件名格式：学号_姓名_日期_实验，如 30801001_姓名_20200305_实验 02

一、实验目的：

熟悉 OLED 显示模块 SSD1306 的使用，熟悉 128*64 点阵分辨率的 OLED 的显示控制，掌握显示各类对象的函数及参数的用法，掌握屏幕显示坐标计算。

二、实验内容：

1. IoT Client to PC server;
2. PC Client to IoT Server, OLED 屏显示收到的内容;
3. IoT Client to PC Server, 将 ADXL345 数据发往 PC Server。

三、实验步骤：

1. 将 ESP8266 设为 IoT Client, 通过 PC 端工具 (PC server) 接收来自 ESP8266 的消息。

完整代码：

```
#include <ESP8266WiFi.h>
#ifndef STASSID
#define STASSID "Mi 10000 Ultra"
#define STAPSK "88888888"
#endif

const char* ssid = STASSID;
const char* password = STAPSK;

const char* host = "192.168.43.244";
const uint16_t port = 6800;
```

```
WiFiClient client;
void setup() { Serial.begin(115200);

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

WiFi.mode(WIFI_STA); WiFi.begin(ssid, password);

while (WiFi.status() != WL_CONNECTED) { delay(500);
Serial.print(".");
}

Serial.println(""); Serial.println("WiFi connected"); Serial.println("IP address: ");
Serial.println(WiFi.localIP());
}

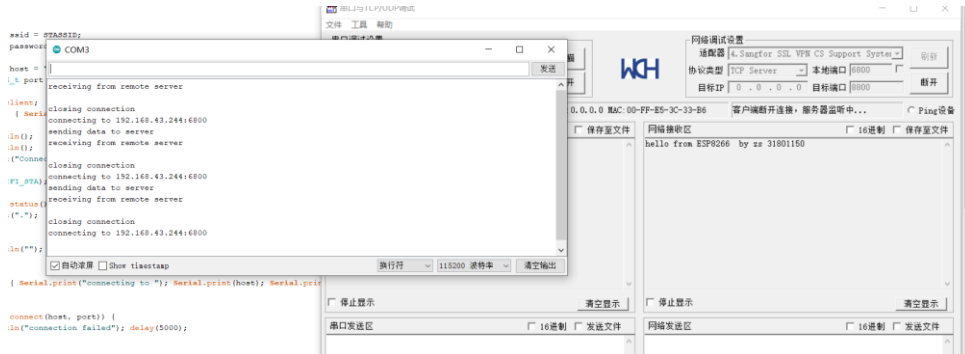
void loop() { Serial.print("connecting to "); Serial.print(host); Serial.print(":");
Serial.println(port);

if (!client.connect(host, port)) {
Serial.println("connection failed"); delay(5000);
return;
}

Serial.println("sending data to server");
if (client.connected()) {
client.println("hello from ESP8266 by zs 31801150");
}
delay(6000);
Serial.println("receiving from remote server");

while (client.available()) {
char ch = static_cast<char>(client.read());
Serial.print(ch);
}
// Close the connection
Serial.println();
Serial.println("closing connection");
client.stop();
delay(3000); // execute once every 5 minutes, don't flood remote service
}
```

截图：



2. PC Client to IoT Server, 将 ESP8266 设为 Server, 从 PC 端 TCP Server 工具向 ESP8266 发送数据, 在 OLED 屏上显示所接收到数据并支持内容持续刷新。

完整代码：

```
#include <ESP8266WiFi.h>
#include "SSD1306Wire.h"
SSD1306Wire display(0x3c,2,14);

#define MAX_SRV_CLIENTS 4
#define DebugBegin(baud_rate) Serial.begin(baud_rate)
#define DebugPrintLn(message) Serial.println(message)
#define DebugPrint(message) Serial.print(message)

const char* ssid = "Mi 10000 Ultra";
const char* password = "88888888";

WiFiServer server(2020);
WiFiClient serverClients[MAX_SRV_CLIENTS];

void setup() {
    display.init();
    DebugBegin(115200);    WiFi.mode(WIFI_STA);    WiFi.begin(ssid, password);
    DebugPrint("\nConnecting to "); DebugPrintLn(ssid);
    uint8_t i = 0;
    while (WiFi.status() != WL_CONNECTED && i++ < 20)
    { delay(500);
    }
}
```

```
if (i == 21) {
    DebugPrint("Could not connect to"); DebugPrintln(ssid);
    while (1) { delay(500);
    }
}

server.begin();
server.setNoDelay(true);

DebugPrint("Ready! Use 'telnet ";
DebugPrint(WiFi.localIP());
DebugPrintln(" 2020' to connect");
}

void loop(){
    uint8_t i;

    if (server.hasClient()) {
        for (i = 0; i < MAX_SRV_CLIENTS; i++) {

            if (!serverClients[i] || !serverClients[i].connected()) { if (serverClients[i]) {
                serverClients[i].stop();
            }

            serverClients[i] = server.available();
            DebugPrint("New client: ");
            DebugPrint(i);
            break;
        }
    }

    if (i == MAX_SRV_CLIENTS) {
        WiFiClient serverClient = server.available(); serverClient.stop(); DebugPrintln("Connection
        rejected ");
    }
}

for (i = 0; i < MAX_SRV_CLIENTS; i++) {
    if (serverClients[i] && serverClients[i].connected()) { if (serverClients[i].available()) {
        display.flipScreenVertically();
        display.setFont(ArialMT_Plain_16);
        display.clear();
        String str="";
        while (serverClients[i].available()) {
            str+=(char)serverClients[i].read();
        }
    }
}
```

```
// Serial.write(serverClients[i].read());
}
display.drawString(0,0,str);
display.display();
delay(2000);
}
}
}

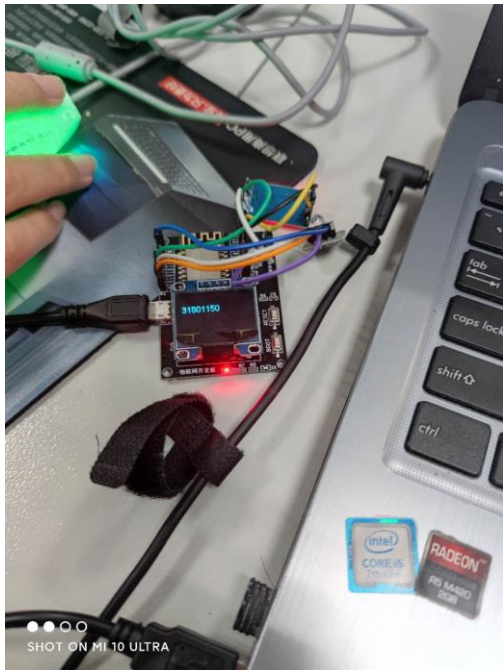
if (Serial.available()) {

size_t len = Serial.available();
uint8_t sbuf[len]; Serial.readBytes(sbuf, len);

for (i = 0; i < MAX_SRV_CLIENTS; i++) {
if (serverClients[i] && serverClients[i].connected()) { serverClients[i].write(sbuf, len);
delay(1);
}
}
}
}
```

截图：





3. IoT Client to PC Server, 将 ADXL345 数据发往 PC Server
完整代码:

```
#include <ESP8266WiFi.h>
#ifndef STASSID
#define STASSID "Mi 10000 Ultra"
#define STAPSK  "88888888"
#endif

const char* ssid = STASSID;
const char* password = STAPSK;

const char* host = "192.168.43.244";
const uint16_t port = 6800;

WiFiClient client;
#include<Wire.h>
#include"SSD1306Wire.h"
#define Addr 0x53
SSD1306Wire display(0x3c,2,14);
const uint8_t scl=2;
const uint8_t sda=14;

unsigned int data[6];
int xAccl;
int yAccl;
```

```
int zAccl;

void axdl(){
    Wire.beginTransmission(Addr);
    Wire.begin(sda,scl);
    Wire.write(0x2C);
    Wire.write(0x0A);
    Wire.endTransmission();

    Wire.beginTransmission(Addr);
    Wire.write(0x2D);
    Wire.write(0x08);
    Wire.endTransmission();

    Wire.beginTransmission(Addr);
    Wire.write(0x31);
    Wire.write(0x08);
    Wire.endTransmission();
    display.flipScreenVertically();
    display.setFont(ArialMT_Plain_16);

    for(int i=0;i<6;i++)
    {
        Wire.beginTransmission(Addr);
        Wire.write((50+i));
        Wire.endTransmission();
        Wire.requestFrom(Addr,1);

        if(Wire.available()==1)
        {
            data[i]=Wire.read();
        }
    }

    xAccl=(((data[1]&0x03)*256)+data[0]);
    if(xAccl>511){
        xAccl-=1024;
    }
    yAccl=(((data[3]&0x03)*256)+data[2]);
    if(yAccl>511){
        yAccl-=1024;
    }
    zAccl=(((data[5]&0x03)*256)+data[4]);
```

```
    if(zAccl>511){
        zAccl-=1024;
    }

}

void setup() { Serial.begin(115200);

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

WiFi.mode(WIFI_STA); WiFi.begin(ssid, password);

while (WiFi.status() != WL_CONNECTED) { delay(500);
Serial.print(".");
}

Serial.println(""); Serial.println("WiFi connected"); Serial.println("IP address: ");
Serial.println(WiFi.localIP());
}

void loop() { Serial.print("connecting to "); Serial.print(host); Serial.print(':');
Serial.println(port);

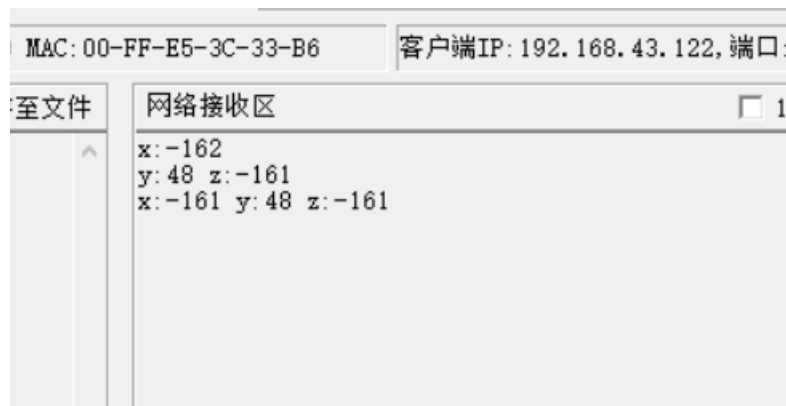
if (!client.connect(host, port)) {
Serial.println("connection failed"); delay(5000);
return;
}

Serial.println("sending data to server");
if (client.connected()) {
    axdl();
    client.printf("x:%d \n",xAccl);
    client.printf("y:%d \n",yAccl);
    client.printf("z:%d \n",zAccl);
}
delay(6000);
Serial.println("receiving from remote server");
```



```
while (client.available()) {  
    char ch = static_cast<char>(client.read());  
    Serial.print(ch);  
}  
// Close the connection  
Serial.println();  
Serial.println("closing connection");  
client.stop();  
delay(3000); // execute once every 5 minutes, don't flood remote service  
}
```

截图：



4. 访问 API，获取 JSON 并提取所需的字段，**申请个人的心知天气的 ID** (<https://www.seniverse.com/>)，通过 TCP client 包装 HTTP 请求协议去调用天气接口获取天气信息。

本人心知天气的 host:

<https://www.seniverse.com/products?iid=006c072b-1ca9-42f2-98f1-bb6b1946aef8>

本人心知天气的 APIKEY:

SBD3OTFNJDBK1ibtX

完整代码：

```
#include <ESP8266WiFi.h>  
#include <ArduinoJson.h>
```

```
//以下三个定义为调试定义
#define DebugBegin(baud_rate) Serial.begin(baud_rate)
#define DebugPrintln(message) Serial.println(message)
#define DebugPrint(message) Serial.print(message)

const char* ssid = "Mi 10000 Ultra";
const char* password = "888888888";
const char* host = "api.seniverse.com";
const char* APIKEY = "SBD3OTFNJDBK1ibtX"; //API KEY
const char* city = "hangzhou";
const char* language = "zh-Hans";//zh-Hans 简体中文 会显示乱码

const unsigned long BAUD_RATE = 115200;
const unsigned long HTTP_TIMEOUT = 5000;
const size_t MAX_CONTENT_SIZE = 1000;

struct WeatherData {
    char city[16];//城市名称
    char weather[32];//天气介绍（多云...）
    char temp[16];//温度
    char udate[32];//更新时间
};

WiFiClient client;
char response[MAX_CONTENT_SIZE];
char endOfHeaders[] = "\r\n\r\n";

void setup() {
    // put your setup code here, to run once: WiFi.mode(WIFI_STA); //设置 esp8266 工作模式
    DebugBegin(BAUD_RATE);
    DebugPrint("Connecting to ");//提示
    DebugPrintln(ssid);
    WiFi.begin(ssid, password); //连接
    WiFi.setAutoConnect(true);
    while (WiFi.status() != WL_CONNECTED) {
        //这个函数是 wifi 连接状态，返回 wifi 链接状态
        delay(500); DebugPrint(".");
    }
    DebugPrintln(""); DebugPrintln("WiFi connected"); delay(500);
    DebugPrintln("IP address: "); DebugPrintln(WiFi.localIP());//WiFi.localIP()返回 8266 获得的 ip 地址
```

```
client.setTimeout(HTTP_TIMEOUT);
}

void loop() {
// put your main code here, to run repeatedly:
//判断 tcp client 是否处于连接状态, 不是就建立连接
while (!client.connected()){
if (!client.connect(host, 80)){ DebugPrintln("connection...."); delay(500);
}
}
//发送 http 请求 并且跳过响应头 直接获取响应 body
if (sendRequest(host, city, APIKEY) && skipResponseHeaders()) {
//清除缓冲
clrEsp8266ResponseBuffer();
//读取响应数据
readReponseContent(response, sizeof(response)); WeatherData weatherData;
if (parseUserData(response, &weatherData)) { printUserData(&weatherData);
}
}

delay(5000);//每 5s 调用一次
}

/**
 * @发送 http 请求指令
 */
bool sendRequest(const char* host, const char* cityid, const char* apiKey) {
// We now create a URI for the request
//心知天气 发送 http 请求
String GetUrl = "/v3/weather/now.json?key="; GetUrl += apiKey;
GetUrl += "&location="; GetUrl += city;
GetUrl += "&language="; GetUrl += language;
// This will send the request to the server
client.print(String("GET ") + GetUrl + " HTTP/1.1\r\n" +
"Host: " + host + "\r\n" + "Connection: close\r\n\r\n");
DebugPrintln("create a request:"); DebugPrintln(String("GET ") + GetUrl + " HTTP/1.1\r\n"
+
"Host: " + host + "\r\n" + "Connection: close\r\n");
delay(1000); return true;
}

/**
 * @Desc 跳过 HTTP 头, 使我们在响应正文的开头
 */
```

```
bool skipResponseHeaders() {
// HTTP headers end with an empty line
bool ok = client.find(endOfHeaders);
if (!ok) {
DebugPrintln("No response or invalid response!");
}
return ok;
}

/**
 * @Desc 从 HTTP 服务器响应中读取正文
 */
void readReponseContent(char* content, size_t maxSize) { size_t length =
client.readBytes(content, maxSize); delay(100);
DebugPrintln("Get the data from Internet!"); content[length] = 0;
DebugPrintln(content); DebugPrintln("Read data Over!"); client.flush();//清除一下缓冲
}

/**
 * @Desc 解析数据 Json 解析
 * 数据格式如下:
 * {
"results": [
* {
* "location": {
* "id": "WX4FBXXFKE4F",
* "name": "北京",
* "country": "CN",
* "path": "北京,北京,中国",
* "timezone": "Asia/Shanghai",
* "timezone_offset": "+08:00"
* },
* "now": {
* "text": "多云",
* "code": "4",
* "temperature": "23"
* },
* "last_update": "2017-09-13T09:51:00+08:00"
* }
* ]
* }
*/
bool parseUserData(char* content, struct WeatherData* weatherData) {
// -- 根据我们需要解析的数据来计算 JSON 缓冲区最佳大小
```

```
// 如果你使用 StaticJsonBuffer 时才需要
// const size_t BUFFER_SIZE = 1024;
// 在堆栈上分配一个临时内存池
// StaticJsonBuffer<BUFFER_SIZE> jsonBuffer;
// -- 如果堆栈的内存池太大, 使用 DynamicJsonBuffer jsonBuffer 代替
DynamicJsonBuffer jsonBuffer;

JsonObject& root = jsonBuffer.parseObject(content);

if (!root.success()) { DebugPrintln("JSON parsing failed!"); return false;
}

//复制感兴趣的字符串
strcpy(weatherData->city, root["results"][0]["location"]["name"]);
strcpy(weatherData->weather, root["results"][0]["now"]["text"]);
strcpy(weatherData->temp, root["results"][0]["now"]["temperature"]);
strcpy(weatherData->update, root["results"][0]["last_update"]);

//获取温度、最近更新时间

// -- 这不是强制复制, 你可以使用指针, 因为他们是指向“内容”缓冲区内, 所以你需要确保
// 当你读取字符串时它仍在内存中
return true;
}

// 打印从 JSON 中提取的数据
void printUserData(const struct WeatherData* weatherData) {
    DebugPrintln("Print parsed data :");
    DebugPrint("City : "); DebugPrint(weatherData->city);
    DebugPrint("\nTemp : "); DebugPrint(weatherData->temp);
    DebugPrint("\nLast : "); DebugPrint(weatherData->update);

//打印天气、气温、最近更新时间

}

// 关闭与 HTTP 服务器连接
void stopConnect() { DebugPrintln("Disconnect"); client.stop();
}

void clrEsp8266ResponseBuffer(void){ memset(response, 0, MAX_CONTENT_SIZE);}
```

截图：

```
1030. api.seniverse.com
Connection: close

Get the data from Internet!
{"results":[{"location":{"id":"WTMRQ069CCJ7","name":"杭州","countr
Read data Over!
Print parsed data :
City : 杭州
Temp : 17
Last : 2020-11-02T18:20:00+08:00
<
[ ] 自动滚屏 [ ] show_time:0000
```