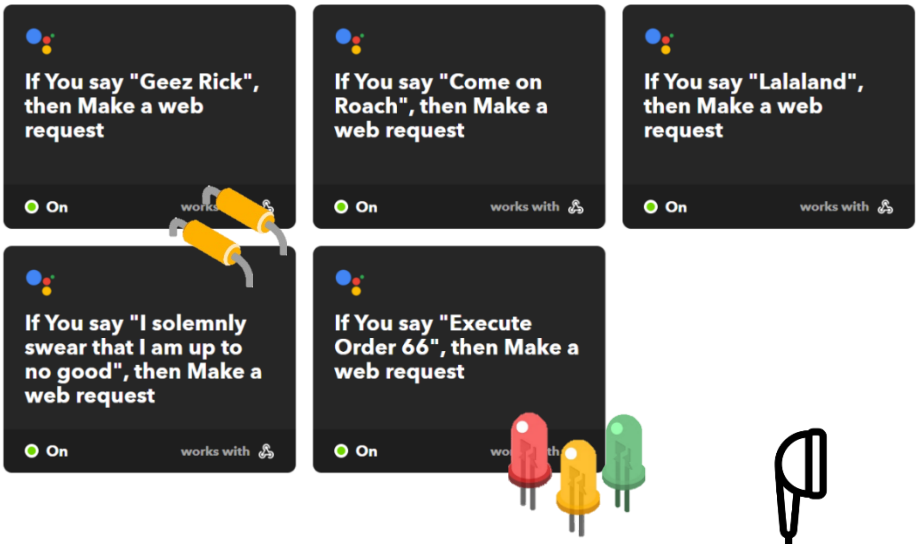

EMBEDDED SYSTEMS LAB. REPORT VIII

HACETTEPE UNIVERSITY

COMPUTER SCIENCE DEPARTMENT

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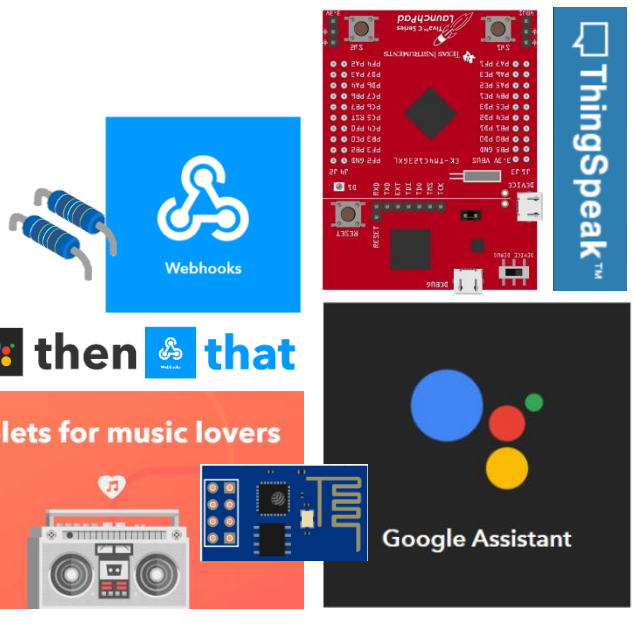
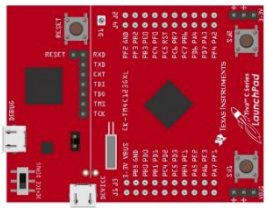


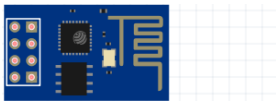
IOT WITH ESP8266

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!**

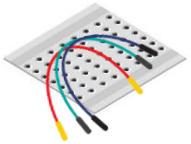
STEP1: EQUIPMENT



TM4C123G:



ESP8266:



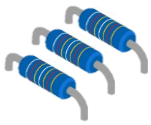
BREADBOARD AND WIRES:

HEADPHONE JACK:

3 or 5 pin stereo jack

RESISTORS:

Three 1.5K resistors



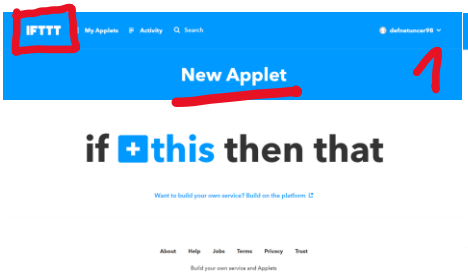
Three 12K resistors

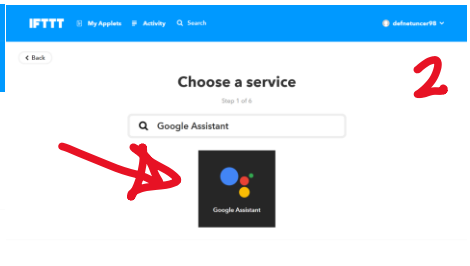
STEP2: INITIALIZATION

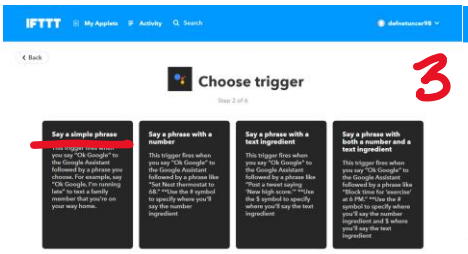
PORTF and **PORTE** is used for LEDs, **PORTD** for music and **PORTB** for esp8266.

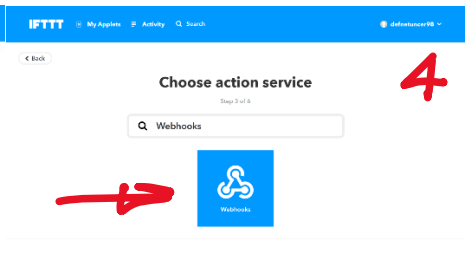
```
#include "tm4c123gh6pm.h"
#include "pll.h"
#include "UART.h"
#include "esp8266.h"
#include "LED.h"
#include "musicplayer.h"

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
    }
  }
```

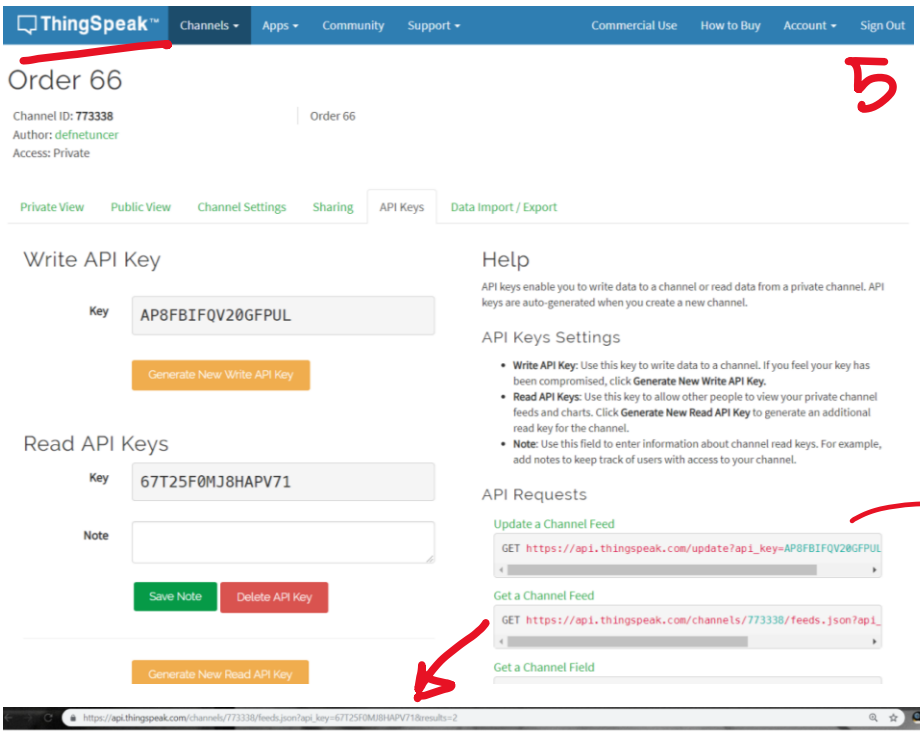
STEP3: SET UP CONNECTION



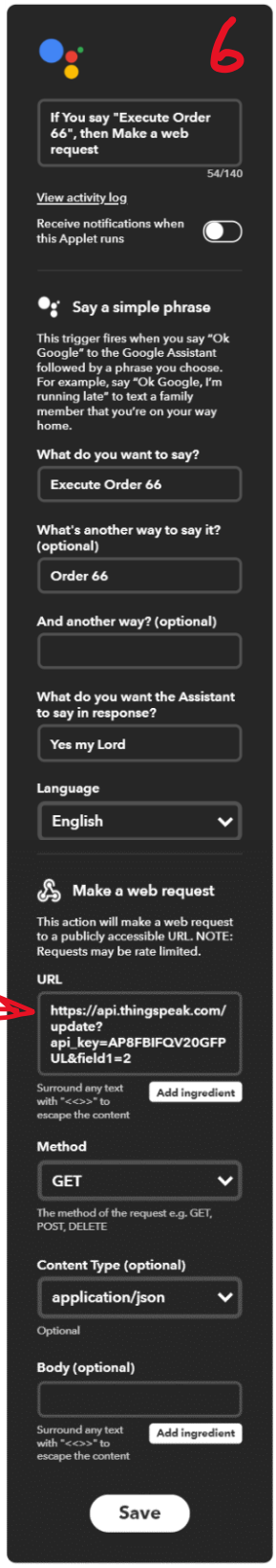









```
{"channel":{"id":773338,"name":"Order 66","description":"Order
66","latitude":"0.0","longitude":"0.0","field1":"Switch","created_at"
:"2019-05-03T16:14:52Z","updated_at":"2019-05-
03T16:14:52Z","last_entry_id":87},"feeds":[{"created_at":"2019-05-
05T12:32:48Z","entry_id":86,"field1":"1"},{"created_at":"2019-05-
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]!='}'){
        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]==']' && ServerResponseBuffer[n+4]==')' && ServerResponseBuffer[n+2]==')')
        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 = 0x0007; // 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!