

If You say "Geez Rick",
then Make a web
request

On

works with

If You say "Come on
Roach", then Make a
web request

On

works with

If You say "Lalaland",
then Make a web
request

On

works with

If You say "I solemnly
swear that I am up to
no good", then Make a
web request

On

works with

If You say "Execute
Order 66", then Make a
web request

On

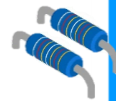
works with

HACETTEPE UNIVERSITY
COMPUTER SCIENCE
DEPARTMENT

EMBEDDED SYSTEMS LAB. REPORT VIII

TEAM NAME:
KENDINI MARUL SANAN MARUL

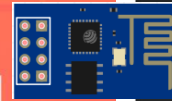
MEMBERS:
KUTAY BARCIN 21526715
DEFNE TUNCER 21627686



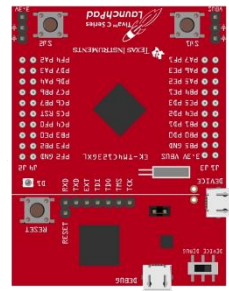
Webhooks

if  then  that

Applets for music lovers



Google Assistant

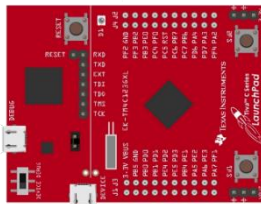


ThingSpeak™

IOT WITH ESP8266

ESP8266 can read information from the internet only through API calls. To communicate with the **Google Assistant**, we have used the **IFTTT** services, which configure the assistant to listen for a command. **Webhooks** service makes a web request through **ThingSpeak** API once the command is received. After receiving json content, ESP8266 send it to TM4C through serial communication. **We will be using this communication to play songs with voice commands!**

STEP1: EQUIPMENT

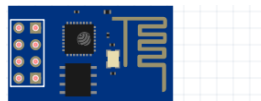


TM4C123G:



HEADPHONE JACK:

3 or 5 pin stereo jack

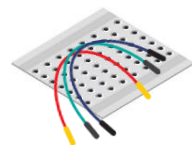


ESP8266:

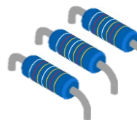


RESISTORS:

Three 1.5K resistors



BREADBOARD AND WIRES:



Three 12K resistors

STEP2: INITIALIZATION

PORTF and **PORTE** is used for LEDs, **PORTD** for music and **PORTB** for esp8266.

```
#include "tm4c123gh6pm.h"
#include "pll.h"
#include "UART.h"
#include "esp8266.h"
#include "LED.h"
#include "musicplayer.h"

void DisableInterrupts(void); // Disable interrupts
void EnableInterrupts(void); // Enable interrupts
void WaitForInterrupt(void); // low power mode


unsigned char select;

int main(void) {
    DisableInterrupts();
    PLL_Init(Bus80MHz);
    PortF_Init(); // PortF LEDs
    DAC_Init(); // Headphones jack/buzzer
    PortE_Init(); // LEDs
    Output_Init();
    EnableInterrupts();
    ESP8266_Init(115200); // connect to access point, set up as client
    slider(); LED_RedOn(); // wait for connection
    ESP8266_MakeTCPConnection("api.thingspeak.com"); // open socket in server
    ESP8266_SendTCP("GET /channels/773338/feeds.json?api_key=67T25F0MJ8HAPV71&results=2 HTTP/1.1\r\nHost:api.thingspeak.com\r\n\r\n");
    while(1) {
        LED_RedOff(); LED_GreenOn(); red6(4); red6(4); red6(4); slider(); red6(4); red6(4); red6(4); LED_GreenOff(); LED_RedOn(); //wait for command
        select = ESP8266_SendTCP("GET /channels/773338/feeds.json?api_key=67T25F0MJ8HAPV71&results=2 HTTP/1.1\r\nHost:api.thingspeak.com\r\n\r\n");
        switch(select) {
            case '1': hp(); break; // COMMAND: alohomora
            case '2': imperial_march(); break; // COMMAND: execute order 66 | order 66
            case '3': lalaland(); break; // COMMAND: city of stars | lalaland
            case '4': wolven_storm(); break; // COMMAND: i hate portals | come on roach
            case '5': geezrick(); break; // COMMAND: geez/pickle/tiny rick
        }
    }
}
```

STEP3: SET UP CONNECTION

The collage consists of five screenshots from different web applications, each marked with a red number and annotations:

- IFTTT - New Applet**: The top navigation bar has the IFTTT logo highlighted with a red box. The main heading is "if + this then that". A red number "1" is in the top right corner.
- IFTTT - Choose a service**: The page shows a search bar with "Google Assistant" entered. A red arrow points to the Google Assistant icon. A red number "2" is in the top right corner.
- IFTTT - Choose trigger**: The page shows four trigger options. The first option, "Say a simple phrase", is highlighted with a red box. A red number "3" is in the top right corner.
- IFTTT - Choose action service**: The page shows a search bar with "Webhooks" entered. A red arrow points to the Webhooks icon. A red number "4" is in the top right corner.
- ThingSpeak - Order 66**: The page shows the "API Keys" tab. The "Write API Key" section has a key value of "AP8FBIFQV20GFPUL". The "Read API Key" section has a key value of "67T25F0MJ8HAPV71". A red number "5" is in the top right corner.




6

If You say "Execute Order 66", then Make a web request

54/140

View activity log

Receive notifications when this Applet runs ☐

 Say a simple phrase

This trigger fires when you say "Ok Google" to the Google Assistant followed by a phrase you choose. For example, say "Ok Google, I'm running late" to text a family member that you're on your way home.

What do you want to say?

Execute Order 66

What's another way to say it (optional)


Order 66


And another way? (optional)

What do you want the Assistant to say in response?

Yes my Lord


Language

English 

 Make a web request

This action will make a web request to a publicly accessible URL. NOTE: Requests may be rate limited.

URL




`https://api.thingspeak.com/update?api_key=AP8FBIFQV20GFPUL&field1=2`

Surround any text with "<<>>" to escape the content


Add ingredient

Method

GET 

The method of the request e.g. GET, POST, DELETE

Content Type (optional)

application/json 

Optional

Body (optional)

Surround any text with "<<>>" to escape the content

Add ingredient

Save

```
{
  "channel": {
    "id": 773338,
    "name": "Order 66",
    "description": "Order 66",
    "latitude": "0.0",
    "longitude": "0.0",
    "field1": "Switch",
    "created_at": "2019-05-03T16:14:52Z",
    "updated_at": "2019-05-03T16:14:52Z",
    "last_entry_id": 87,
    "feeds": [
      {
        "created_at": "2019-05-05T12:32:48Z",
        "entry_id": 86,
        "field1": "1",
        "created_at": "2019-05-05T12:42:50Z",
        "entry_id": 87,
        "field1": "2"
      }
    ]
  }
}
```

STEP4: GET

If **last_entry_id** is changed, meaning a new command has received, then **field1** is read and selected song id is sent to main.

```
unsigned char entry;
unsigned char oldentry;
bool firstenter = 1;
int ESP8266_SendTCP(char* fetch){
    volatile uint32_t time,n;
    sprintf((char*)TXBuffer, "AT+CIPSEND=%d\r\n", strlen(fetch));
    ESP8266SendCommand(TXBuffer); DelayMs(50); ESP8266SendCommand(fetch); ServerResponseSearchStart();
    n = 8000;
    while(n&&(ServerResponseSearchFinished==0)){
        time = (75825*8)/91; // 1msec, tuned at 80 MHz
        while(time) time--;
        n--;
    }
    n=0;entry=0;
    while(n<1024){
        if(ServerResponseBuffer[n]=='l' && ServerResponseBuffer[n+1]=='a' && ServerResponseBuffer[n+2]=='s' && ServerResponseBuffer[n+3]=='t') {
            while(ServerResponseBuffer[n+15]!='\r'){
                entry+=ServerResponseBuffer[n+15];
                n++;
            }
            break;
        }
        n++;
    }

    if(firstenter) {oldentry=entry; firstenter=0; return 0;}
    else if(oldentry!=entry){
        LED_RedOff(); oldentry=entry; LED_BlueToggle(); n=0;
        while(n<1024){
            if(ServerResponseBuffer[n+3]=='l' && ServerResponseBuffer[n+4]=='\r' && ServerResponseBuffer[n+2]=='s'){
                return ServerResponseBuffer[n];
                n++;
            }
        }
        return 0;
    }
}
```

STEP5: MUSIC

We have implemented 35 different musical notes and 5 songs!

```
void hp(void){
    toggle(0);si(2);toggle(3);mi_5(3);toggle(5);sol_5(1);toggle(4);fa_5_d(2);toggle(3);mi_5(4);toggle(5);si_5(2);toggle(4);la_5(6);toggle(3);fa_5_d(6);
    toggle(3);mi_5(3);toggle(5);sol_5(1);toggle(4);fa_5_d(2);toggle(2);re_5_d(4);toggle(4);fa_5(2);toggle(0);si(6);hush(4);
    toggle(0);si(2);toggle(3);mi_5(3);toggle(5);sol_5(1);toggle(4);fa_5_d(2);toggle(3);mi_5(4);toggle(4);si_5(2);
    toggle(5);re_6(4);toggle(4);re_6_b(2);toggle(3);do_6(4);toggle(1);la_5_b(2);toggle(3);do_6(3);toggle(2);si_5(1);
    toggle(1);si_5_b(2);toggle(0);si_b(4);toggle(5);sol_5(2);toggle(4);mi_5(6);
    offall();
    NVIC_ST_CTRL_R = 0; // disable SysTick
    LED_BlueToggle();
}

void Sound_Init(unsigned long period){
    NVIC_ST_CTRL_R = 0; // disable SysTick during setup
    NVIC_ST_RELOAD_R = period-1; // reload value
    NVIC_ST_CURRENT_R = 0; // any write to current clears it
    NVIC_SYS_PRI3_R = (NVIC_SYS_PRI3_R & 0x00FFFFFF) | 0x20000000; // priority 1
    NVIC_ST_CTRL_R = 0x00007; // enable SysTick with core clock and interrupts
}

const unsigned char SineWave[32] = {8,9,11,12,13,14,14,15,15,15,14,14,13,12,11,9,8,7,5,4,3,2,2,1,1,1,2,2,3,4,5,7};
unsigned char Index=0; // Index varies from 0 to 31

// the sound frequency will be (interrupt frequency)/(size of the table)
void SysTick_Handler(void){
    Index = (Index+1)&0x1F; // 8,9,11,12,13,14,14,15,15,15,14,14,13,12,11,9,8,...
    GPIO_PORTD_DATA_R = SineWave[Index]; // output one value each interrupt
}

void hush(double x){
    Sound_Init(0xFFFFFFFF);
    Delay(x);
}

void fa_3(double x){ //F3
    Sound_Init(14318);
    Delay(x);
}

void fa_3_d(double x){ //F3 #
    Sound_Init(13514);
    Delay(x);
}
```

STEP6: ACTION!

