

# IOT Smart Plant Monitoring and Irrigation System Project

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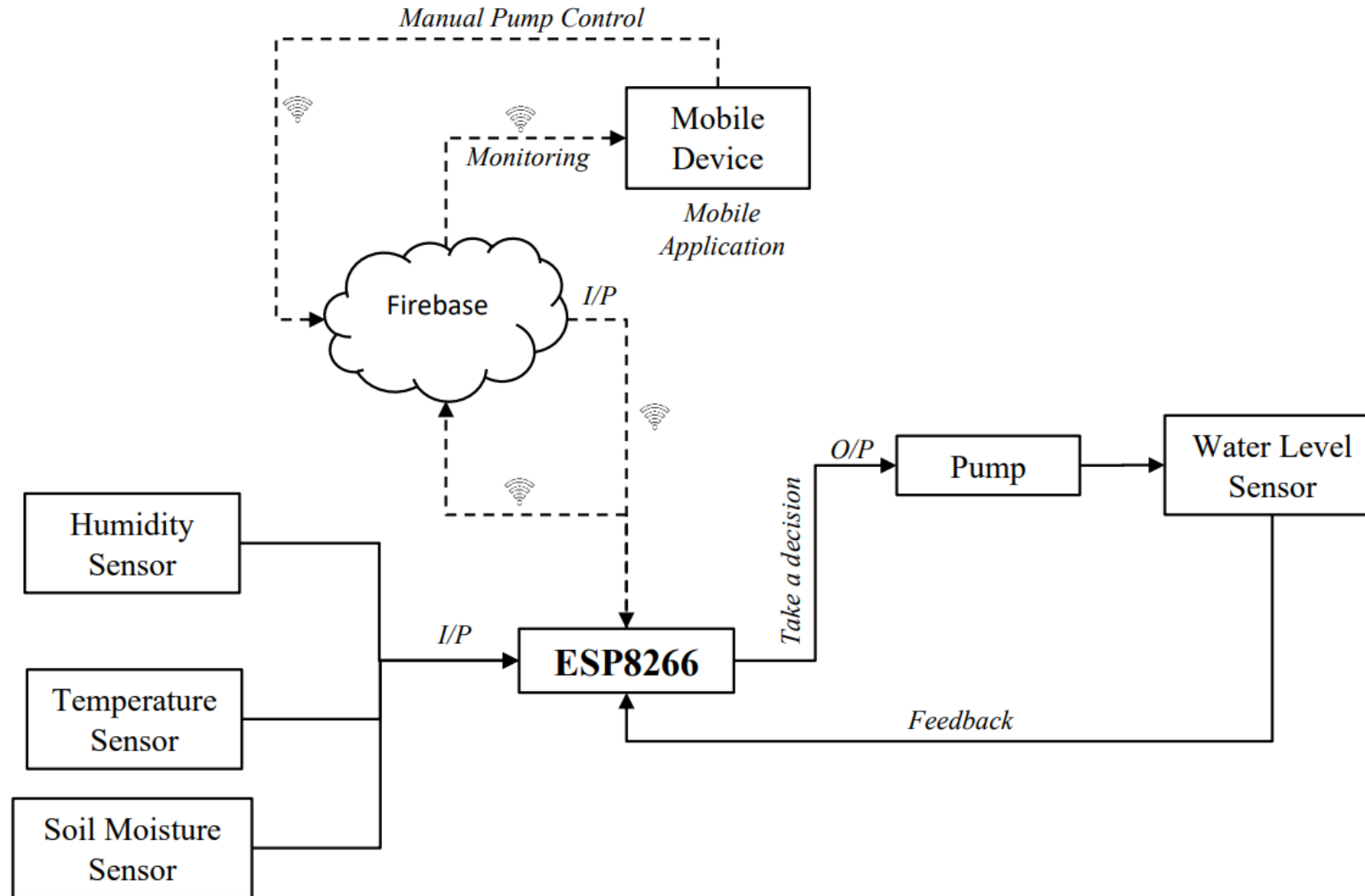
# Introduction

An IoT smart plant monitoring and irrigation system is a technology that helps people monitor and water their plants using the internet. The system includes sensors that measure factors like soil moisture, temperature, and humidity, and then sends that information to the firebase that can be accessed online. Users can then check on their plants remotely, and the system can even water the plants automatically based on the data collected by the sensors.

# Introduction

There are many different types of smart plant monitoring and irrigation systems available, ranging from DIY projects like this project that use basic components, to commercial products that are designed specifically for agriculture. These systems can be a great way to keep plants healthy, even if the user is not able to be physically present to care for them.

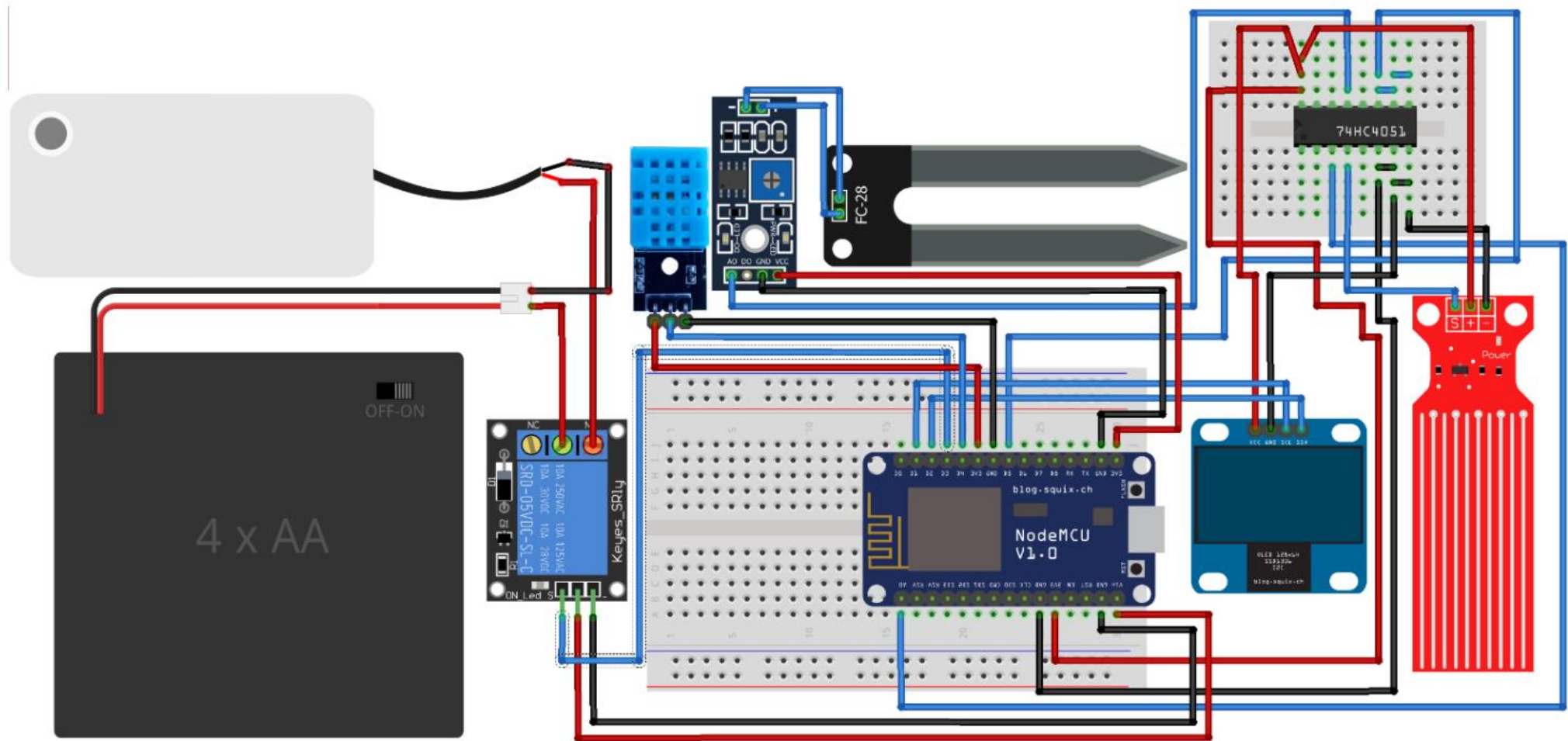
# Functional Block Diagram




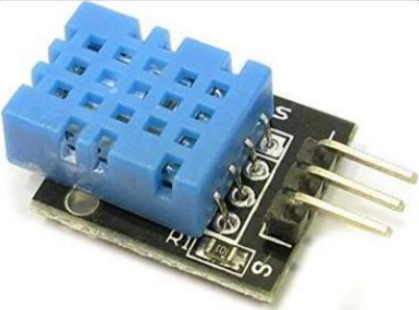
# Functional Block Diagram

The system begins by measuring the temperature, humidity of the environment, and the soil moisture through the corresponding sensors. These readings are used by the ESP8266 NodeMCU board to take a decision whether to open the pump or not. The water level sensor checks continuously if the water level exceeds some value, if it exceeds this value, the pump will be turned off. Also, the ESP8266 sends the sensors readings to the firebase, so the mobile application can read these values and monitor the irrigation system.

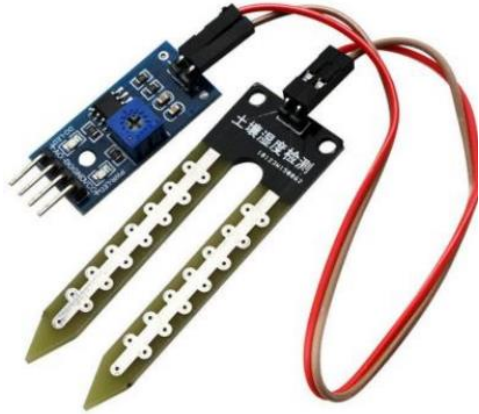

# Schematic Diagram



# Components



Component	Function
 <p>ESP8266 NodeMCU board</p>	It is the microcontroller used to control the system, sends, and receives data to and from the firebase enabling real-time monitoring, and manual control.
 <p>DHT11 Sensor</p>	It is used to measure the humidity and temperature of the environment.

# Components

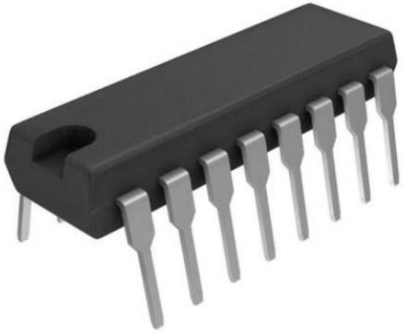

Component	Function
 <p>Soil Moisture Sensor</p>	<p>It is used to measure the moisture of the soil.</p>
 <p>Relay Module 5V – 1 Channel</p>	<p>It is used to turn ON or OFF the pump.</p>



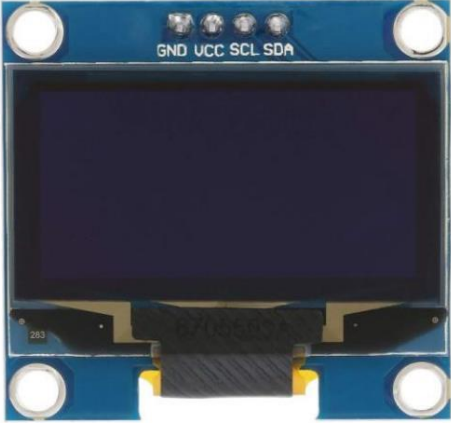
# Components

Component	Function
 <p data-bbox="596 896 835 932">4x AA Battery</p>	<p data-bbox="1294 501 2354 743">It is used to deliver power to the pump when the relay's control signal is high.</p>
 <p data-bbox="614 1286 787 1309">DC pump – 6V</p>	<p data-bbox="1294 976 2175 1043">It is used to irrigate the plant.</p>

# Components

Component	Function
 <p>CD74HC4051 – 8 Channels Multiplexer/Demultiplexer</p>	<p>It is used to enable the multi-use of the single analog pin available in the NodeMCU board.</p>
 <p>Water Level Sensor</p>	<p>It is used to measure the level of the water in the plant.</p>

# Components

Component	Function
 <p>OLED 128x64 pixels</p>	<p>It is used to monitor the readings of sensors.</p>

# List of Components

Component	Price of One Unit	Quantity	Component Price
4x AA battery	20	1	20
Battery Holder	15	1	15
Pump + Hoses	85	1	85
Breadboard	25	1	25
ESP8266	200	1	200
Relay	50	1	50
DHT11	50	1	1
Soil Moisture Sensor	80	1	80
Tie Cables	1	10	10
M3x10 Bolts	1	20	20
M3 Nuts	1	20	20

# List of Components

Component	Price of One Unit	Quantity	Component Price
Plant	25	1	25
Spacers	2.5	4	10
Laser Cut	100	1	100
Jumpers	1	15	15
Multiplexer	45	1	45
Water Level Sensor	25	1	25

**Expected Budget: 795 EGP**

# Using Multiplexer or Arduino UNO with ESP?

Using a multiplexer with the ESP8266 that has only one analog input pin can provide several benefits, as follow:

- Firstly, it can allow for the expansion of the number of analog inputs available to the ESP8266, which is useful when the project requires multiple analog sensors to be monitored.
- Secondly, it can help to reduce the number of pins required for interfacing with the ESP8266, which is important in space-constrained designs.
- Thirdly, it can simplify the wiring and reduce the complexity of the code required to read from multiple sensors.

# Using Multiplexer or Arduino UNO with ESP?

Additionally, by using the Arduino UNO with six analog pins and connecting it to the ESP8266, it allows for the flexibility of using the more powerful Arduino board to handle the analog input while still being able to communicate with the ESP8266 wirelessly. However, this requires an additional board and can be more complex to set up.

In contrast, using a multiplexer with the ESP8266 NodeMCU can provide a more compact and cost-effective solution, as well as lower power consumption. It can also be more suitable for certain applications where space is limited and a smaller number of analog inputs are required.

# Using Multiplexer or Arduino UNO with ESP?

Using a multiplexer with the ESP8266 to directly read from sensors can eliminate the need for data transfer between the two devices, potentially reducing overall latency and increasing the speed of data acquisition.

Using a multiplexer with the ESP8266 to directly read from sensors can eliminate the need for data transfer between the two devices, potentially reducing overall latency and increasing the speed of data acquisition.

According to the table shown, the total delay in reading output from multiplexer in worst case after changing the select pins would be  $90 + 340 + 340 \text{ ns} = 770 \text{ ns}$ .

## 6.7 Switching Characteristics

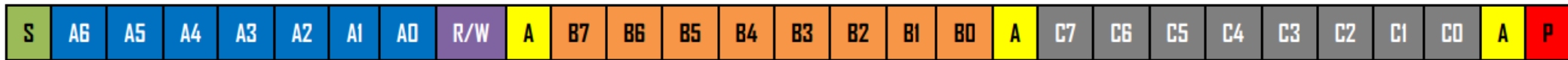
over recommended operating free-air temperature range (unless otherwise noted) (see [Figure 9](#))

PARAMETER	FROM (INPUT)	TO (OUTPUT)	LOAD CAPACITANCE	V <sub>EE</sub>	V <sub>CC</sub>	T <sub>A</sub> = 25°C			T <sub>A</sub> = -55°C TO 125°C			UNIT
						MIN	TYP	MAX	MIN	TYP	MAX	
t <sub>pd</sub>	IN	OUT	C <sub>L</sub> = 15 pF	0 V	5 V	4						ns
			C <sub>L</sub> = 50 pF		2 V	60			90			
					4.5 V	12			18			
					6 V	10			15			
					-4.5 V	4.5 V	8			12		
t <sub>ten</sub>	ADDRESS SEL or E	OUT	C <sub>L</sub> = 15 pF	0 V	5 V	19						ns
			C <sub>L</sub> = 50 pF		2 V	225			340			
					4.5 V	45			68			
					6 V	38			57			
					-4.5 V	4.5 V	32			48		
t <sub>dis</sub>	ADDRESS SEL or E	OUT	C <sub>L</sub> = 15 pF	0 V	5 V	19						ns
			C <sub>L</sub> = 50 pF		2 V	225			340			
					4.5 V	45			68			
					6 V	38			57			
					-4.5 V	4.5 V	32			48		
C <sub>I</sub>	Control		C <sub>L</sub> = 50 pF			10			10			pF

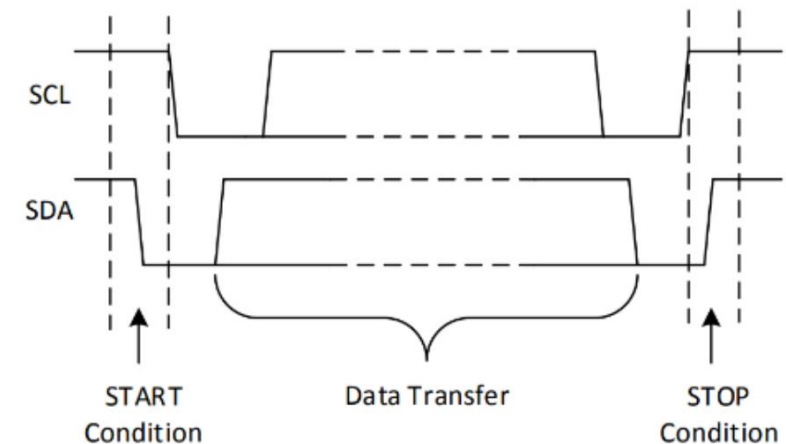


# Using Multiplexer or Arduino UNO with ESP?: I2C Protocol

In the case of sending data from Arduino UNO to ESP8266 using the I2C protocol, we would need at least 29 clock cycles.



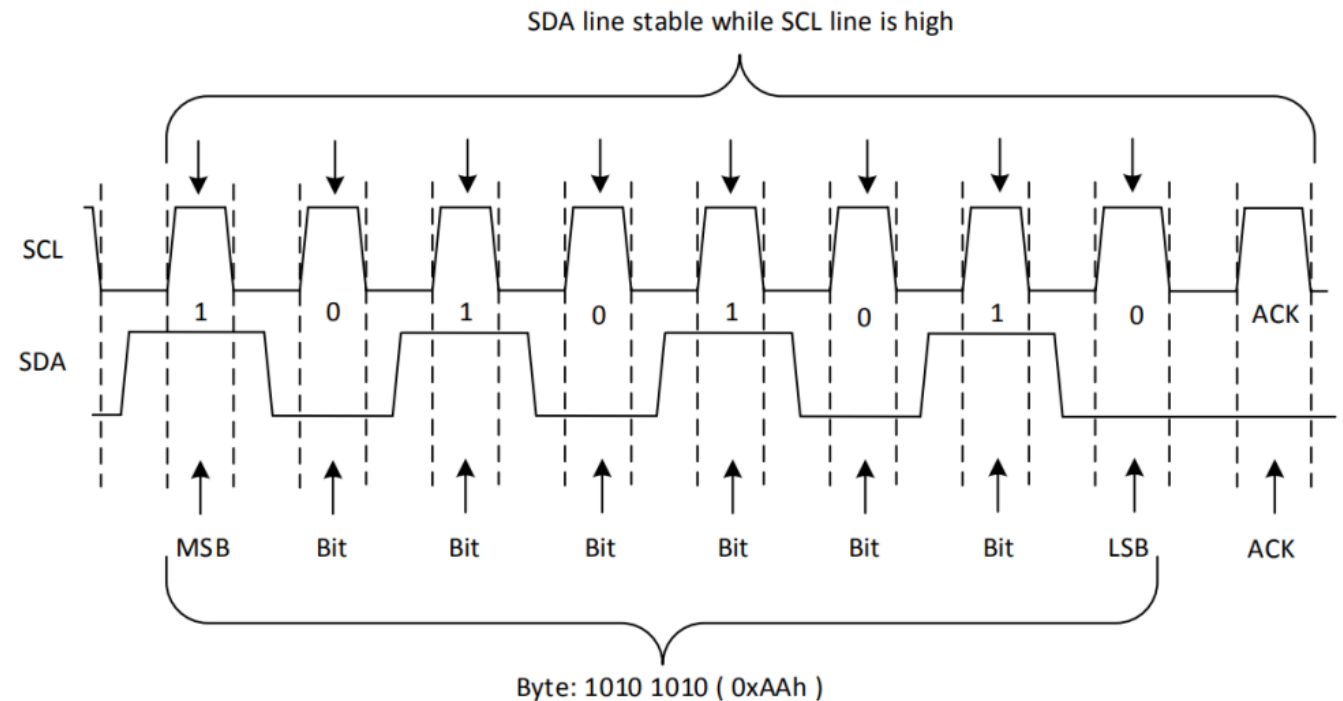
**S:** Start Condition - **P:** Stop Condition.  
The start condition is a high-to-low transition on the SDA line while the SCL is high, while the stop condition is a low-to-high transition on the SDA line while the SCL is high.



# Using Multiplexer or Arduino UNO with ESP?: I2C Protocol

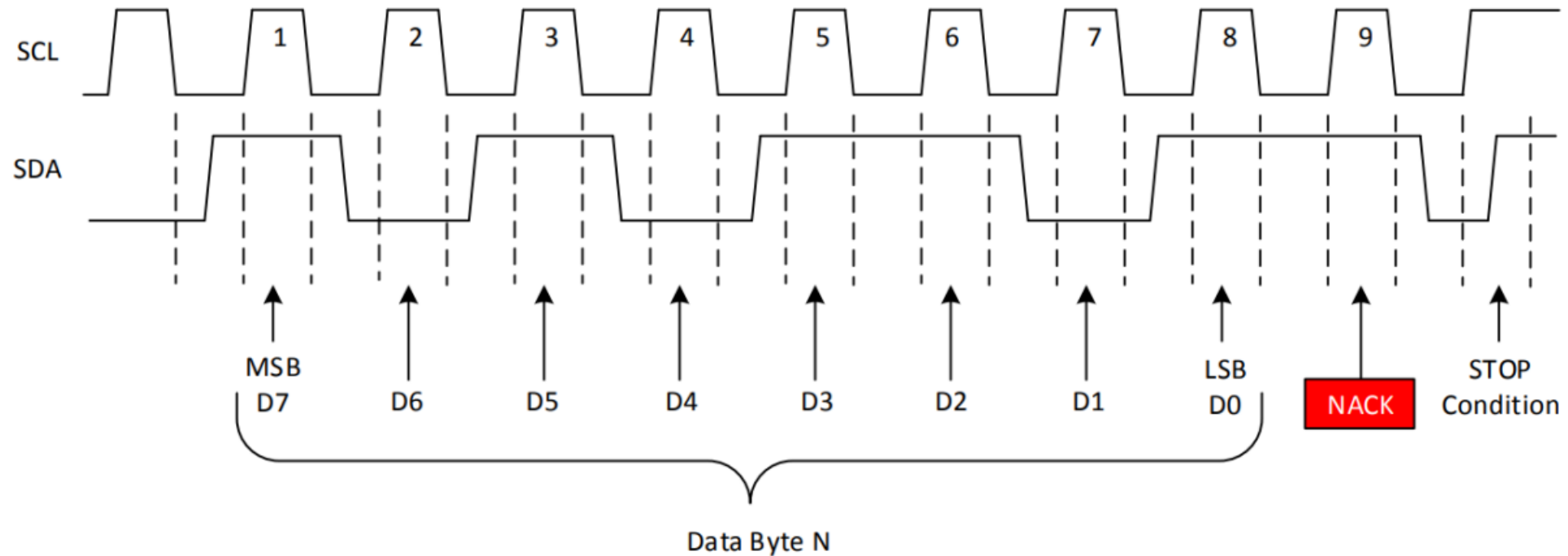
- A6-A0 bits are the address bits of the slave.
- R/W is the read or write bit.
- A is the acknowledgement bit. The address of the slave begins with the MSB, and ends with the LSB, each bit is transferred during one clock cycle.

The R/W bit indicates whether the master will read from the slave or write to it. If it is high, it means that the master will read from the slave, and if it is low, it means that the master will write to the slave. The A bit is an acknowledgement sent by the slave to indicate that it has received the preceding byte successfully.



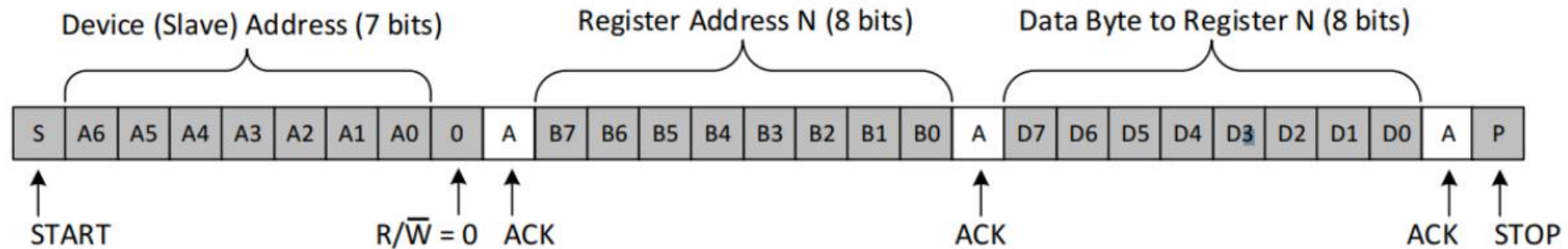
# Using Multiplexer or Arduino UNO with ESP?: I2C Protocol

In case of ACK: the SDA line during the corresponding clock cycle will be pulled down, while in NACK it will be pulled high, then the sending process will be stopped.



# Using Multiplexer or Arduino UNO with ESP?: I2C Protocol

- B7-B0: are the bits of the register address from which the data will be read, or to which the data will be written.
- C7-C0: are the bits of the read/written data.



# Using Multiplexer or Arduino UNO with ESP?: I2C Protocol

Using the default I2C clock speed, which is 100kHz. Then, one clock cycle is equivalent to 10 microseconds.

Therefore, the 29 clock cycles take 290 microseconds.

$$290\mu s \gg 770ns$$

This is 376.6 times in the best case greater than the worst-case latency of using a multiplexer with an ESP8266 NodeMCU.

# Arduino UNO vs ESP8266

## Processing Power of Arduino UNO vs Processing Power of ESP8266 NodeMCU:

The processing power of the ESP8266 is higher than that of the Arduino Uno. The ESP8266 is equipped with a 32-bit RISC processor, running at 80 MHz, while the Arduino Uno is equipped with an 8-bit AVR processor, running at 16 MHz.

Additionally, the ESP8266 has more memory than the Arduino Uno, with up to 96 KB of RAM and 4 MB of flash memory available. This means that the ESP8266 can handle more complex tasks and programs than the Arduino Uno.

In summary, the primary difference between a 32-bit RISC (Reduced Instruction Set Computing) processor and an 8-bit AVR processor is their word size and instruction set architecture, which can affect their speed and performance in different types of applications

# Arduino UNO vs ESP8266

- **ATMega328P** Processor

- **Memory**

- AVR CPU at up to 16 MHz
    - 32KB Flash
    - 2KB SRAM
    - 1KB EEPROM

Arduino UNO

## 3.1. CPU, Memory, and Flash

### 3.1.1. CPU

The ESP8266EX integrates a Tensilica L106 32-bit RISC processor, which achieves extra-low power consumption and reaches a maximum clock speed of 160 MHz. The Real-Time Operating System (RTOS) and Wi-Fi stack allow 80% of the processing power to be available for user application programming and development. The CPU includes the interfaces as below:

Ram:

According to our current version of SDK, SRAM space available to users is assigned as below.

- RAM size < 50 kB, that is, when ESP8266EX is working under the Station mode and connects to the router, the maximum programmable space accessible in Heap + Data section is around 50 kB.

ESP8266

# Conclusion

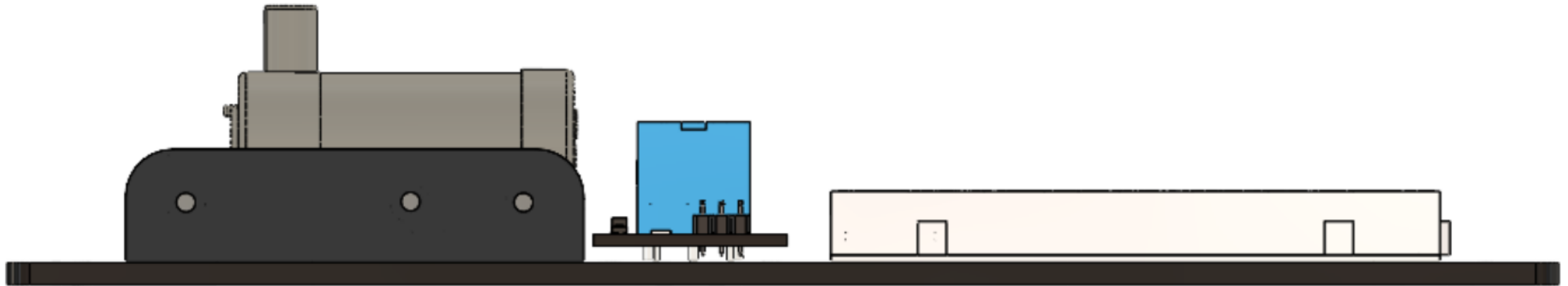
∴ The processing power of ESP8266 is higher than that of Arduino UNO, and it takes much more time to send data from Arduino UNO to ESP8266 using the I2C communication protocol.

∴ It is much wiser to **use a multiplexer** with ESP8266, which is much cheaper, and smaller than Arduino UNO board



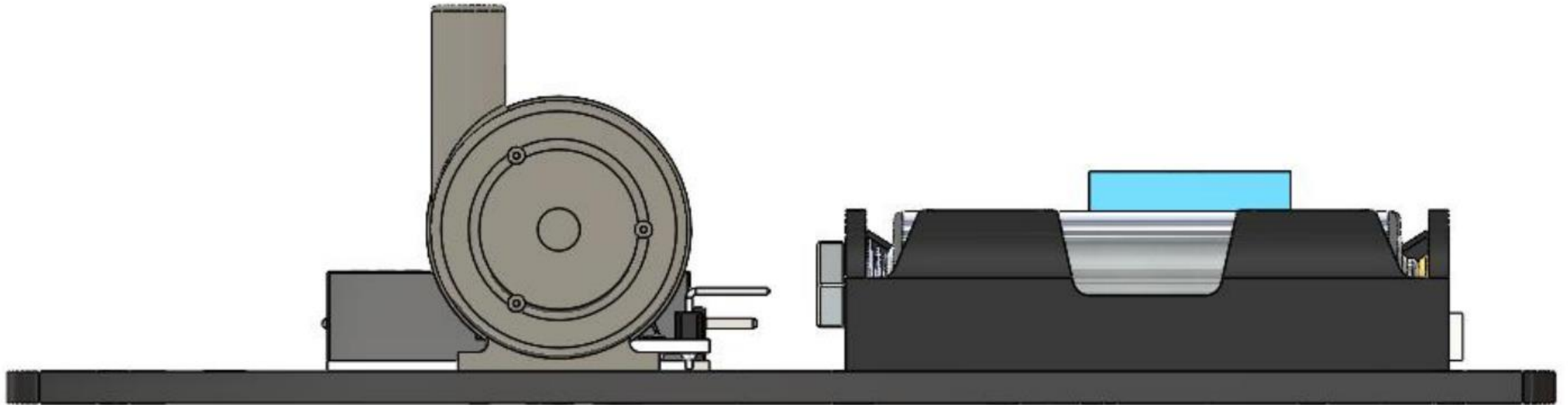
# CAD Design

Elevation View:



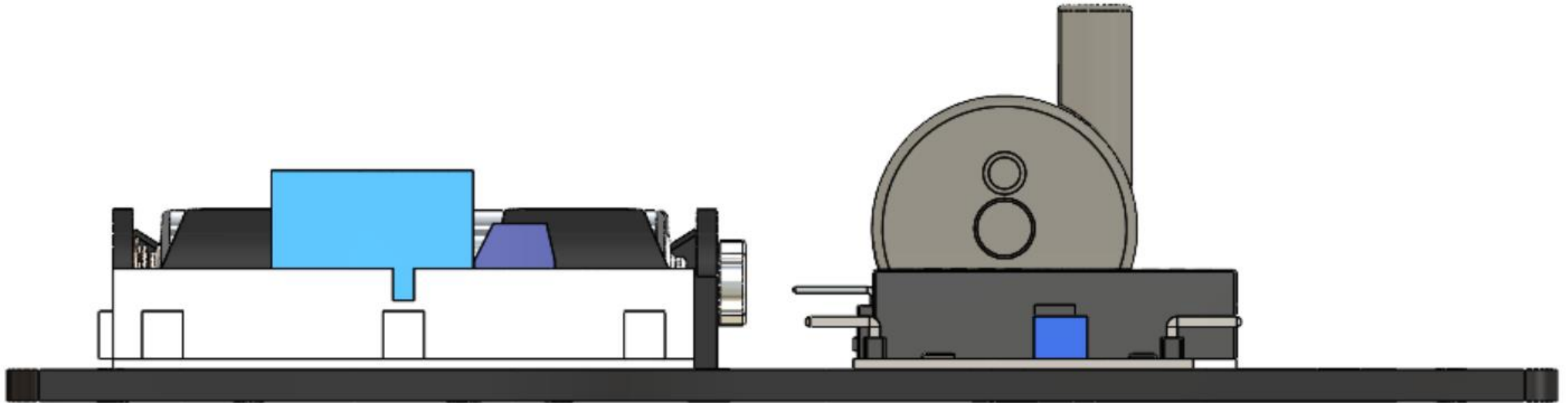
# CAD Design

Left Side View:



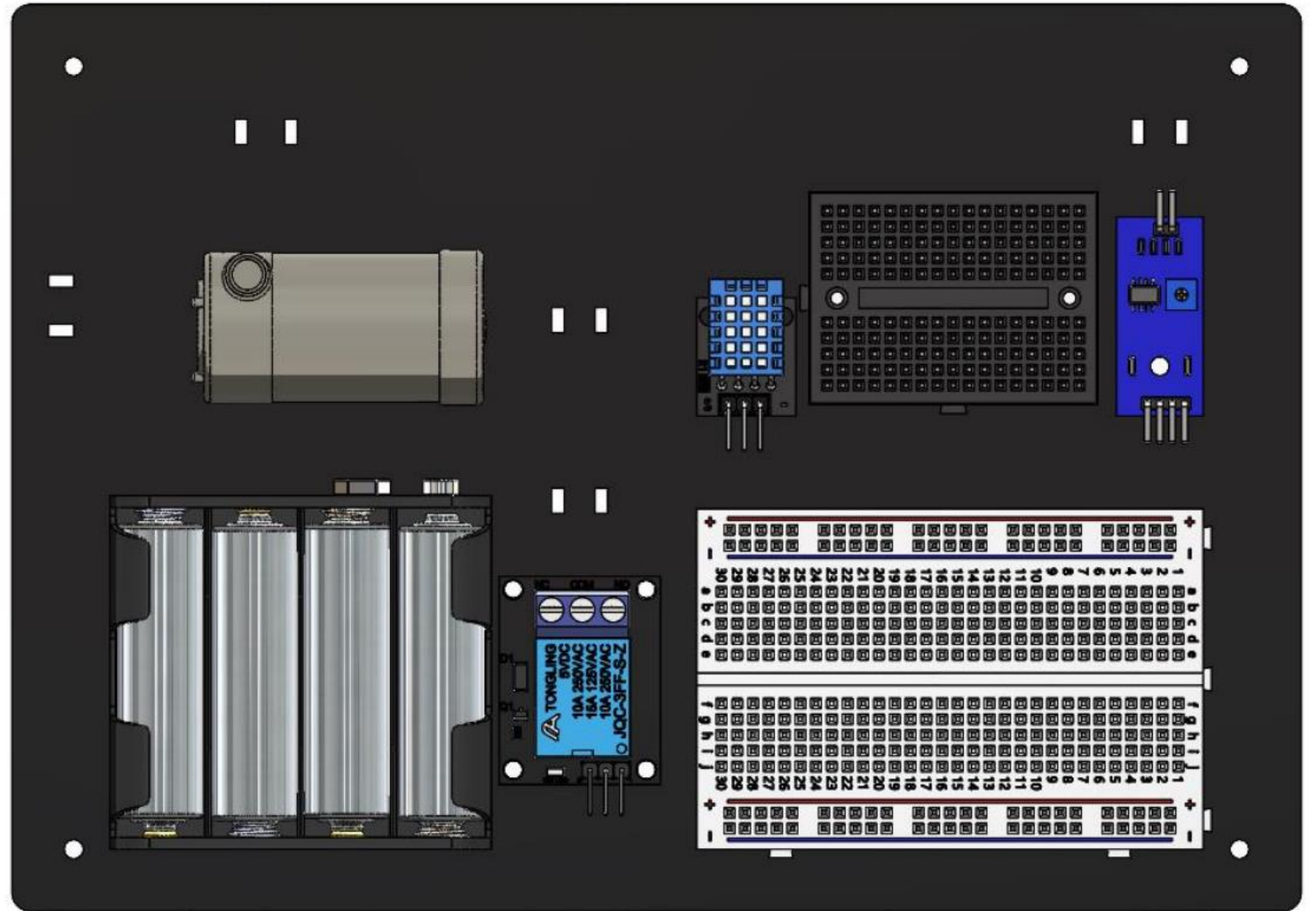
# CAD Design

Right Side View:



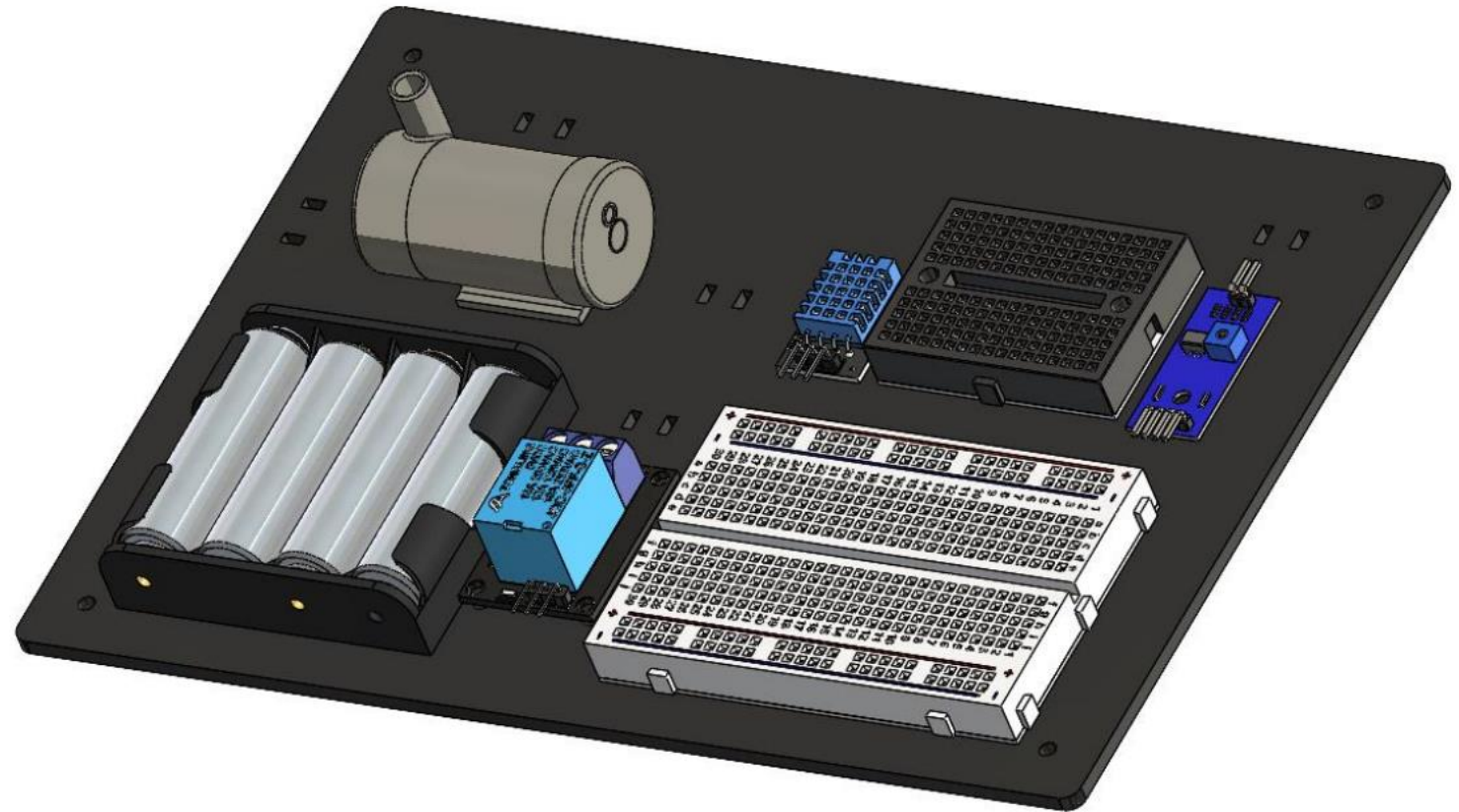
# CAD Design

Plan View:

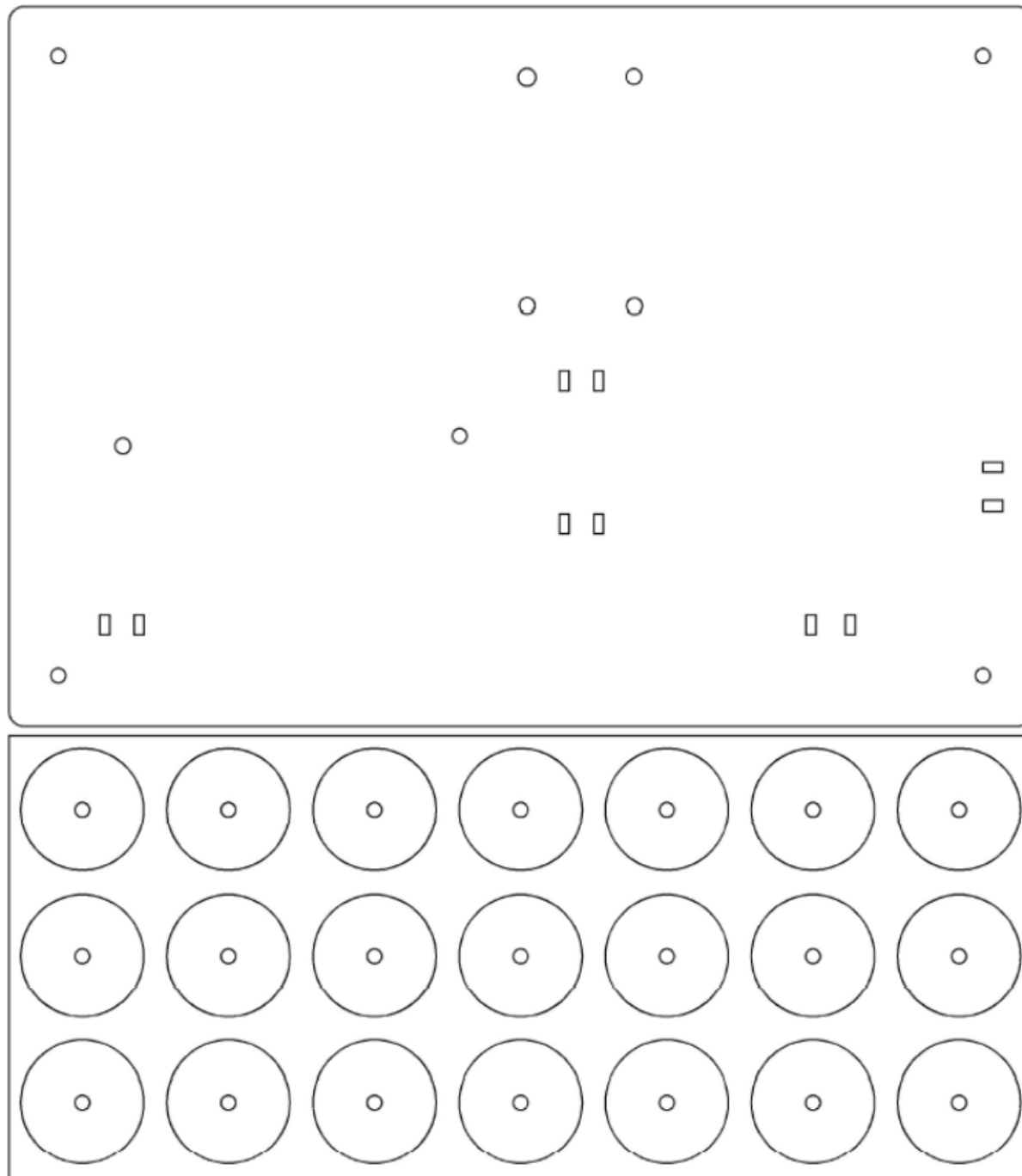


# CAD Design

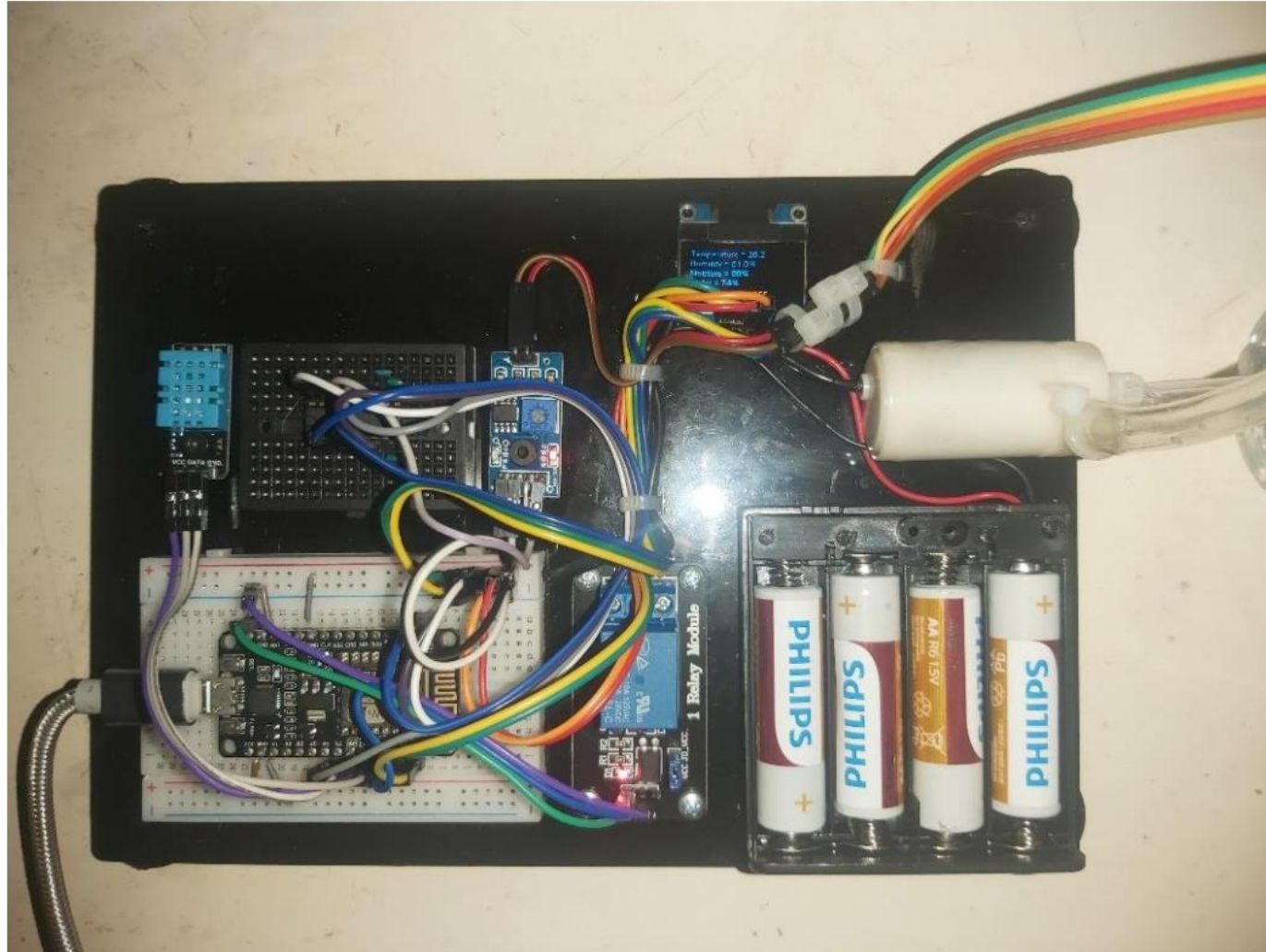
Inclined View:



# Laser Cut



# Assembly of Complete System





# Assembly of Complete System





# Assembly of Complete System

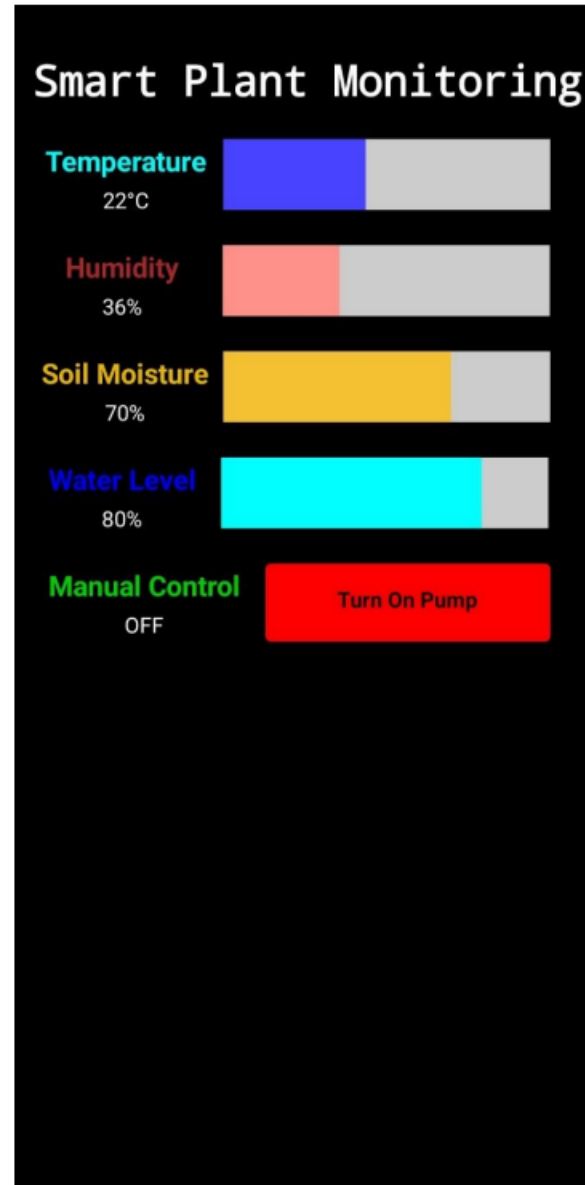


# Mobile Application

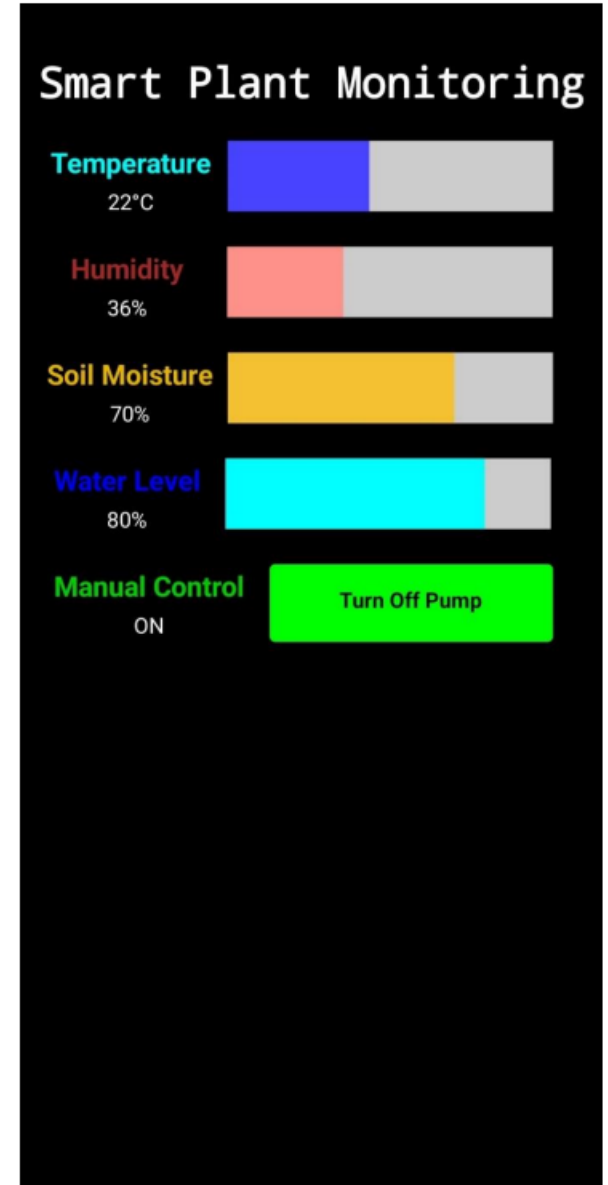
This mobile application is created by MIT App Inventor.

This mobile application reads the temperature, humidity, soil moisture, and water level sensor from Firebase. Then, update the progress bars depending on the values retrieved from Firebase.

Manual Control is OFF:



Manual Control is ON:



# Mobile Application: Blocks

```
initialize global (TagWater) to "Water"

initialize global (Temp) to decimal 0.0

initialize global (MasterControl) to 0

initialize global (TagPump) to Pump

initialize global (MaxTemp) to decimal 50.0

initialize global (TagTemperature) to "Temperature"

initialize global (TagMasterControl) to MasterControl

initialize global (TagHumidity) to "Humidity"

initialize global (TagMoisture) to "Moisture"

initialize global (Humidity) to 0

initialize global (Moisture) to 0

initialize global (WaterLevel) to 0
```

```
to ChangePumpStatus
do
  if (Label13 > Text) = "OFF"
  then call TurnPumpOn
  else call TurnPumpOff
```

```
to Humidity
do
  call Canvas2 > Clear
  call FirebaseDB1 > GetValue
  tag get global TagHumidity
  valueIfTagNotThere
  call Canvas2 > DrawLine
  x1 0
  y1 0
  x2 (get global Humidity / 100 * Canvas2 > Width)
  y2 0
  set Label6 > Text to (join (get global Humidity) "%")
```

```
to InitializeUI
do
  set Canvas1 > Height to 50
  set Canvas2 > Height to 50
  set Canvas3 > Height to 50
  set Canvas4 > Height to 50
  set Canvas1 > LineWidth to 100
  set Canvas2 > LineWidth to 100
  set Canvas3 > LineWidth to 100
  set Canvas4 > LineWidth to 100
  set HorizontalArrangement3 > Height to 55
  set HorizontalArrangement6 > Height to 55
  set HorizontalArrangement7 > Height to 55
  set HorizontalArrangement10 > Height to 55
```

```
to Moisture
do
  call Canvas3 > Clear
  call FirebaseDB1 > GetValue
  tag get global TagMoisture
  valueIfTagNotThere
  call Canvas3 > DrawLine
  x1 0
  y1 0
  x2 (get global Moisture / 100 * Canvas3 > Width)
  y2 0
  set Label9 > Text to (join (get global Moisture) "%")
```

```
to Pump
do
  call FirebaseDB1 > GetValue
  tag get global TagMasterControl
  valueIfTagNotThere
  if (get global MasterControl) = 0
  then call TurnPumpOff
```

```
to Temperature
do
  call Canvas1 > Clear
  call FirebaseDB1 > GetValue
  tag get global TagTemperature
  valueIfTagNotThere
  call Canvas1 > DrawLine
  x1 0
  y1 0
  x2 (get global Temp / get global MaxTemp * Canvas1 > Width)
  y2 0
  set Label3 > Text to (join (get global Temp) "%")
```

```
to TurnPumpOff
do
  set Label13 > Text to "OFF"
  set Button2 > Text to "Turn On Pump"
  call FirebaseDB1 > StoreValue
  tag get global TagPump
  valueToStore 0
  set Button2 > BackgroundColor to red
```

```
to TurnPumpOn
do
  set Label13 > Text to "ON"
  set Button2 > Text to "Turn Off Pump"
  call FirebaseDB1 > StoreValue
  tag get global TagPump
  valueToStore 1
  set Button2 > BackgroundColor to green
```

```
to Water
do
  call Canvas4 > Clear
  call FirebaseDB1 > GetValue
  tag get global TagWater
  valueIfTagNotThere
  call Canvas4 > DrawLine
  x1 0
  y1 0
  x2 (get global WaterLevel / 100 * Canvas4 > Width)
  y2 0
  set Label11 > Text to (join (get global WaterLevel) "%")
```

```
when Button2 > Click
do
  if (get global MasterControl) = 0
  then call ChangePumpStatus
  else call TurnPumpOff
```


```
when Clock1 > Timer
do
  call Temperature
  call Humidity
  call Moisture
  call Water
  call Pump
```

```
when FirebaseDB1 > GotValue
tag value
do
  if (get tag) = (get global TagTemperature)
  then set global Temp to get value
  if (get tag) = (get global TagHumidity)
  then set global Humidity to get value
  if (get tag) = (get global TagMoisture)
  then set global Moisture to get value
  if (get tag) = (get global TagWater)
  then set global WaterLevel to get value
  if (get tag) = (get global TagMasterControl)
  then set global MasterControl to get value
```

```
when Screen1 > Initialize
do
  set Clock1 > TimerInterval to 50
  call InitializeUI
  set Clock1 > TimerEnabled to true
```

```
when Screen1 > BackPressed
do
  call TurnPumpOff
```

# Firestore

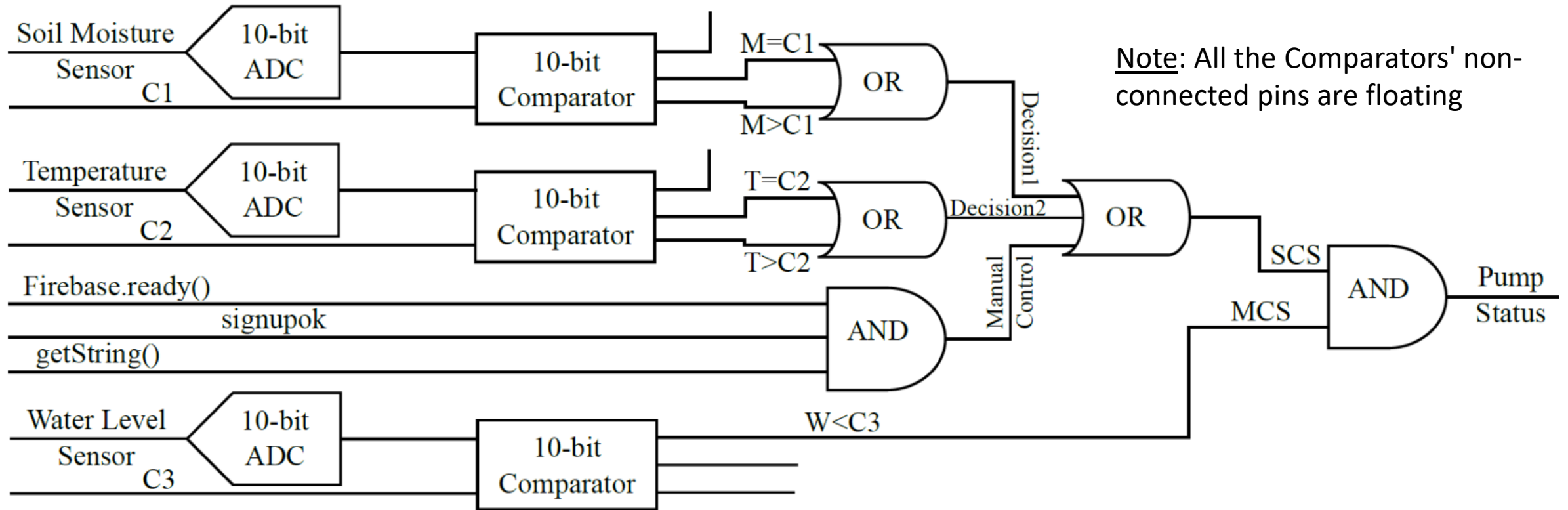
 <https://smart-plant-monitoring-769a7-default-rtdb.firebaseio.com>

```
https://smart-plant-monitoring-769a7-default-rtdb.firebaseio.com/  
|  
▼ — Smart_Plant_Monitoring  
  — Humidity: 63  
  — MasterControl: "1"  
  — Moisture: 65  
  — Pump: "0"  
  — Temperature: 26.1  
  — Water: 45
```

# Firestore & Mobile Application

Also, the mobile application, can turn ON the pump by clicking on the button “turn on pump” if the MasterControl is high. The MasterControl is high when the water level is not high. If the water level is high, the MasterControl will be low, and this will turn OFF the pump even if it is turned ON by the user, and the status of button in mobile application will be changed accordingly.

# Logic Circuit Diagram



- SCS: Slave Control Signal
- MCS: Master Control Signal
- M: Moisture Level
- C1: Moisture\_Dry =  $750_{10} = 10\ 1110\ 1110_2$
- T: Temperature in degree Celsius
- W: Water Level
- C3: Water\_High =  $600_{10} = 10\ 0101\ 1000_2$
- C2: TempHigh =  $30^\circ\text{C} \approx 614_{10} = 10\ 0110\ 0110_2$ , this is because the temperature range that DHT11 can measure is between 0 and  $50^\circ\text{C}$ .

# Code

The program consists of 3 files:

- Code.ino (main file)
- helper\_functions.h (contains the declarations of functions and variables)
- helper\_functions.cpp (contains the implementation of functions).

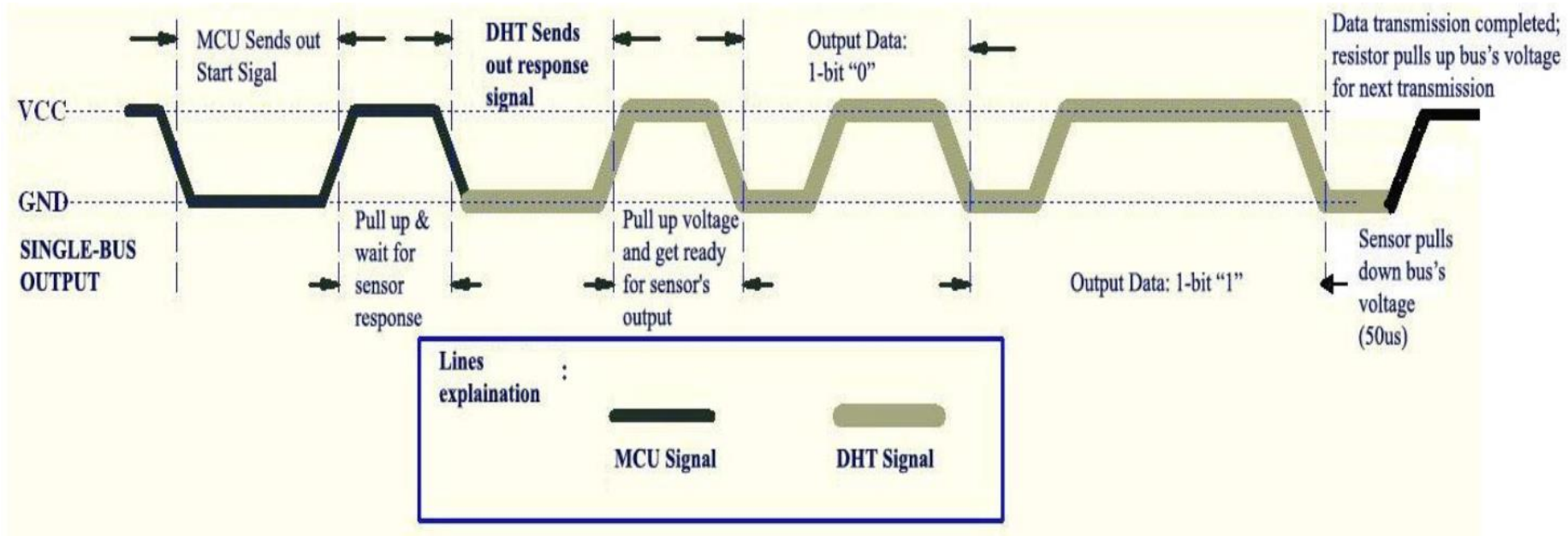
```
void setup() {  
    Serial.begin(SerialBaudRate);  
    initWiFi();  
    initFirebase();  
    initDHTSensor();  
    initAnalogSensors();  
    initPump();  
    initDisplay();  
    updateScreen();  
}
```

```
void loop() {  
    Serial.println("***** New Loop *****");  
    Decision2 = getDHTData();  
    Decision1 = getMoistureData();  
    delay(100);  
    MasterControl = getWaterData();  
    delay(1000);  
    controlPunp();  
    updateFirebase();  
    updateScreen();  
}
```



# How DHT11 sensor works?

When MCU sends a start signal, DHT11 changes from the low-power-consumption mode to the running-mode, waiting for MCU completing the start signal. Once it is completed, DHT11 sends a response signal of 40-bit data that include the relative humidity and temperature information to MCU. Users can choose to collect (read) some data. Without the start signal from MCU, DHT11 will not give the response signal to MCU. Once data is collected, DHT11 will change to the lowpower-consumption mode until it receives a start signal from MCU again.





# Initially – Before Response

- [illegible]

# Just after one response

- Data = [0000 0000, 0000 0000, 0000 0000, 0000 0000, 0000 0000]
- Cycles =  
[7,3,7,3,7,11,7,11,7,10,8,3,7,10,8,10,8,3,7,3,7,2,8,3,7,3,7,3,8,3,7,3,7,3,  
,8,2,8,3,7,11,7,10,8,3,7,10,7,10,8,3,7,3,7,3,8,3,7,3,7,11,7,11,7,10,8,3,  
6,10,8,3,7,11,7,10,8,10,8,3,7,10]
- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,  
8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,  
11,10,3,10,3,11,10,10,3,10]

# Updating Data: iteration#: 0

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- First element of Data will be updated as follow:
  - Data[0] << 1  
Data = [0000 0000, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [0,0,0,0,0]
  - If highCycles[0] > lowCycles[0]: Data[0] | 1  
Data = [0000 0000, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [0,0,0,0,0]

# Updating Data: iteration#: 1

- lowCycles =  
[7,**7**,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,**3**,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- First element of Data will be updated as follow:
  - Data[0] << 1  
Data = [0000 0000, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [0,0,0,0,0]
  - If highCycles[1] > lowCycles[1]: Data[0] | 1  
Data = [0000 0000, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [0,0,0,0,0]

# Updating Data: iteration#: 2

- lowCycles =  
[7,7,**7**,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,**11**,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- First element of Data will be updated as follow:
  - Data[0] << 1  
Data = [0000 0000, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [0,0,0,0,0]
  - If highCycles[2] > lowCycles[2]: Data[0] | 1  
Data = [0000 0001, 00000000, 00000000, 00000000, 00000000] = [1,0,0,0,0]

# Updating Data: iteration#: 3

- lowCycles =  
[7,7,7,**7**,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,**11**,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- First element of Data will be updated as follow:
  - Data[0] << 1  
Data = [0000 0010, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [2,0,0,0,0]
  - If highCycles[3] > lowCycles[3]: Data[0] | 1  
Data = [0000 0011, 00000000, 00000000, 00000000, 00000000] = [3,0,0,0,0]

# Updating Data: iteration#: 4

- lowCycles =  
[7,7,7,7,**7**,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,**10**,3,10,10,3,3,2,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- First element of Data will be updated as follow:
  - Data[0] << 1  
Data = [0000 0110, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [6,0,0,0,0]
  - If highCycles[4] > lowCycles[4]: Data[0] | 1  
Data = [0000 0111, 00000000, 00000000, 00000000, 00000000] = [7,0,0,0,0]

# Updating Data: iteration#: 5

- lowCycles =  
[7,7,7,7,7,**8**,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,**3**,10,10,3,3,2,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- First element of Data will be updated as follow:
  - Data[0] << 1  
Data = [0000 1110, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [14,0,0,0,0]
  - If highCycles[5] > lowCycles[5]: Data[0] | 1  
Data = [0000 1110, 00000000, 00000000, 00000000, 00000000] = [14,0,0,0,0]



# Updating Data: iteration#: 6

- lowCycles =  
[7,7,7,7,7,8,**7**,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,**10**,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- First element of Data will be updated as follow:
  - Data[0] << 1  
Data = [0001 1100, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [28,0,0,0,0]
  - If highCycles[6] > lowCycles[6]: Data[0] | 1  
Data = [0001 1101, 00000000, 00000000, 00000000, 00000000] = [29,0,0,0,0]

# Updating Data: iteration#: 7 (last one for element 1 in Data)

- lowCycles =  
[7,7,7,7,7,8,7,**8**,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,**10**,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- First element of Data will be updated as follow:
  - $\text{Data}[0] \ll 1$   
 $\text{Data} = [0011\ 1010, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [58,0,0,0,0]$
  - If  $\text{highCycles}[7] > \text{lowCycles}[7]$ :  $\text{Data}[0] \mid 1$   
 $\text{Data} = [0011\ 1011, 00000000, 00000000, 00000000, 00000000] = [59,0,0,0,0]$

# Updating Data: iteration#: 8

- lowCycles =  
[7,7,7,7,7,8,7,8,**8**,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,**3**,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Second element of Data will be updated as follow:
  - Data[1] << 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]
  - If highCycles[8] > lowCycles[8]: Data[1] | 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]

# Updating Data: iteration#: 9

- lowCycles =  
[7,7,7,7,7,8,7,8,8,**7**,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,**3**,2,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Second element of Data will be updated as follow:
  - Data[1] << 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]
  - If highCycles[9] > lowCycles[9]: Data[1] | 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]

# Updating Data: iteration#: 10

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,**7**,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,**2**,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Second element of Data will be updated as follow:
  - Data[1] << 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]
  - If highCycles[10] > lowCycles[10]: Data[1] | 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]

# Updating Data: iteration#: 11

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Second element of Data will be updated as follow:
  - $\text{Data}[1] \ll 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [59,0,0,0,0]$
  - If  $\text{highCycles}[11] > \text{lowCycles}[11]$ :  $\text{Data}[1] \mid 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [59,0,0,0,0]$

# Updating Data: iteration#: 12

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,**7**,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,**3**,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Second element of Data will be updated as follow:
  - Data[1] << 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]
  - If highCycles[12] > lowCycles[12]: Data[1] | 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]

# Updating Data: iteration#: 13

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Second element of Data will be updated as follow:
  - $\text{Data}[1] \ll 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [59,0,0,0,0]$
  - If  $\text{highCycles}[13] > \text{lowCycles}[13]$ :  $\text{Data}[1] \mid 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [59,0,0,0,0]$



# Updating Data: iteration#: 14

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,**8**,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,**3**,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Second element of Data will be updated as follow:
  - Data[1] << 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]
  - If highCycles[14] > lowCycles[14]: Data[1] | 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]

# Updating Data: iteration#: 15 (last one for element 2 in Data)

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Second element of Data will be updated as follow:
  - Data[1] << 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]
  - If highCycles[15] > lowCycles[15]: Data[1] | 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]

# Updating Data: iteration#: 16

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Third element of Data will be updated as follow:
  - $\text{Data}[2] \ll 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [59,0,0,0,0]$
  - If  $\text{highCycles}[16] > \text{lowCycles}[16]$ :  $\text{Data}[2] \mid 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [59,0,0,0,0]$

# Updating Data: iteration#: 17

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Third element of Data will be updated as follow:
  - $\text{Data}[2] \ll 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [59,0,0,0,0]$
  - If  $\text{highCycles}[17] > \text{lowCycles}[17]$ :  $\text{Data}[2] \mid 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [59,0,0,0,0]$

# Updating Data: iteration#: 18

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Third element of Data will be updated as follow:
  - Data[2] << 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]
  - If highCycles[18] > lowCycles[18]: Data[2] | 1  
Data = [0011 1011, 0000 0000, 0000 0000, 0000 0000, 0000 0000] = [59,0,0,0,0]

# Updating Data: iteration#: 19

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,**7**,7,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,3,2,3,**11**,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Third element of Data will be updated as follow:
  - $\text{Data}[2] \ll 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0000, 0000\ 0000, 0000\ 0000] = [59,0,0,0,0]$
  - If  $\text{highCycles}[19] > \text{lowCycles}[19]$ :  $\text{Data}[2] \mid 1$   
 $\text{Data} = [0011\ 1011, 0000\ 0000, 0000\ 0001, 0000\ 0000, 0000\ 0000] = [59,0,1,0,0]$

# Updating Data: iteration#: 20

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,**7**,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,3,2,3,11,**10**,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Third element of Data will be updated as follow:
  - Data[2] << 1  
Data = [0011 1011, 0000 0000, 0000 0010, 0000 0000, 0000 0000] = [59,0,2,0,0]
  - If highCycles[20] > lowCycles[20]: Data[2] | 1  
Data = [0011 1011, 0000 0000, 0000 0011, 0000 0000, 0000 0000] = [59,0,3,0,0]

# Updating Data: iteration#: 21

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,**8**,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,**3**,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Third element of Data will be updated as follow:
  - Data[2] << 1  
Data = [0011 1011, 0000 0000, 0000 0110, 0000 0000, 0000 0000] = [59,0,6,0,0]
  - If highCycles[21] > lowCycles[21]: Data[2] | 1  
Data = [0011 1011, 0000 0000, 0000 0110, 0000 0000, 0000 0000] = [59,0,6,0,0]



# Updating Data: iteration#: 22

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,**7**,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,3,2,3,11,10,3,**10**,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Third element of Data will be updated as follow:
  - Data[2] << 1  
Data = [0011 1011, 0000 0000, 0000 1100, 0000 0000, 0000 0000] = [59,0,12,0,0]
  - If highCycles[22] > lowCycles[22]: Data[2] | 1  
Data = [0011 1011, 0000 0000, 0000 1101, 0000 0000, 0000 0000] = [59,0,13,0,0]

# Updating Data: iteration#: 23 (last one for element 3 in Data)

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,**7**,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,**10**,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Third element of Data will be updated as follow:
  - Data[2] << 1  
Data = [0011 1011, 0000 0000, 0001 1010, 0000 0000, 0000 0000] = [59,0,26,0,0]
  - If highCycles[23] > lowCycles[23]: Data[2] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]

# Updating Data: iteration#: 24

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,**8**,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,**3**,3,3,3,3,11,11,10,3,10,  
,3,11,10,10,3,10]
- Fourth element of Data will be updated as follow:
  - Data[3] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]
  - If highCycles[24] > lowCycles[24]: Data[3] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]

# Updating Data: iteration#: 25

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Fourth element of Data will be updated as follow:
  - Data[3] << 1

Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]

  - If highCycles[25] > lowCycles[25]: Data[3] | 1

Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]

# Updating Data: iteration#: 26

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Fourth element of Data will be updated as follow:
  - Data[3] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]
  - If highCycles[26] > lowCycles[26]: Data[3] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]

# Updating Data: iteration#: 27

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,**8**,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,**3**,3,11,11,10,3,10,3,11,10,10,3,10]
- Fourth element of Data will be updated as follow:
  - Data[3] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]
  - If highCycles[27] > lowCycles[27]: Data[3] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]

# Updating Data: iteration#: 28

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Fourth element of Data will be updated as follow:
  - Data[3] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]
  - If highCycles[28] > lowCycles[28]: Data[3] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]

# Updating Data: iteration#: 29

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,**11**,11,10,3,10,3,11,10,10,3,10]
- Fourth element of Data will be updated as follow:
  - Data[3] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0000, 0000 0000] = [59,0,27,0,0]
  - If highCycles[29] > lowCycles[29]: Data[3] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0001, 0000 0000] = [59,0,27,1,0]



# Updating Data: iteration#: 30

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,**11**,10,3,10,3,11,10,10,3,10]
- Fourth element of Data will be updated as follow:
  - Data[3] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0010, 0000 0000] = [59,0,27,2,0]
  - If highCycles[30] > lowCycles[30]: Data[3] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0011, 0000 0000] = [59,0,27,3,0]

# Updating Data: iteration#: 31 (last one for element 4 in Data)

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,**10**,3,10,3,11,10,10,3,10]
- Fourth element of Data will be updated as follow:
  - Data[3] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0110, 0000 0000] = [59,0,27,6,0]
  - If highCycles[31] > lowCycles[31]: Data[3] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 0000] = [59,0,27,7,0]

# Updating Data: iteration#: 32

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,10]
- Fifth element of Data will be updated as follow:
  - Data[4] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 0000] = [59,0,27,7,0]
  - If highCycles[32] > lowCycles[32]: Data[4] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 0000] = [59,0,27,7,0]

# Updating Data: iteration#: 33

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,**6**,8,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,**10**,3,11,10,10,3,10]
- Fifth element of Data will be updated as follow:
  - Data[4] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 0000] = [59,0,27,7,0]
  - If highCycles[33] > lowCycles[33]: Data[4] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 0001] = [59,0,27,7,1]

# Updating Data: iteration#: 34

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,6,**8**,7,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,  
**3**,11,10,10,3,10]
- Fifth element of Data will be updated as follow:
  - Data[4] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 0010] = [59,0,27,7,2]
  - If highCycles[34] > lowCycles[34]: Data[4] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 0010] = [59,0,27,7,2]

# Updating Data: iteration#: 35

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,7,7,8,6,8,**7**,7,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,  
3,**11**,10,10,3,10]
- Fifth element of Data will be updated as follow:
  - Data[4] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 0100] = [59,0,27,7,4]
  - If highCycles[35] > lowCycles[35]: Data[4] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 0101] = [59,0,27,7,5]

# Updating Data: iteration#: 36

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,**7**,8,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,  
,11,**10**,10,3,10]
- Fifth element of Data will be updated as follow:
  - Data[4] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 1010] = [59,0,27,7,10]
  - If highCycles[36] > lowCycles[36]: Data[4] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0000 1011] = [59,0,27,7,11]

# Updating Data: iteration#: 37

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,**8**,8,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,**10**,3,10]
- Fifth element of Data will be updated as follow:
  - Data[4] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0001 0110] = [59,0,27,7,22]
  - If highCycles[37] > lowCycles[37]: Data[4] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0001 0111] = [59,0,27,7,23]



# Updating Data: iteration#: 38

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,**8**,7]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,**3**,10]

- Fifth element of Data will be updated as follow:

- Data[4] << 1

Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0010 1110] = [59,0,27,7,46]

- If highCycles[38] > lowCycles[38]: Data[4] | 1

Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0010 1110] = [59,0,27,7,46]

# Updating Data: iteration#: 39 (last one for element 5 in Data)

- lowCycles =  
[7,7,7,7,7,8,7,8,8,7,7,8,7,7,8,7,7,8,8,7,7,8,7,7,8,7,7,8,7,7,7,7,8,6,8,7,7,8,8,**7**]
- highCycles =  
[3,3,11,11,10,3,10,10,3,3,2,3,3,3,3,3,3,2,3,11,10,3,10,10,3,3,3,3,3,11,11,10,3,10,3,11,10,10,3,**10**]
- Fifth element of Data will be updated as follow:
  - Data[4] << 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0101 1100] = [59,0,27,7,92]
  - If highCycles[39] > lowCycles[39]: Data[4] | 1  
Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0101 1101] = [59,0,27,7,93]

# Data Validation

- The received data is considered valid if their sum equals the fifth segment (the checksum).
- Data = [0011 1011, 0000 0000, 0001 1011, 0000 0111, 0101 1101] = [59,0,27,7,93]

$$\begin{array}{rcccccccc} & 0 & 0 & 1 & 1 & 1 & 0 & 1 & 1 \\ + & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ + & 0 & 0 & 0 & 1 & 1 & 0 & 1 & 1 \\ + & 0 & 0 & 0 & 0 & 0 & 1 & 1 & 1 \\ \hline & 0 & 1 & 0 & 1 & 1 & 1 & 0 & 1 \end{array}$$

- Data[0] + Data[1] + Data[2] + Data[3] = 0101 1101

# Bitwise Masking:

- Mask = 0xFF = 1111 1111
- Data[0] + Data[1] + Data[2] + Data[3] = 0101 1101
- Sum = (Data[0] + Data[1] + Data[2] + Data[3]) & 0xFF:
- Checksum = 0101 1101
- Is checksum = Sum? **Yes**

$$\begin{array}{r} 0 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 1 \\ \& \ 1 \ 1 \ 1 \ 1 \ 1 \ 1 \ 1 \ 1 \\ \hline 0 \ 1 \ 0 \ 1 \ 1 \ 1 \ 0 \ 1 \end{array}$$

∴ Data might be valid

$$H = \text{Data}[0] + 0.1 \times \text{Data}[1] = 59 + 0.1 \times 0 = 59\%$$

$$T = \text{Data}[2] + 0.1 \times \text{Data}[3] = 27 + 0.1 \times 7 = 27.7^\circ\text{C}$$

# Generating All Possible Test Cases Scenarios

The main objective of generating all possible test case scenarios is to ensure that all cases are met and none are missed.

## Possible Values For Each Parameter:

```
WaterLevel = {"0-599", "600-1024"}  
C1 = "0-599" #<600  
Firebase_ready = {"0", "1"}  
signupok = {"0", "1"}  
getString = {"0", "1"}  
SoilMoistureSensor = {"0-749", "750-1024"}  
C2 = "0-749" #<750  
TemperatureSensor = {"0-29", "30-50"}  
C3 = "0-29" #<30  
userInput = {"0", "1"}
```

# Generating All Possible Test Cases Scenarios: Sample Output

	Water Level	Firestore _ready	signu pok	getSt ring	SoilMoistur eSensor	Temperatur eSensor	userI nput	MasterCont rolSignal	Decis ion1	Decis ion2	ManualC ontrol	SlaveContr olSignal	PumpS tatus
7	0-599	1	1	1	750-1024	0-29	0	1	1	0	0	1	1
8	0-599	1	1	0	0-749	30-50	1	1	0	1	0	1	1
9	0-599	1	1	0	0-749	30-50	0	1	0	1	0	1	1
10	0-599	1	1	0	0-749	0-29	1	1	0	0	0	0	0
11	0-599	1	1	0	0-749	0-29	0	1	0	0	0	0	0
12	0-599	1	1	0	750-1024	30-50	1	1	1	1	0	1	1
13	0-599	1	1	0	750-1024	30-50	0	1	1	1	0	1	1
14	0-599	1	1	0	750-1024	0-29	1	1	1	0	0	1	1
15	0-599	1	1	0	750-1024	0-29	0	1	1	0	0	1	1
16	0-599	1	0	1	0-749	30-50	1	1	0	1	0	1	1
17	0-599	1	0	1	0-749	30-50	0	1	0	1	0	1	1
18	0-599	1	0	1	0-749	0-29	1	1	0	0	0	0	0

# Verifying Generated Test Cases

Test Case 1: Passed	Test Case 2: Passed	Test Case 3: Passed	Test Case 4: Passed
Test Case 5: Passed	Test Case 6: Passed	Test Case 7: Passed	Test Case 8: Passed
Test Case 9: Passed	Test Case 10: Passed	Test Case 11: Passed	Test Case 12: Passed
Test Case 13: Passed	Test Case 14: Passed	Test Case 15: Passed	Test Case 16: Passed
Test Case 17: Passed	Test Case 18: Passed	Test Case 19: Passed	Test Case 20: Passed
Test Case 21: Passed	Test Case 22: Passed	Test Case 23: Passed	Test Case 24: Passed
Test Case 25: Passed	Test Case 26: Passed	Test Case 27: Passed	Test Case 28: Passed
Test Case 29: Passed	Test Case 30: Passed	Test Case 31: Passed	Test Case 32: Passed
Test Case 33: Passed	Test Case 34: Passed	Test Case 35: Passed	Test Case 36: Passed
Test Case 37: Passed	Test Case 38: Passed	Test Case 39: Passed	Test Case 40: Passed
Test Case 41: Passed	Test Case 42: Passed	Test Case 43: Passed	Test Case 44: Passed
Test Case 45: Passed	Test Case 46: Passed	Test Case 47: Passed	Test Case 48: Passed
Test Case 49: Passed	Test Case 50: Passed	Test Case 51: Passed	Test Case 52: Passed
Test Case 53: Passed	Test Case 54: Passed	Test Case 55: Passed	Test Case 56: Passed
Test Case 57: Passed	Test Case 58: Passed	Test Case 59: Passed	Test Case 60: Passed
Test Case 61: Passed	Test Case 62: Passed	Test Case 63: Passed	Test Case 64: Passed
Test Case 65: Passed	Test Case 66: Passed	Test Case 67: Passed	Test Case 68: Passed
Test Case 69: Passed	Test Case 70: Passed	Test Case 71: Passed	Test Case 72: Passed
Test Case 73: Passed	Test Case 74: Passed	Test Case 75: Passed	Test Case 76: Passed
Test Case 77: Passed	Test Case 78: Passed	Test Case 79: Passed	Test Case 80: Passed
Test Case 81: Passed	Test Case 82: Passed	Test Case 83: Passed	Test Case 84: Passed
Test Case 85: Passed	Test Case 86: Passed	Test Case 87: Passed	Test Case 88: Passed
Test Case 89: Passed	Test Case 90: Passed	Test Case 91: Passed	Test Case 92: Passed
Test Case 93: Passed	Test Case 94: Passed	Test Case 95: Passed	Test Case 96: Passed
Test Case 97: Passed	Test Case 98: Passed	Test Case 99: Passed	Test Case 100: Passed
Test Case 101: Passed	Test Case 102: Passed	Test Case 103: Passed	Test Case 104: Passed
Test Case 105: Passed	Test Case 106: Passed	Test Case 107: Passed	Test Case 108: Passed
Test Case 109: Passed	Test Case 110: Passed	Test Case 111: Passed	Test Case 112: Passed
Test Case 113: Passed	Test Case 114: Passed	Test Case 115: Passed	Test Case 116: Passed
Test Case 117: Passed	Test Case 118: Passed	Test Case 119: Passed	Test Case 120: Passed
Test Case 121: Passed	Test Case 122: Passed	Test Case 123: Passed	Test Case 124: Passed
Test Case 125: Passed	Test Case 126: Passed	Test Case 127: Passed	Test Case 128: Passed

Passed Test Cases = 128

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Thank You