

SMART ROOM MONITOR

your all-in-one environmental sidekick



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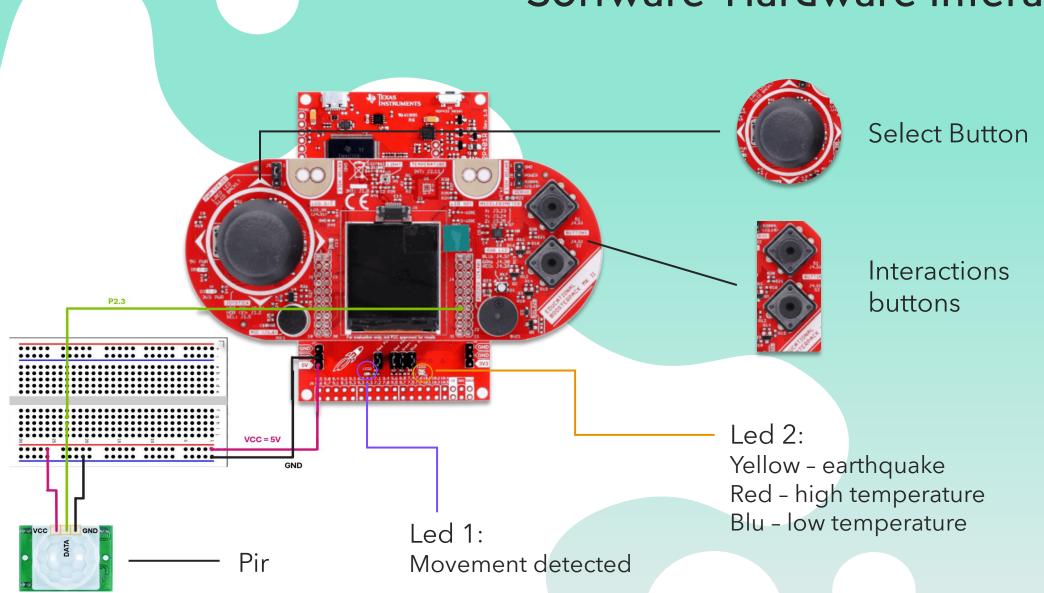
Embedded Software for the Internet of Things

Introduction

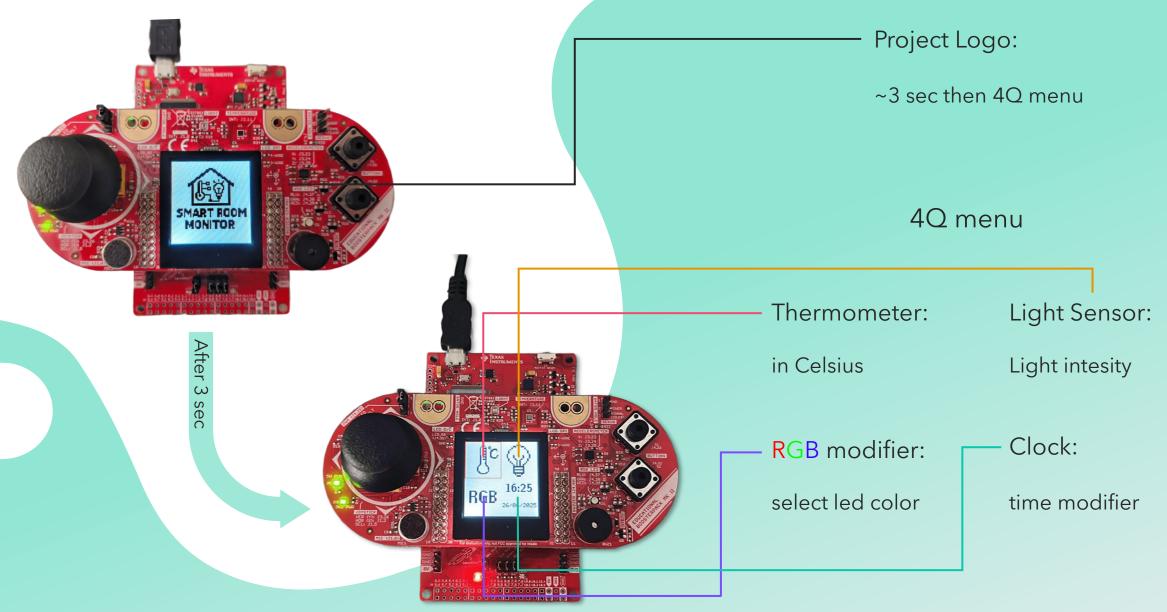
- Four easy-to-navigate modes
- Ambient heat & clock
- Light intensity & illumination mode
- Safety alerts



Software-Hardware Interaction



Software Architecture



Every team member worked together and is responsible for the whole project

```
void drawTemperatureScreen Alert(bool sameDataDisplay) {
   temp = getTemperature();
   if(!sameDataDisplay && temp >40) {
       Graphics clearDisplay(&g sContext);
       // Red background for the alarm
       Graphics setForegroundColor(&g sContext, GRAPHICS COLOR RED);
       Graphics_fillRect(&g_sContext, 0, 0, 128, 128);
   }else if(!sameDataDisplay && temp < 15){</pre>
       Graphics_clearDisplay(&g_sContext);
       // Blue background for the alarm
       Graphics_setForegroundColor(&g_sContext, GRAPHICS_COLOR_BLUE);
       Graphics_fillRect(&g_sContext, 0, 0, 128, 128);
   Graphics setForegroundColor(&g sContext, GRAPHICS COLOR BLACK);
   // 1. String "HIGH TEMPERATURE" at the top
   Graphics setFont(&g sContext, &g sFontCmss12);
   if(temp > 40)
       sprintf(string, "HIGH TEMPERATURE !");
   else if (temp < 15)
       sprintf(string, "LOW TEMPERATURE !");
   Graphics drawStringCentered(&g sContext, (int8 t *)string,
                                  AUTO STRING LENGTH, 64, 20, OPAQUE TEXT);
```

Alarm Screen

Code Snippets

```
case LED_DIM:
    // Uses lux value read before
    if (lux >= 1000.0) {
        red = green = blue = PWM_PERIOD;
    } else if (lux <= 10.0) {
        red = PWM_PERIOD;
        green = (uint16_t)(PWM_PERIOD * 0.6);
        blue = (uint16_t)(PWM_PERIOD * 0.2);
    } else {
        float t = (lux - 10.0) / (1000.0 - 10.0);
        red = PWM_PERIOD;
        green = (uint16_t)(PWM_PERIOD * (0.6 + 0.4 * t));
        blue = (uint16_t)(PWM_PERIOD * t);
    }
    break;</pre>
```

Check lux value

```
void showSplashScreen(void) {
   GrImageDraw(&g sContext, &dropLogoPalette, 0, 0);
   GrFlush(&g sContext);
   __delay_cycles(48000000 * 1); // 5s delay
void drawQuadrantMenuWithSelection(uint8 t selected) {
   uint8_t quadWidth = 64;
   uint8_t quadHeight = 64;
   // Quadrant 0: Top Left (Thermometer)
   Graphics drawImage(&g sContext, &termometroImage, 0, 0);
   if (selected == 0) {
        Graphics setForegroundColor(&g sContext, ClrRed);
        Graphics_drawRectangle(&g_sContext, &(Graphics_Rectangle){0, 0, quadWidth-1, quadHeight-1});
   // Quadrant 1: Top Right (Light bulb)
   Graphics drawImage(&g sContext, &dropLampPalette, quadWidth, 0);
   if (selected == 1) {
        Graphics_setForegroundColor(&g_sContext, ClrRed);
        Graphics_drawRectangle(&g_sContext, &(Graphics_Rectangle){quadWidth, 0, 2*quadWidth-1, quadHeight-1});
```

Debug & Testing

Encountered problems:

Accelerometer:

Motion when stationary:

- 1. Insufficient calibration
- 2. Electronic noise
- 3. Inappropriate threshold

Buzzer:

Set on timer A0 (same as red and green led)

Pir:

First used P6.4 instead of P2.3. (P6.4 is for I2C)

Testing:

Black-Box:

Each team member tested the software parts as black-box to ensure the result's correctness.



Future Upgrades

- Onboard Battery Backup
- Configurable PIR Hold-Time in Firmware
- **SESP-Powered Remote Connectivity**

