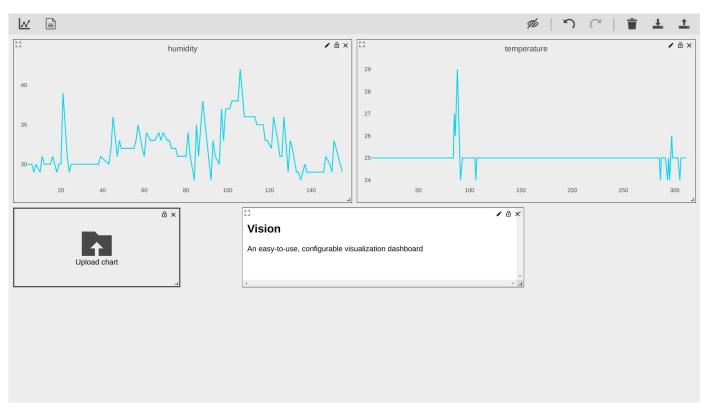
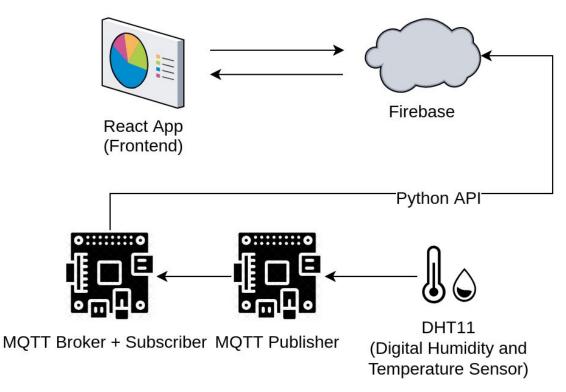
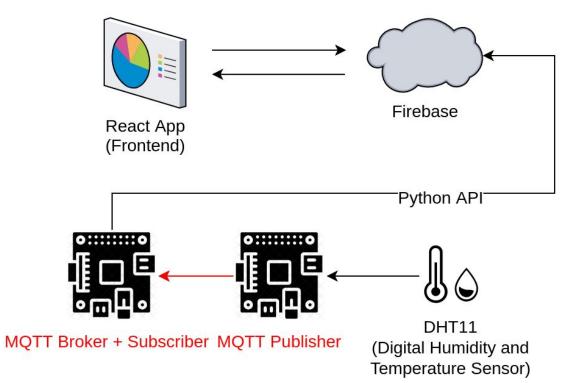
## Vision



An easy-to-use, configurable visualization dashboard

## Data Visualization with Firebase



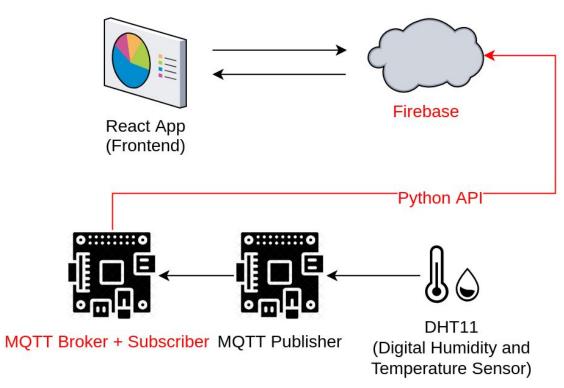


## Publisher

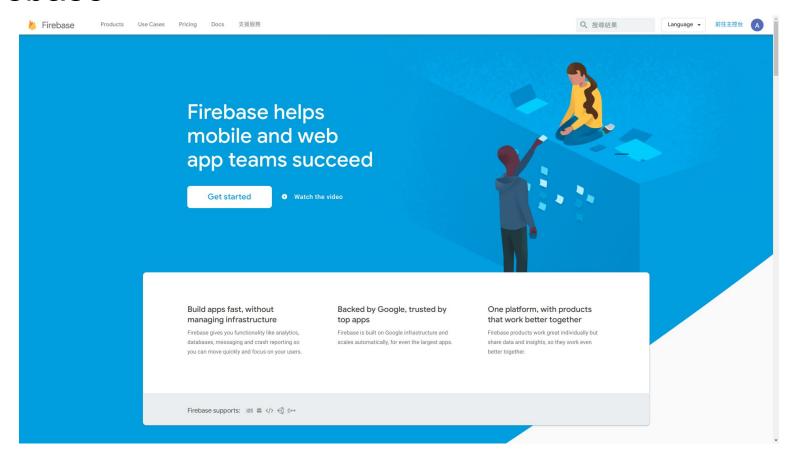
client.on\_connect = on\_connect
client.on message = on message

client.connect("localhost")

```
import paho.mqtt.client as mqtt
client = mqtt.Client()
client.connect('192.168.1.38') # broker ip
client.publish('MyHome/Bedroom/AirConditioning/Temperature', str(temperature))
client.publish('MyHome/Bedroom/AirConditioning/Humidity', str(humidity))
Subscriber
 def on connect(client, userdata, flags, rc):
     print("Connected")
     client.subscribe("MyHome/Bedroom/AirConditioning/#")
 def on message(client, userdata, message):
     #do something here
 client = mqtt.Client()
```



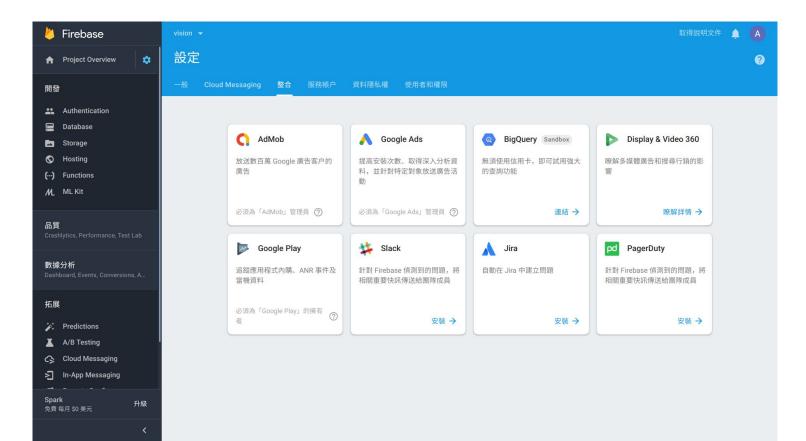
## **Firebase**



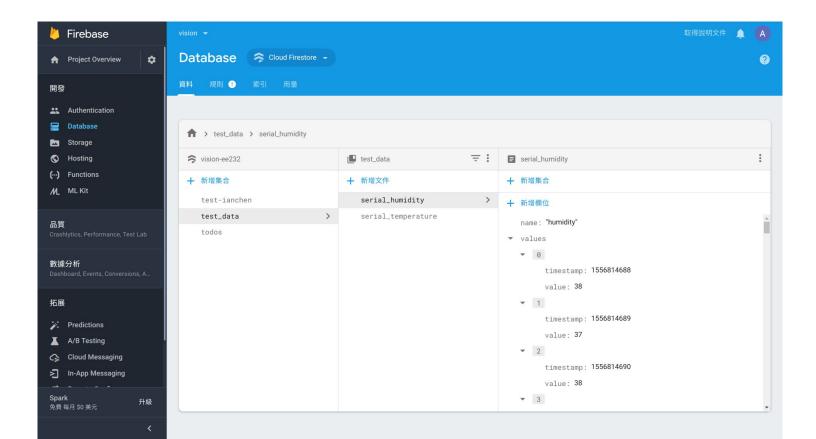
## **Firebase**



## **Firebase**



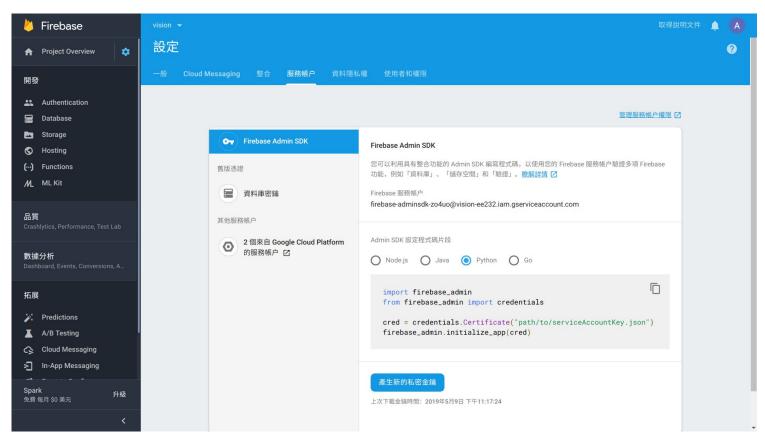
## Firebase - Database



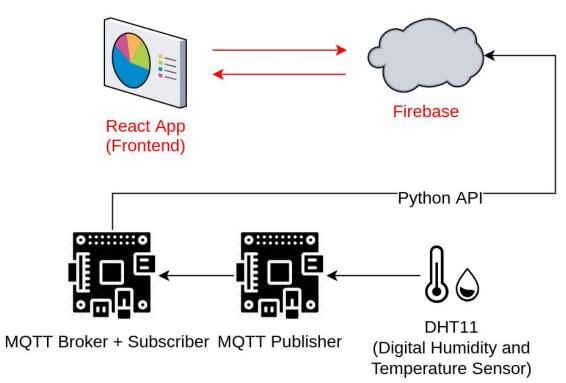
## Firebase Admin SDK

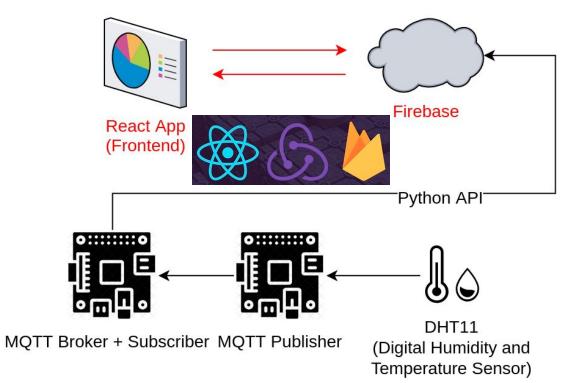
```
Node.js
          Java
                  Python
                           Go
                                  C#
# Import the Firebase service
from firebase_admin import auth
# Initialize the default app
default_app = firebase_admin.initialize_app(cred)
print(default_app.name) # "[DEFAULT]"
# Retrieve services via the auth package...
# auth.create_custom_token(...)
```

## Firebase Admin SDK



```
cred = credentials.Certificate("./firebase python api/vision-admin.json")
firebase admin.initialize app(cred)
db = firestore.client()
doc ref temp = db.collection('test data').document('serial temperature')
doc_ref_humidity = db.collection('test_data').document('serial_humidity')
def on message(client, userdata, message):
   data type = message.topic.split("/")[-1]
   data = {'timestamp': int(time.time()), 'value': float(message.payload)}
   if data type == "Humidity":
       doc ref humidity.update({'values': ArrayUnion([data])})
   elif data type == "Temperature":
       doc ref temp.update({'values': ArrayUnion([data])})
```



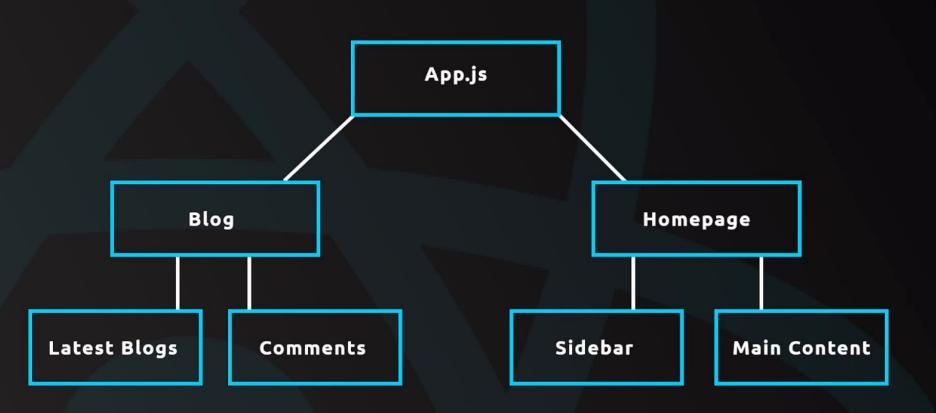


What is Redux?

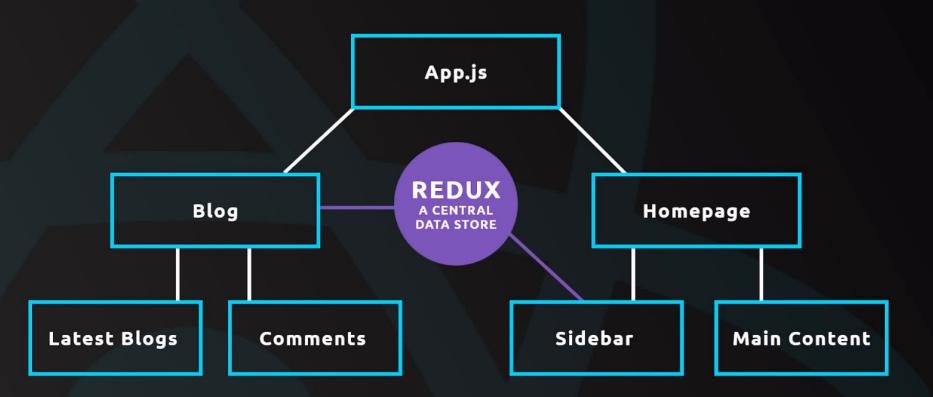


A predictable state container for JavaScript apps.

# Redux

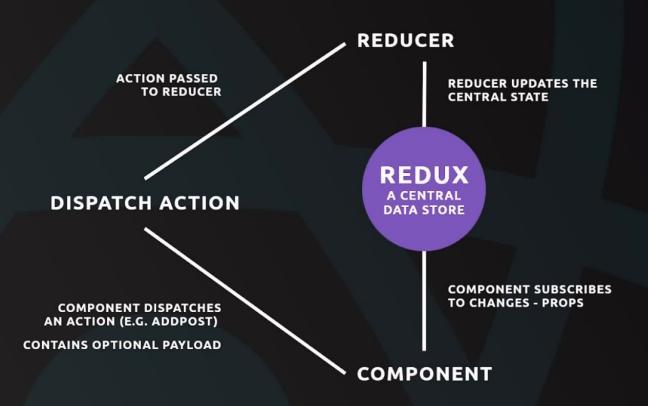


# Redux



## Redux







```
const { createStore } = Redux;
 3 v const initState ={
     todos: [],
     notes: []
 6 }
 8 v function myreducer(state = initState, action){
      console.log("action:", action, "state:", state);
10
   const store = createStore(myreducer);
12
13 v store.subscribe(() => {
     console.log("action occured");
14
15 })
16
    const todoAction = { type: "ADD TODO", todo: "buy milk"};
    store.dispatch(todoAction)
```

### **Predictable**

Redux attempts to make state mutations predictable by imposing certain restrictions on how and when updates can happen. These restrictions are reflected in the three principles of Redux:

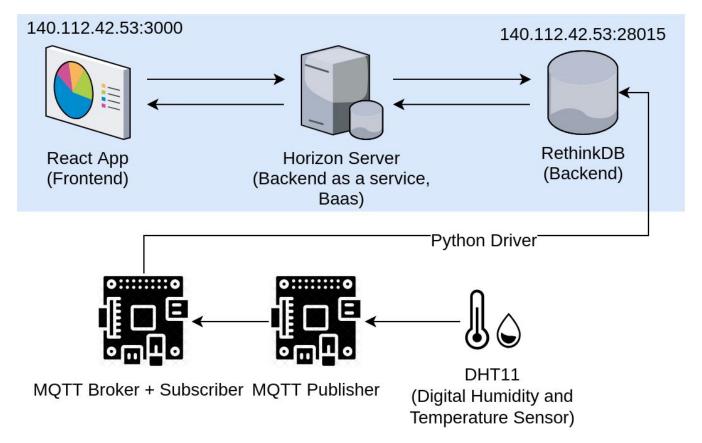
- **Single source of truth**: The state of your whole application is stored as a tree of plain objects and arrays within a single **store**. (How much you put in the store is up to you not all data needs to live there.)
- **State is read-only**: State updates are caused by *dispatching* an **action**, which is a plain object describing what happened. The rest of the app is not allowed to modify the state tree directly.
- Changes are made with pure functions: All state updates are performed by pure functions called reducers, which are (state, action) => newState

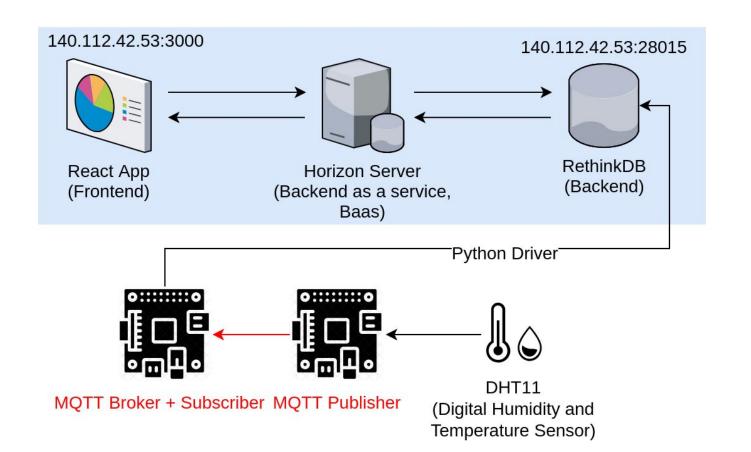
```
import {connect} from 'react-redux'
 3
 4 v class Home extends Component {
     render(){
 6
       // do somethings here
 8 v
       handleClick = () =>{
          this.props.addTodo(this.props.content);
10
11
12
        const {todos} = this.props
13
14 }
15 v const mapStateToProps = (sate) =>{
16
      return todos: state todos
17 }
18
   const mapDispatchToProps = (dispatch) =>{
      return addTodo: (cotent) => {dispatch({type: 'ADD TODO', todos:content)}}
21 }
22
   export default connect(mapStateToProps, mapDispatchToProps)(Home)
```

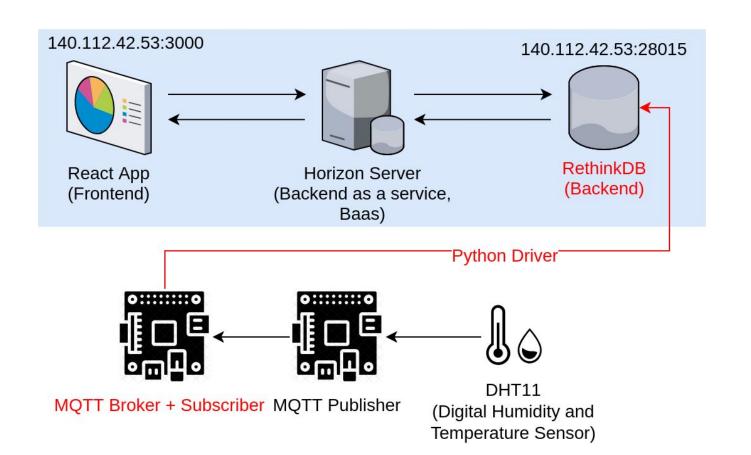
import React, {Component} from 'react'

```
import { createStore, combineReducers, compose } from 'redux'
import { reduxFirestore, firestoreReducer } from 'redux-firestore'
import firebase from 'firebase/app'
import 'firebase/auth'
import 'firebase/database'
import 'firebase/firestore'
const firebaseConfig = {} // from Firebase Console
const rfConfig = {} // optional redux-firestore Config Options
// Initialize firebase instance
firebase.initializeApp(firebaseConfig)
// Initialize Cloud Firestore through Firebase
firebase.firestore();
// Add reduxFirestore store enhancer to store creator
const createStoreWithFirebase = compose(
  reduxFirestore(firebase, rfConfig), // firebase instance as first argument, rfConfig as optional second
)(createStore)
// Add Firebase to reducers
const rootReducer = combineReducers({
  firestore: firestoreReducer
})
// Create store with reducers and initial state
const initialState = {}
const store = createStoreWithFirebase(rootReducer, initialState)
```

## Data Visualization with RethinkDB







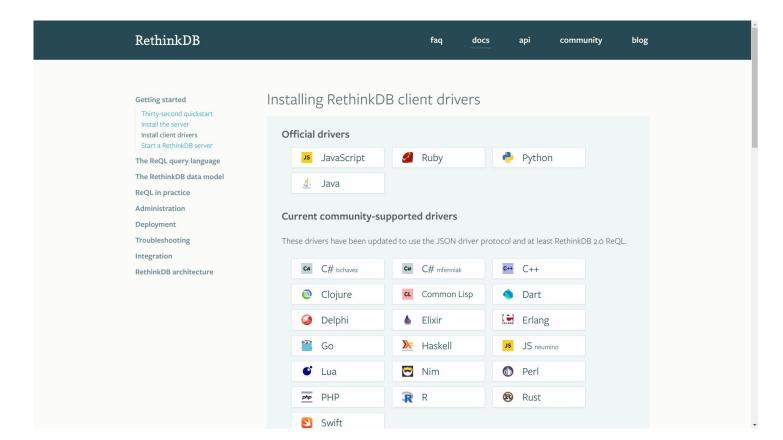


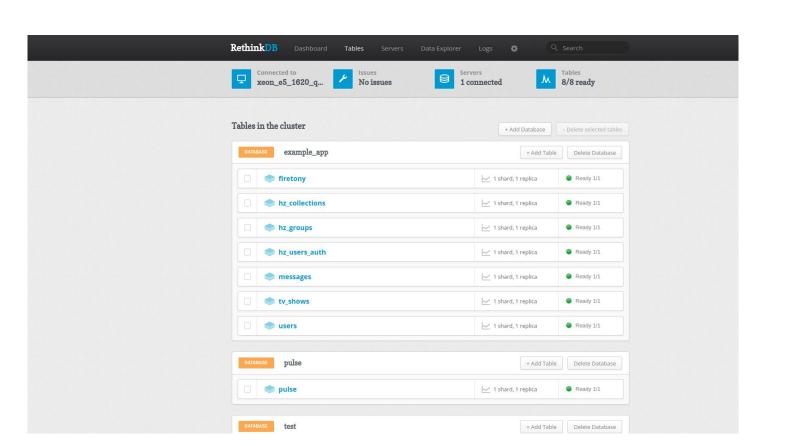
## RethinkDB

### What is RethinkDB?

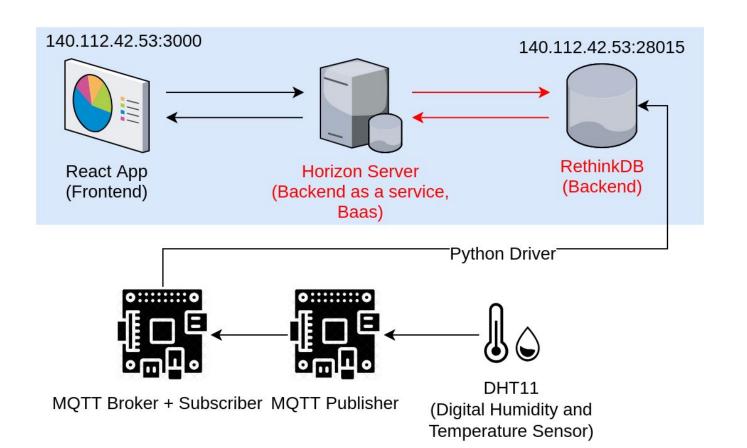
- Open-source database for building realtime web applications
- NoSQL database that stores schemaless JSON documents
- Distributed database that is easy to scale
- · High availability database with automatic failover and robust fault tolerance

## RethinkDB client drivers



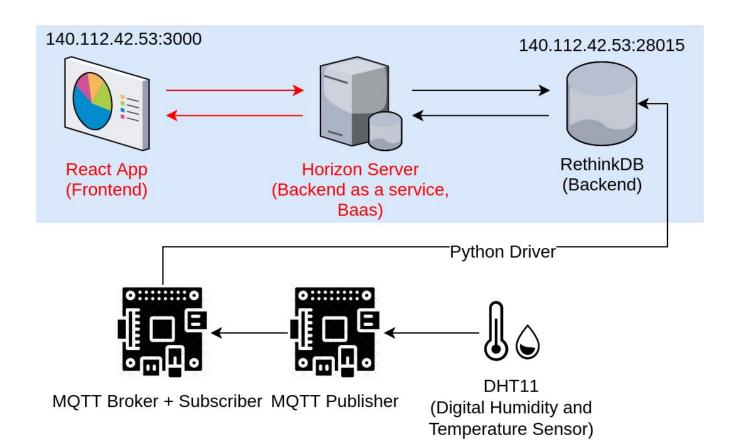


```
rdb = r.RethinkDB()
rdb.connect('140.112.42.53', 28015).repl()
def on message(client, userdata, message):
    data type = message.topic.split("/")[-1]
    data = { 'timestamp': int(time.time()), 'value': float(message.payload)}
    if data type == "Humidity":
        rdb.db('example app').table('firetony').get(1002).update(
            {"values": rdb.row["values"].append(data)}
       ).run()
    elif data type == "Temperature":
        rdb.db('example app').table('firetony').get(1003).update(
            {"values": rdb.row["values"].append(data)}
        ).run()
```





- A backend server built with Node.js and RethinkDB that supports data persistence, realtime streams, input validation, user authentication, and permissions
- A JavaScript client library that developers can use on the frontend to store JSON documents in the database, perform queries, and subscribe to live updates
- A command-line tool that can generate project templates, start up a local Horizon development server, and help you deploy your Horizon application to the cloud



## Connect to horizon server

1 // Initialize Horizon instance

```
const horizon = Horizon({host: host + ":" + port});
// Initialize firetony table
const serial_data = horizon(table);

getRethinkdbData(serial_data, store);
serial_data.watch().subscribe((docs) => { getRethinkdbData(serial_data, store)})
```

## Reference

https://firebase.google.com/docs/admin/setup

https://github.com/Destinia/Vision

https://blog.isquaredsoftware.com/presentations/workshops/redux-fundamentals/

https://redux.js.org/basics/basic-tutorial

https://redux.js.org/advanced/advanced-tutorial

https://www.youtube.com/watch?v=OxIDLw0M-m0

https://www.youtube.com/watch?v=Oi4v5uxTY5o

https://www.rethinkdb.com/docs/install-drivers/

https://github.com/rethinkdb/horizon-docs/blob/master/getting-started.md

https://github.com/prescottprue/redux-firestore