



# Making IoT: An Intro for Web Devs

Kristina Durivage  
@gelicia

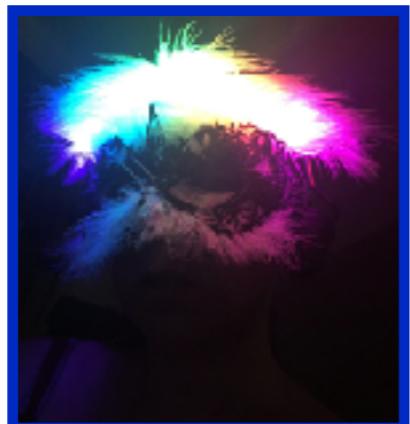
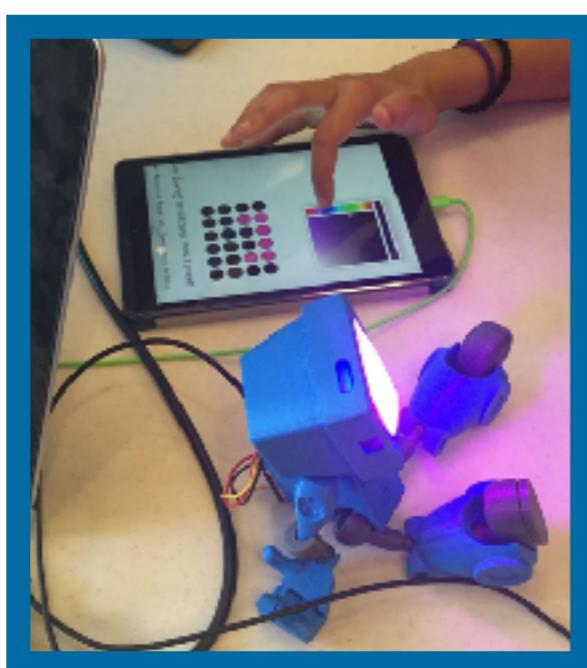
# About Me

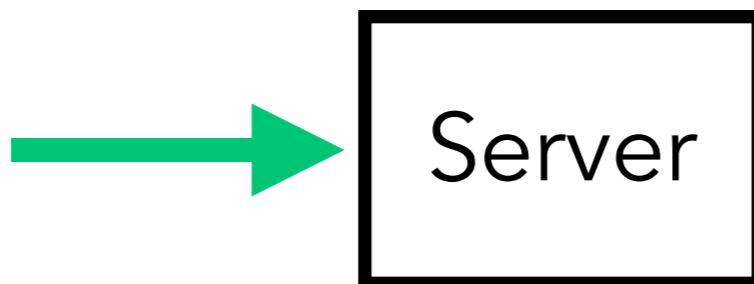
**Day Job:**

**Senior Front End Engineer  
at SmartThings  
(Owned by Samsung)**

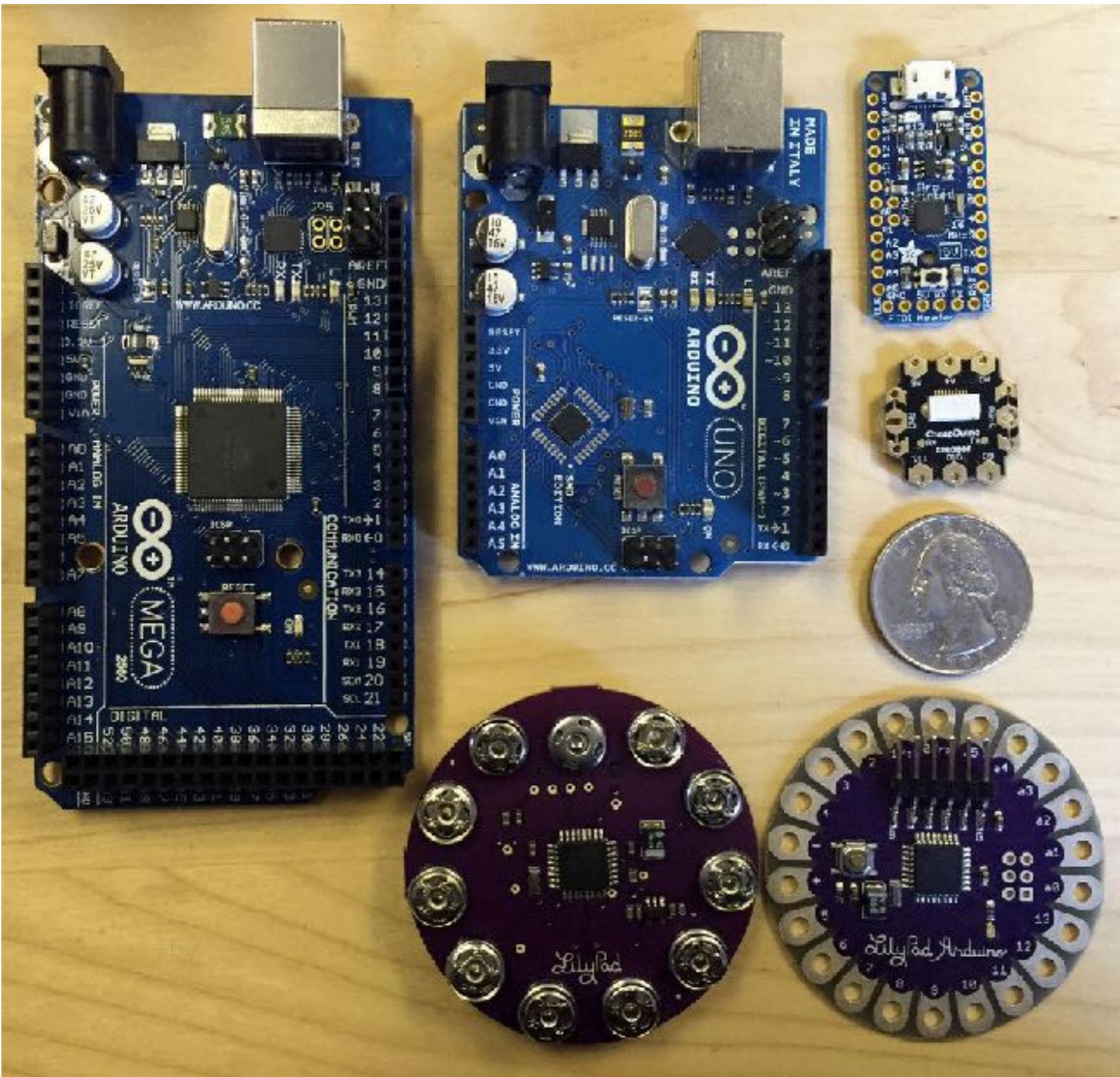
**Hobby:**

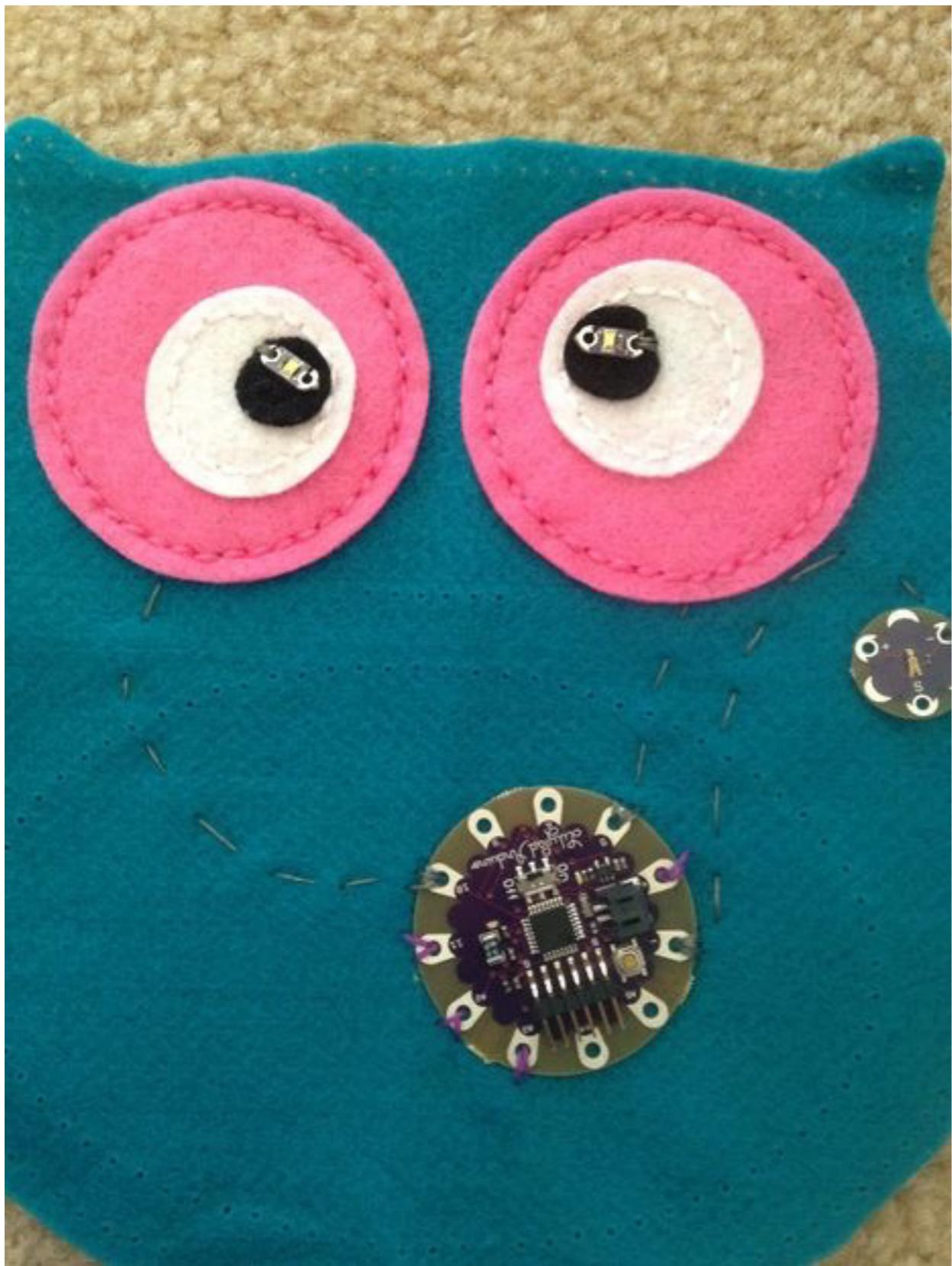
**Building light up stuff and  
fun electronics projects!**





# Sash Demo





<http://www.instructables.com/id/Athena-the-Owl-Pillow-Nightlight-Lilypad-Arduino/?ALLSTEPS>

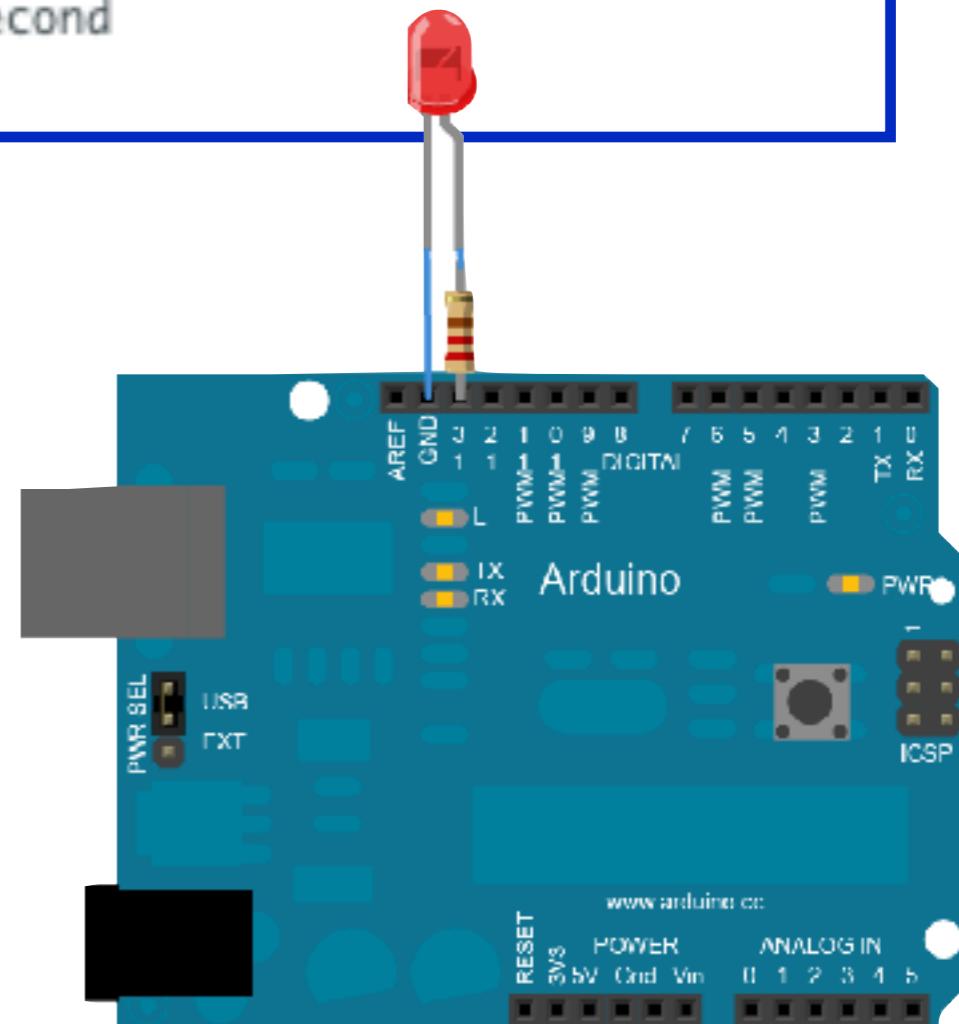
# Hardware Code Basics

```
1 void setup() {  
2  
3 }  
4  
5 void loop() {  
6  
7 }
```

**setup** - runs once when the micro controller gets power

**loop** - runs continuously

```
1 void setup() {  
2     // initialize digital pin LED_BUILTIN as an output.  
3     // LED_BUILTIN is D13 on the Uno  
4     pinMode(LED_BUILTIN, OUTPUT);  
5 }  
6  
7 // the loop function runs over and over again forever  
8 void loop() {  
9     digitalWrite(LED_BUILTIN, HIGH);    // turn the LED on (HIGH is the voltage level)  
10    delay(1000);                      // wait for a second  
11    digitalWrite(LED_BUILTIN, LOW);     // turn the LED off by making the voltage LOW  
12    delay(1000);                      // wait for a second  
13 }
```





**Switch for water**

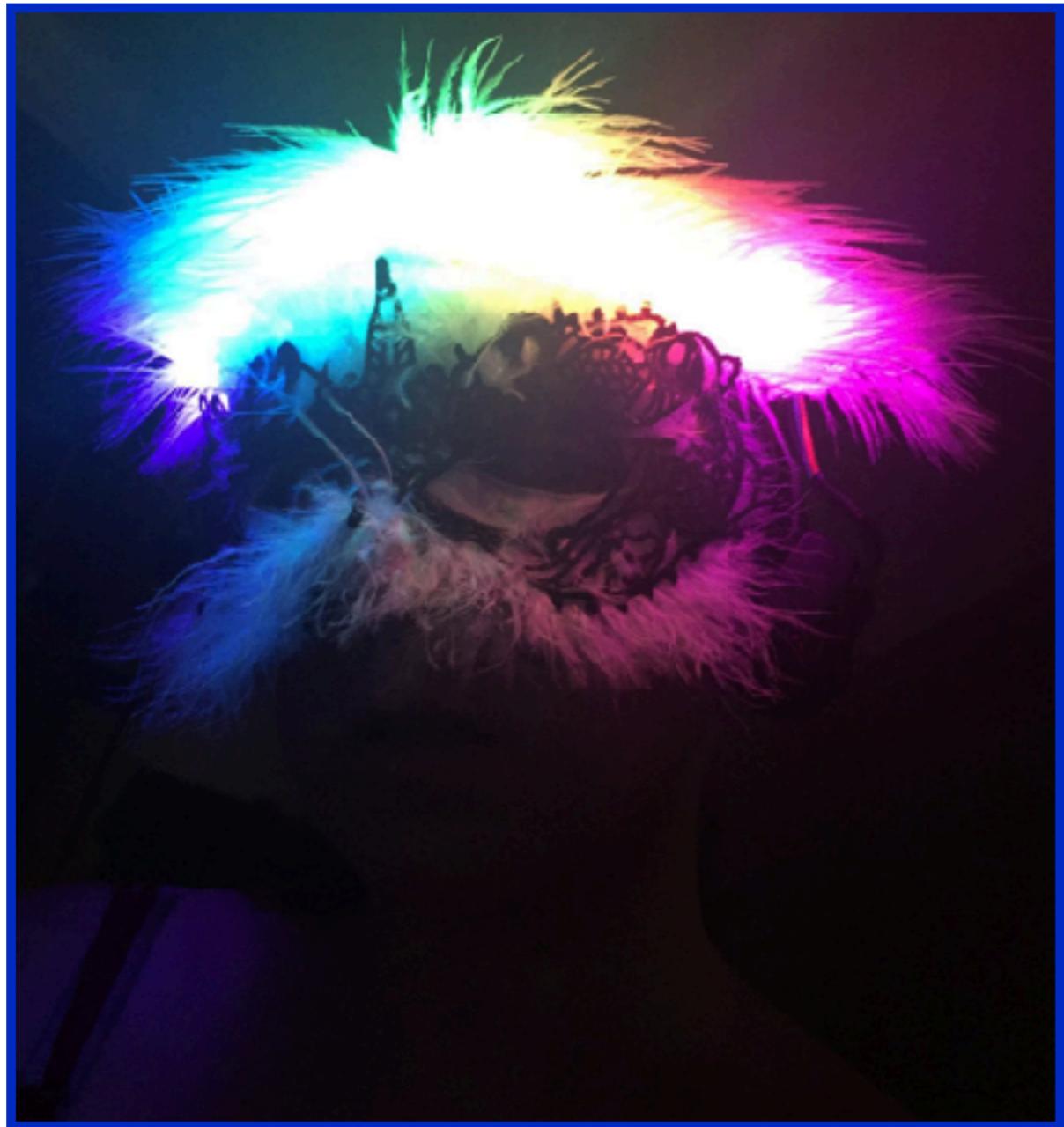
**Potentiometer for knowing knob position**

**Servo for spinning clock hand**

**10 LEDs for indicating steps**

**4 touch sensors for determining vegetable**

**Arduino (Mega) to control**

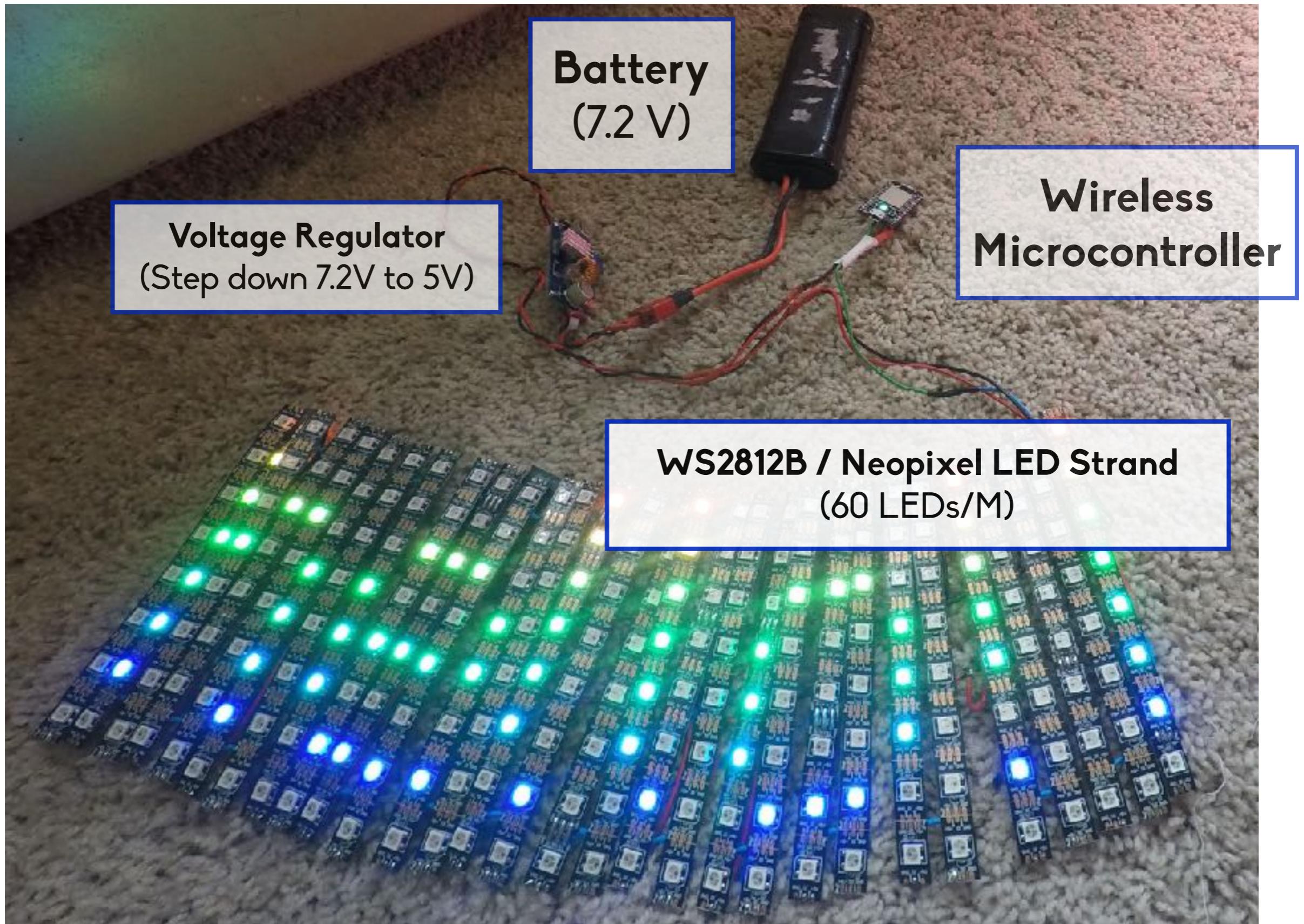


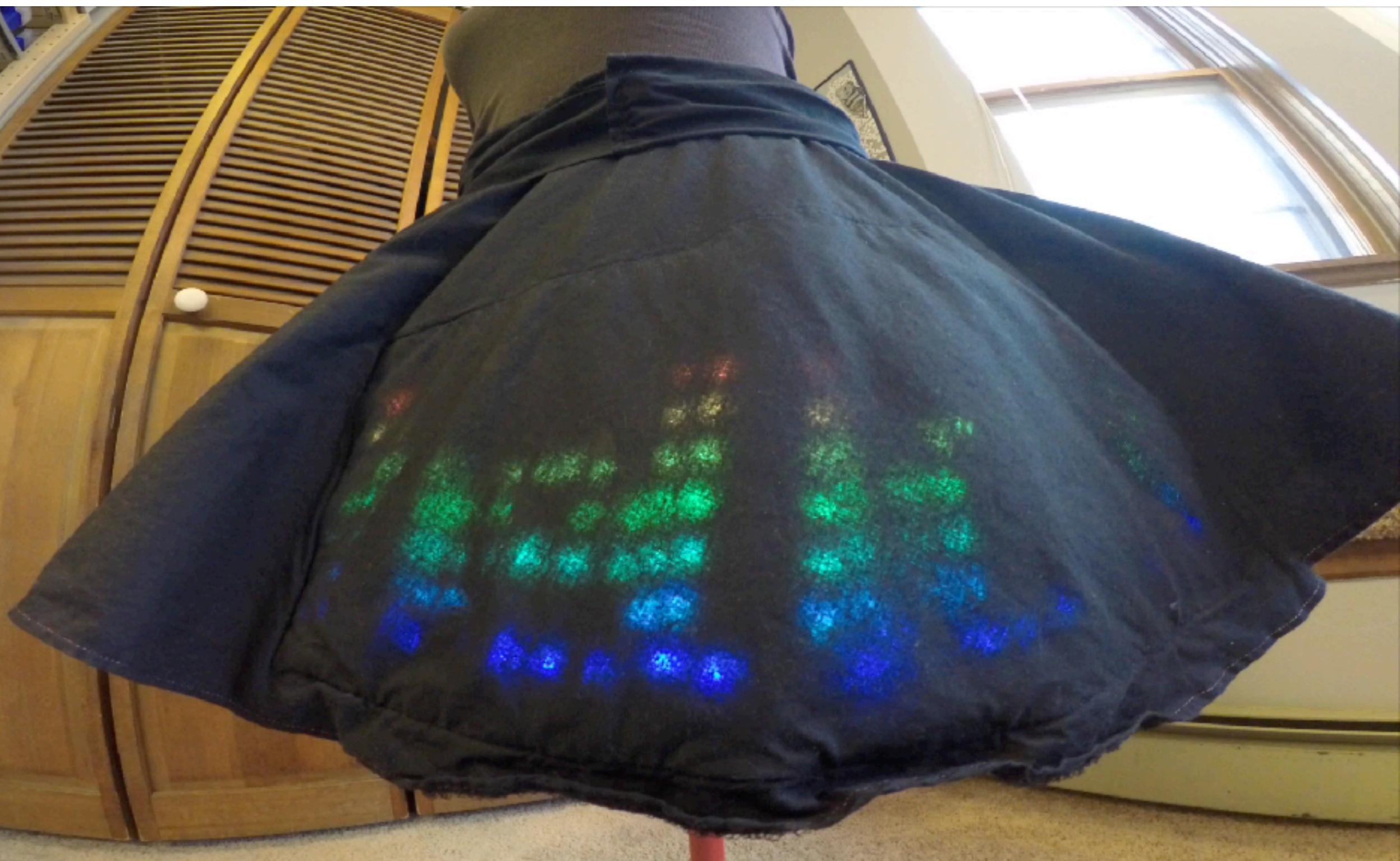
- 7 LEDs**
- Arduino (Nano)**
- Battery Pack**
- Voltage Regulator**



**Kristina Durivage** They need to make a really thin wireless card that I can put in my skirt so it can display tweets (this is actually probably a very bad idea)

November 12, 2012 at 7:59pm · Unlike ·  1





@gelicia



# Particle

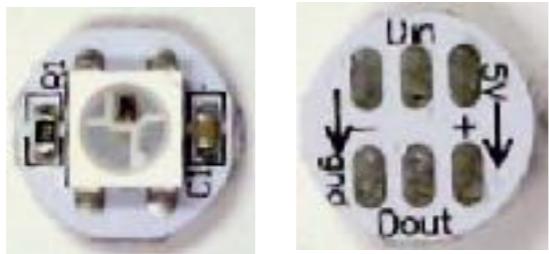
- **Photon** (WiFi)
- **Electron** (Cellular)
- Argon/Boron/Xenon (Mesh)  
(Mesh = creating a network other devices can join)

A Photon is kr 175,42  
(available from Mouser Electronics)

All devices **let you access the Particle cloud**  
to handle sending/receiving messages from  
a device

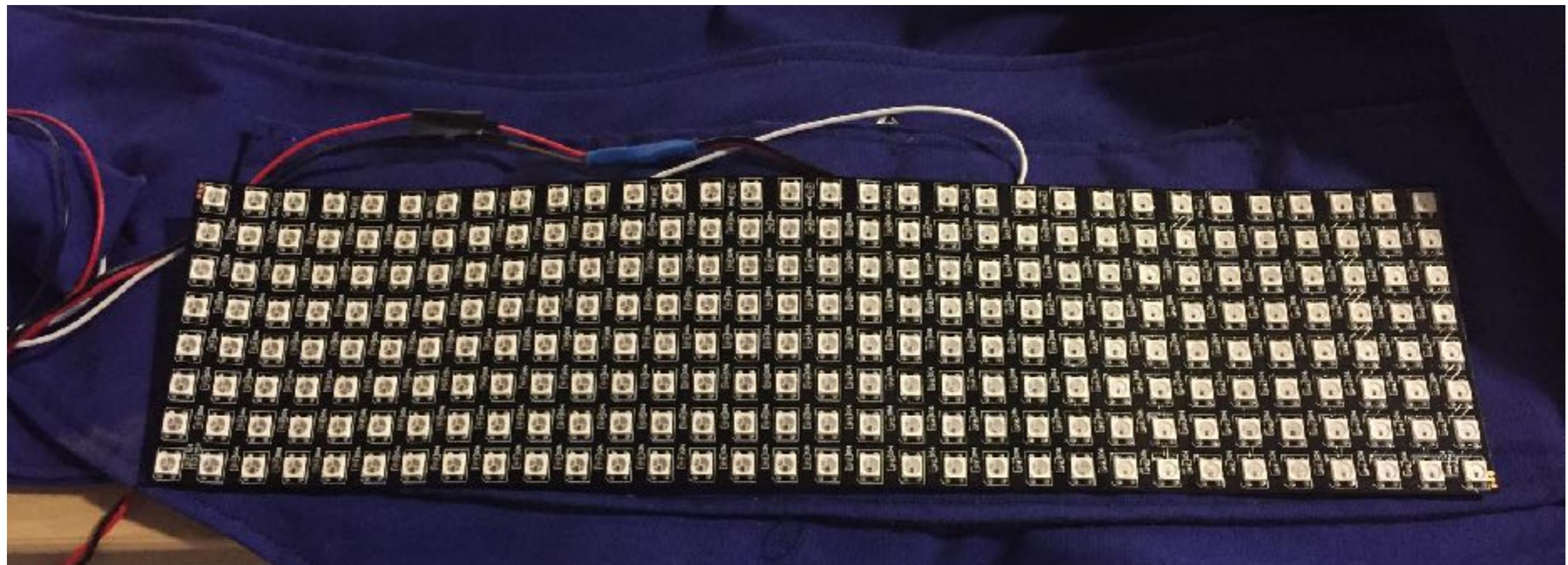
For cheaper alternatives, see ESP8266 or ESP32

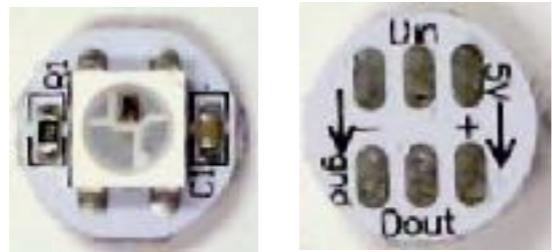




## Neopixels

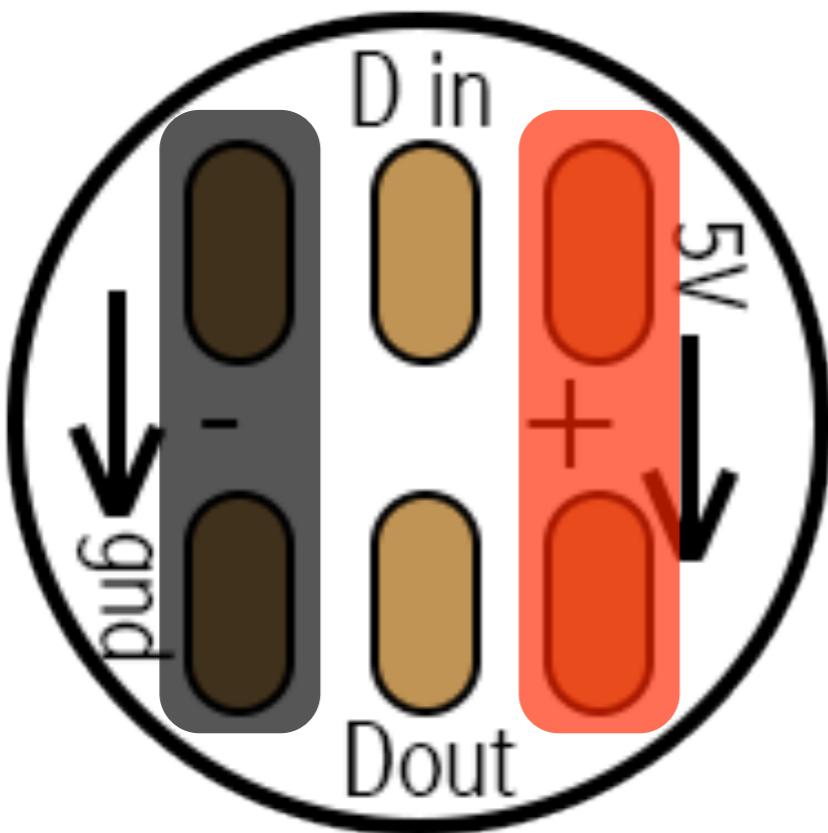
- WS2812 / WS2812B / WS2811
- Sequins / Pixels / Board / Module
- Variety of forms, some prewired



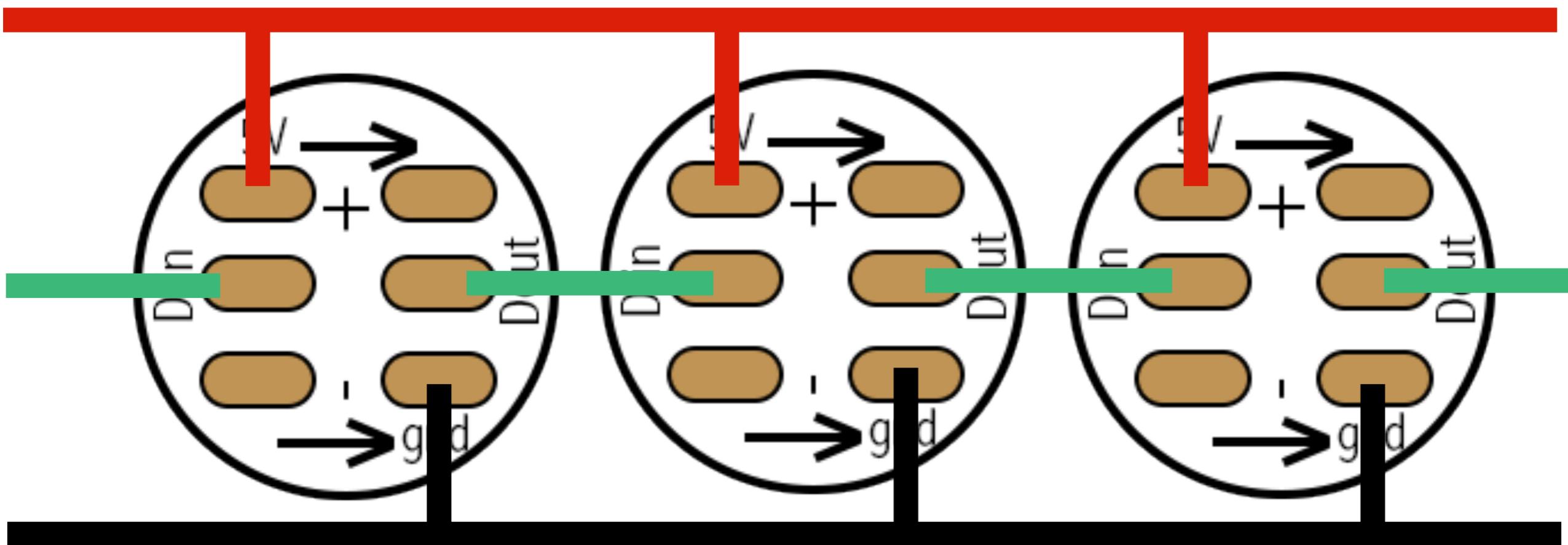


## Neopixels

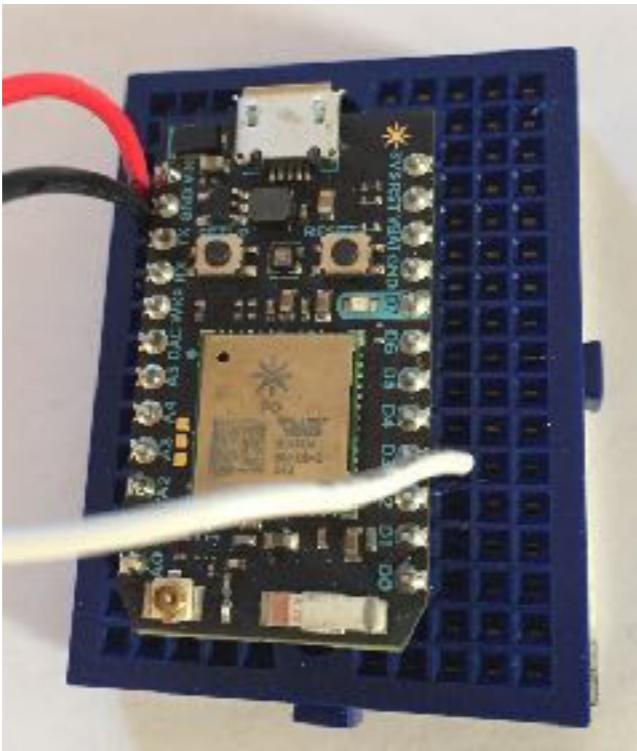
- WS2812 / WS2812B / WS2811
- Sequins / Pixels / Board / Module
- Variety of forms, some prewired



- LEDs need three things:
  - Power
  - Ground
  - Data
- Power and ground don't have a direction



# Soldering Demo



- Red to VIN
- Black to GND
- Data to D3

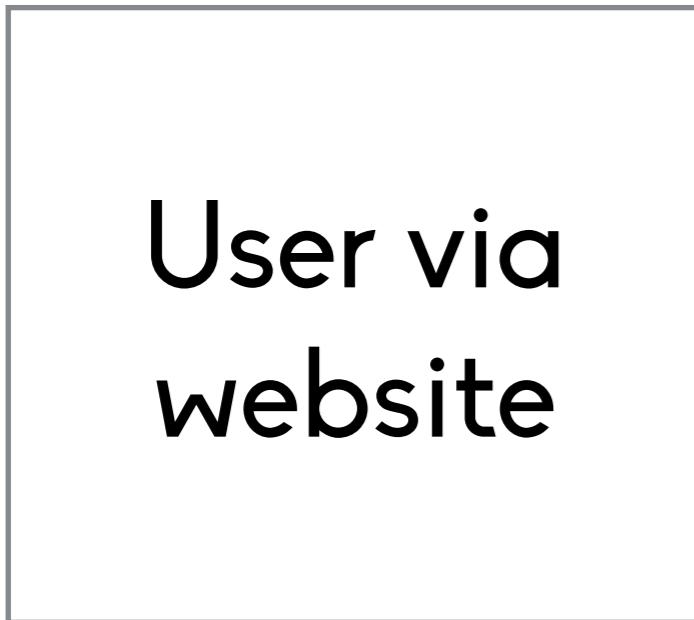
“When the Photon is powered via the USB port, this pin will output a voltage of approximately 4.8VDC”

```
1 // This #include statement was automatically added by the Particle IDE.  
2 #include <neopixel.h>  
3  
4 Adafruit_NeoPixel strip = Adafruit_NeoPixel(1, D3, WS2812);  
5  
6 void setup() {  
7     strip.begin();  
8 }  
9  
10 void loop() {  
11     displayColor();  
12 }  
13  
14 void displayColor(){  
15     strip.setPixelColor(0, 0, 0, 255); //set LED 0 to blue  
16     strip.show();  
17 }
```

# Particle Cloud API

`Particle.function()`

Allows users to send commands to hardware



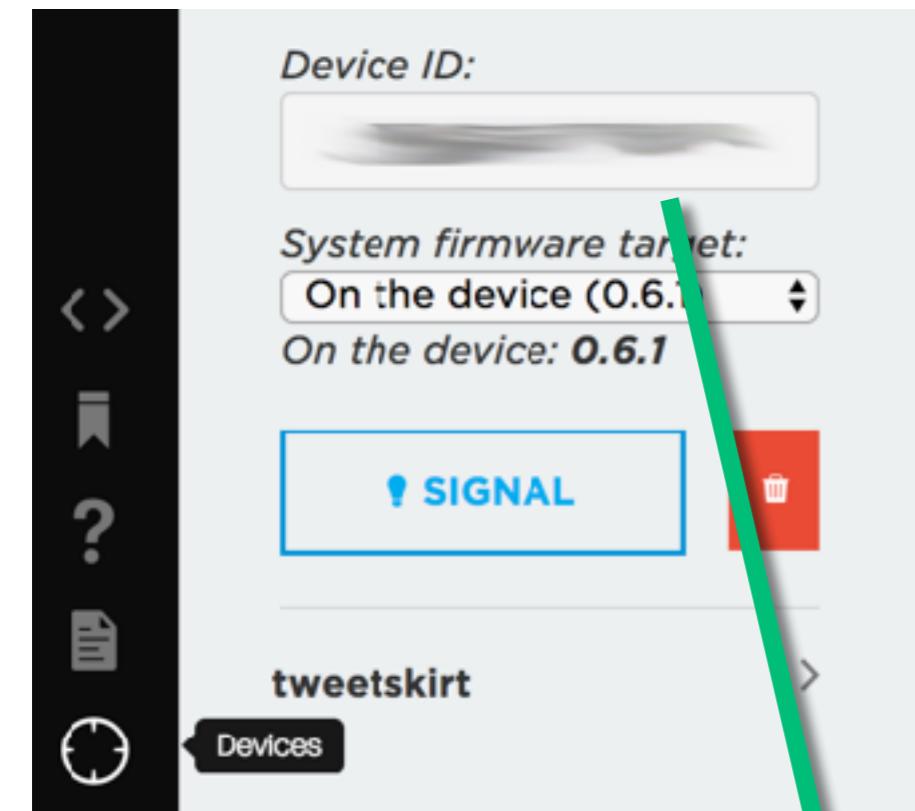
Hardware  
w/ Photon

`Particle.variable()`  
Allows Photon to expose variable to be seen on demand

# Particle.variable

```
26 Adafruit_NeoPixel strip = Adafruit_NeoPixel(10, A0, WS2811_STRIP_GRB);
27
28 void setup() {
29     Serial.begin(115200);
30     strip.begin();
31     Particle.variable("temp", fahrenheit);
32     Particle.function("setLED", setLED);
33 }
34
```

<https://docs.particle.io/reference/firmware/photon/#particle-variable>



This screenshot shows a POST request in Postman. The method is circled in green. The URL is `https://api.particle.io/v1/devices/`, followed by a redacted part, then `/temp`, which is also circled in green. A green arrow points from the 'tweetskirt' device name in the Particle IDE to this `/temp` endpoint. The 'Send' button is visible to the right. Below the URL, there are tabs for 'Form', 'Auth', 'Query 1', 'Header 1', and 'Docs'. The 'Query 1' tab is active. The URL preview shows the full URL with an access token. A parameter `access_token` is listed with a value input field. The code block on the right shows a JSON response with various device status fields.

This screenshot shows the Particle IDE settings panel. It includes options to 'CHANGE PASSWORD' and 'LOG OUT'. There's a section for 'Access Token' with a redacted value and a 'RESET TOKEN' button. A 'CLEAR CACHE' button is also present. The right side of the screen shows a JSON code block with device status information. A green arrow points from the 'CLEAR CACHE' button in the settings to the 'temp' endpoint in the Postman request.

# Particle.function

```
26 Adafruit_NeoPixel strip = Adafruit_NeoPixel(16, D8, WS2811_STRIP_GRB);
27
28 void setup() {
29   Serial.begin(115200);
30   strip.begin();
31   Particle.variable("temp", fahrenheit);
32   Particle.function("setLED", setLED);
33 }
34
int setLED(String command){
  // Get the index of the ending of these values by starting the index look up after preceding comma
  int idxEnd = command.indexOf(',');
  int redEnd = command.indexOf(',', idxEnd+1);
  int grnEnd = command.indexOf(',', redEnd+1);
  int bluEnd = command.indexOf(',', grnEnd+1);

  // Use the above end positions to get substrings of the values out of the entire string
  int idx = command.substring(0, idxEnd).toInt();
  int red = command.substring(idxEnd+1, redEnd).toInt();
  int grn = command.substring(redEnd+1, grnEnd).toInt();
  int blu = command.substring(grnEnd+1, bluEnd).toInt();
  Particle.publish("ledCmd", String(idx) + " " + String(red) + " " + String(grn) + " " + String(blu), PRIVATE);

  Serial.println(command + " " + String(idx) + " " + String(red) + " " + String(grn) + " " + String(blu));

  //Some LEDs are RGB, some are GRB. The arduino library lets you define this, but the particle one doesn't, so we
  strip.setPixelColor(idx, strip.Color(grn, red, blu));
  strip.show();
  return 1;
}
```

<https://docs.particle.io/reference/firmware/photon/#particle-function>

# Particle.function

A screenshot of a POST request to `https://api.particle.io/v1/devices/.../setLED`. The request is successful with a **200 OK** status, **TIME 172 ms**, and **SIZE 81 B**. The request body contains the following JSON:

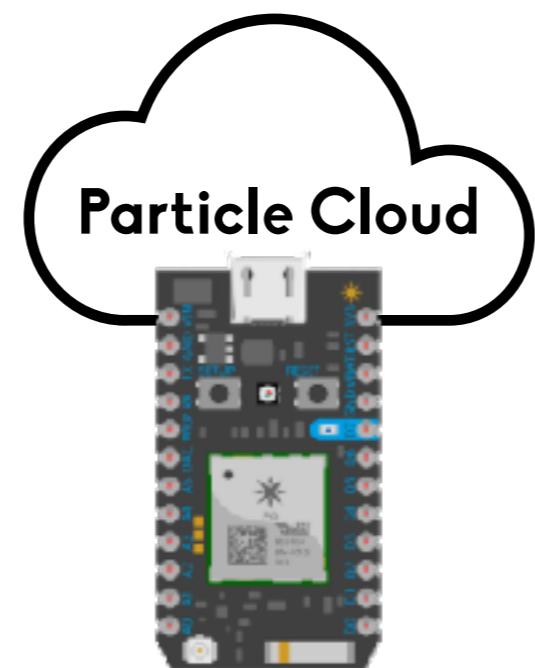
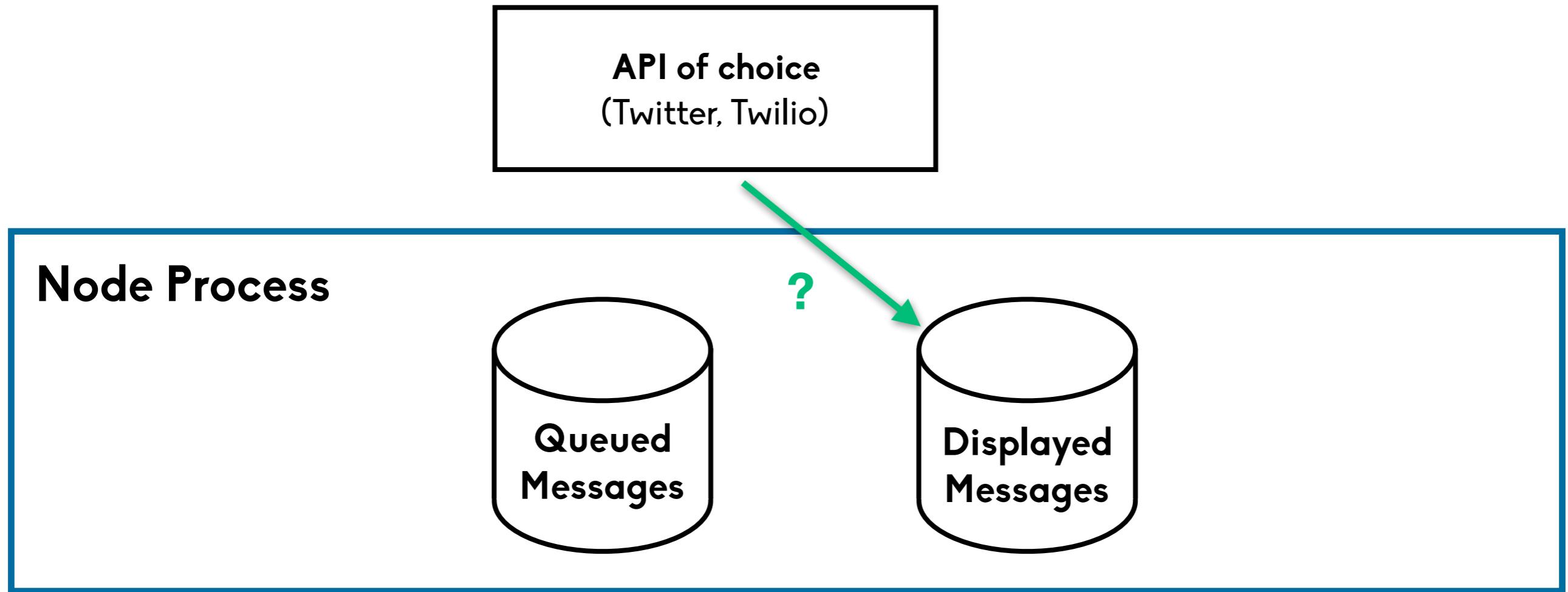
```
1 {  
2   "id": "...",  
3   "last_app": "",  
4   "connected": true,  
5   "return_value": 1  
6 }
```

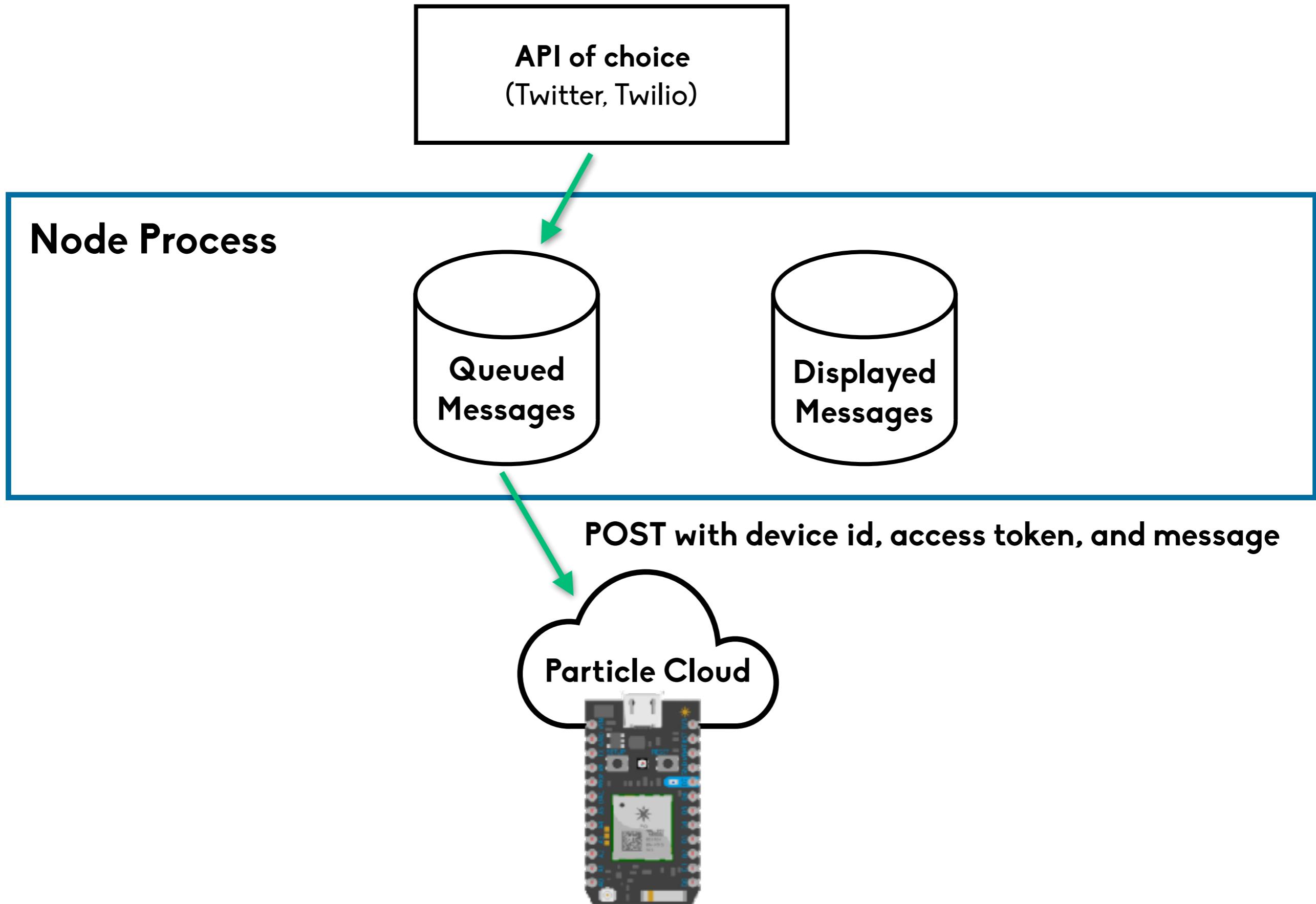
# **Variable / Function Demo**

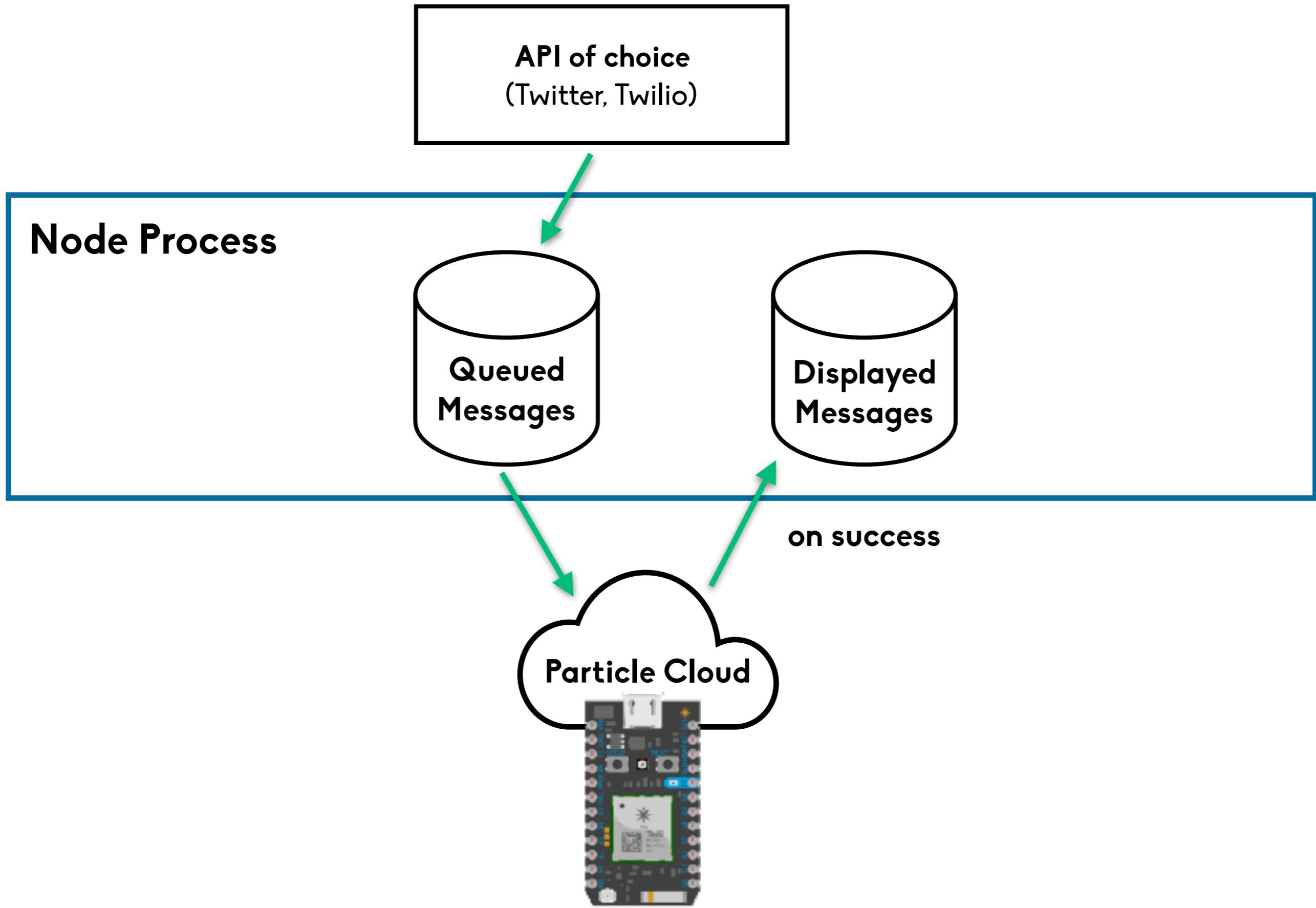
# App Demo

# IOT Method #1

# Continuously Running

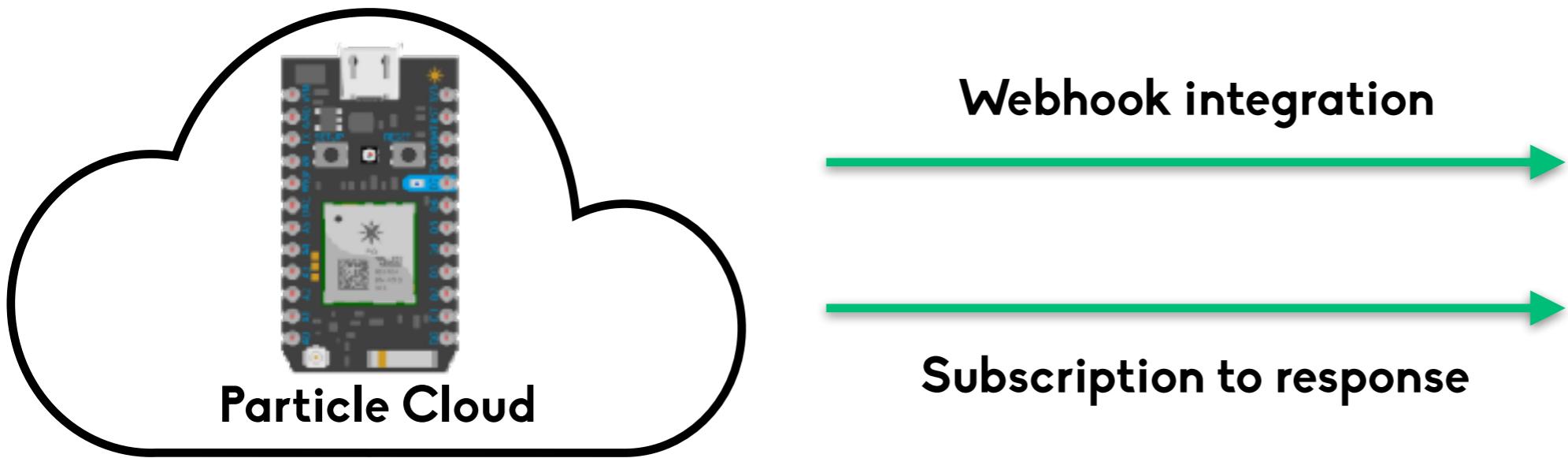






# IOT Method #2

## Webhook Publish & Subscription



# Webhook Setup

## console.particle.io

Integrations > New Integration > Webhook

WEBHOOK BUILDER CUSTOM TEMPLATE

Read the Particle webhook guide

Event Name ⓘ  
myWebhook

URL ⓘ  
<https://testAPI.com/webhook>

Request Type ⓘ  
POST

Request Format ⓘ  
Custom Body

Device ⓘ  
Any

Advanced Settings

CREATE WEBHOOK

# Hardware Code

## build.particle.io

```
1 void setup () {
2     // Subscribe to the integration response event
3     Particle.subscribe("hook-response/myWebhook",
4         changeHandler, MY_DEVICES);
5 }
6
7 uint32_t publishTimer = millis();
8
9 void loop () {
10    // if millis() or timer wraps around, we'll just reset it
11    if (publishTimer > millis()) publishTimer = millis();
12
13    if ((millis() - publishTimer > 60000)) {
14        publishTimer = millis(); // reset the timer
15        Particle.publish("myWebhook", 'data', PRIVATE); →
16    }
17 }
18
19 void changeHandler(const char *event, const char *data) {
20     // handle webhook response
21 }
```

**Webhook integration**  
for example, sending coordinates  
from a gps to a lambda to process

# Hardware Code

## build.particle.io

```
1 void setup () {
2     // Subscribe to the integration response event
3     Particle.subscribe("hook-response/myWebhook",
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13    if ((millis() - publishTimer > 60000)) {
14        publishTimer = millis(); // reset the timer
15        Particle.publish("myWebhook", 'data', PRIVATE);
16    }
17 }
18
19 void changeHandler(const char *event, const char *data) {
20     // handle webhook response
21 }
```



### Subscription to response

for example, returning a “score” for a location and displaying something according to that score

# Javascript & Hardware

**The Good:**

Fully extendable

More easily understood by general hardware community

Scalable

**The Bad:**

Locked into the Particle Platform

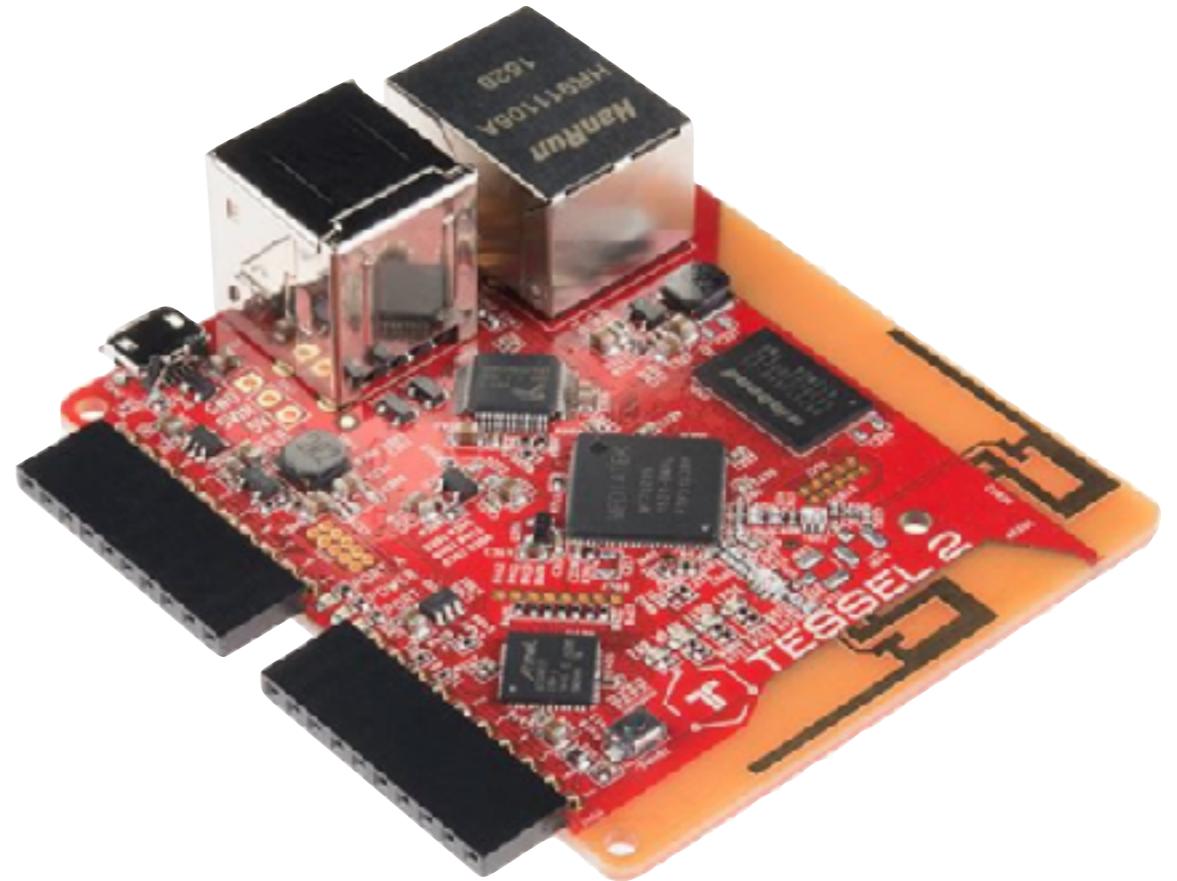
Requires C programming

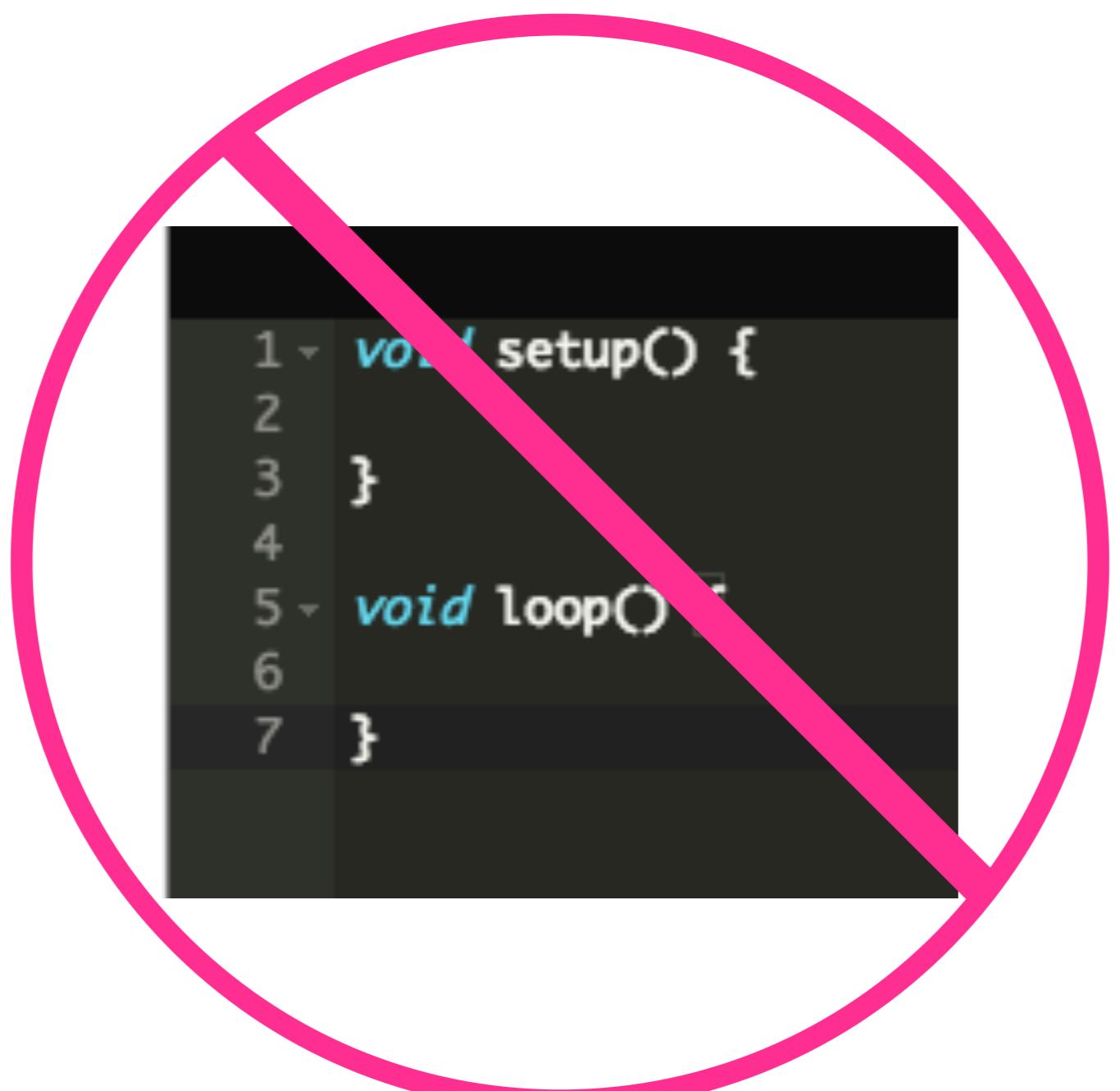
# Other Options

- **Firmata / Nodebots**
  - Can work on any Arduino
  - Firmata (protocol to talk to microcontroller) uploaded to Arduino board of choice
  - Javascript library that abstracts the Firmata protocol allows you to program all in Javascript
  - Example libraries: **Johnny-Five, CylonJS**

# Other Options

- **Tessel2**
  - Specific board
  - Works similarly to Firmata, but all packaged on one microcontroller
  - A part of a board called the MediaTek (system on a chip) packages up the commands and routes them





```
1 void setup() {  
2 }  
3  
4  
5 void loop() {  
6 }  
7 }
```

```
1 void setup() {
2     // initialize digital pin LED_BUILTIN as an output.
3     // LED_BUILTIN is D13 on the Uno
4     pinMode(LED_BUILTIN, OUTPUT);
5 }
6
7 // the loop function runs over and over again forever
8 void loop() {
9     digitalWrite(LED_BUILTIN, HIGH);    // turn the LED on (HIGH is the voltage level)
10    delay(1000);                      // wait for a second
11    digitalWrite(LED_BUILTIN, LOW);    // turn the LED off by making the voltage LOW
12    delay(1000);                      // wait for a second
13 }
```

```
1 var five = require("johnny-five");
2 var board = new five.Board();
3
4 board.on("ready", function() {
5     var led = new five.Led(13);
6     led.blink(1000);
7 });
```

```
strip.on("ready", function() {
  dynamicRainbow(fps);
});

function dynamicRainbow( delay ){
  var showColor;
  var cwi = 0; // colour wheel index (current position on colour wheel)
  var foo = setInterval(function(){
    if (++cwi > 255) {
      cwi = 0;
    }

    for(var i = 0; i < strip.length; i++) {
      showColor = colorWheel( ( cwi+i ) & 255 );
      strip.pixel( i ).color( showColor );
    }
    strip.show();
  }, 1000/delay);
}
```

loop code,  
without loop()

## The Good:

All Javascript

Allows you to stick to one language

Easier to learn and teach

## The Bad:

All Javascript

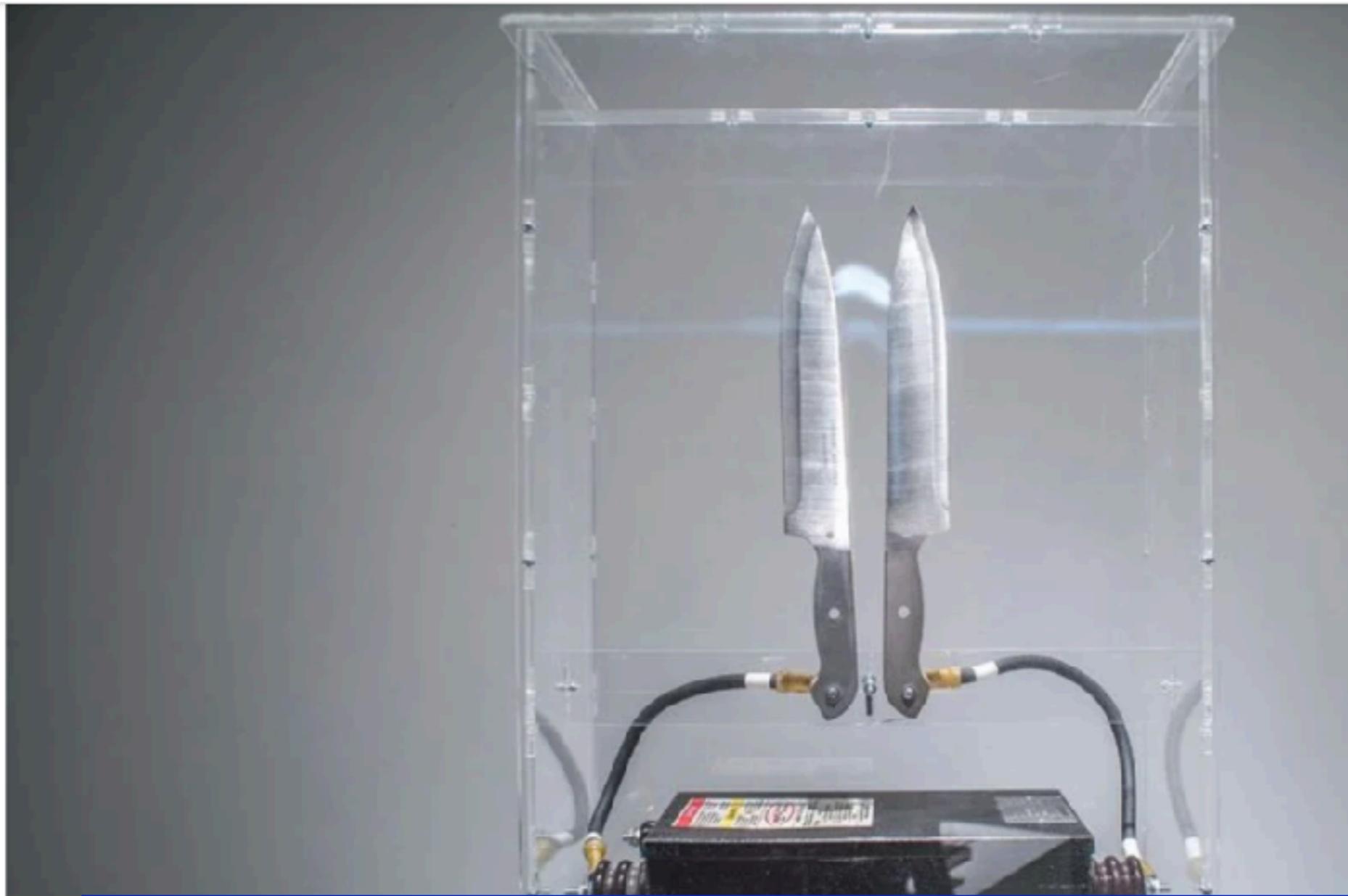
Library dependent

Less ability/harder to customize if needed

Maybe harder to find help with a library vs a language

# Tips for Beginners

# **Start Simple and Build Up!**



DANGER!! THIS PROJECT INVOLVES SHARP OBJECTS, HIGH VOLTAGE AND MAINS VOLTAGE THAT CAN EASILY CAUSE SERIOUS INJURY OR DEATH. THERE IS THE UNIQUE POSSIBILITY THAT YOU CAN BOTH CUT AND ELECTROCUTE YOURSELF AT THE SAME TIME. EXTREME CAUTION IS ADVISED.

# You don't have to start with wireless!

Get it working on an **Arduino Uno** first!

No over the air flashing code

Most of the time, you can copy/paste code over to the Particle  
when you're ready!

# Find friends!

<https://www.meetup.com/bitraf/>

<https://embedded.fm/>

# **Other Sensors/Displays**

**Google ‘Arduino <what you’re trying to sense>’**

**Be sure the library is available for Particle**

**Check the forums for more help**

# Other Libraries

Normal Rainbow

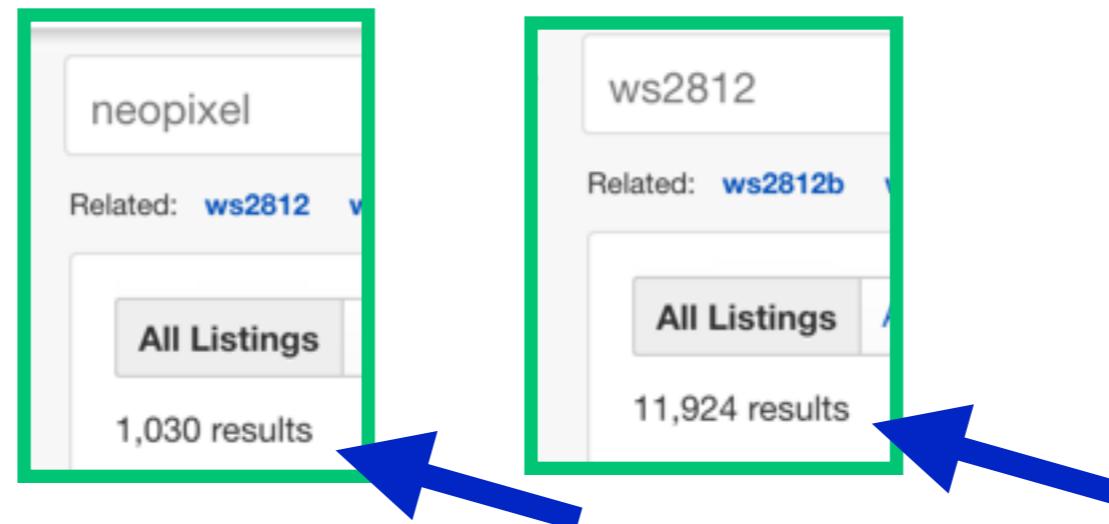


FastLED's  
color blending



# Buying Components

- Find the chip number of what you want



- Ebay (Norway equivalent?)
  - Shipping from China is slow
  - Popular items may be in closer inventories

# Wearable Tips

- Again, **start simple, build up**
- Think about **batteries** early on
  - Anker Powercore 5000
- How things will be anchored to the fabric
- How things will interact with the body (movements, sitting, etc)



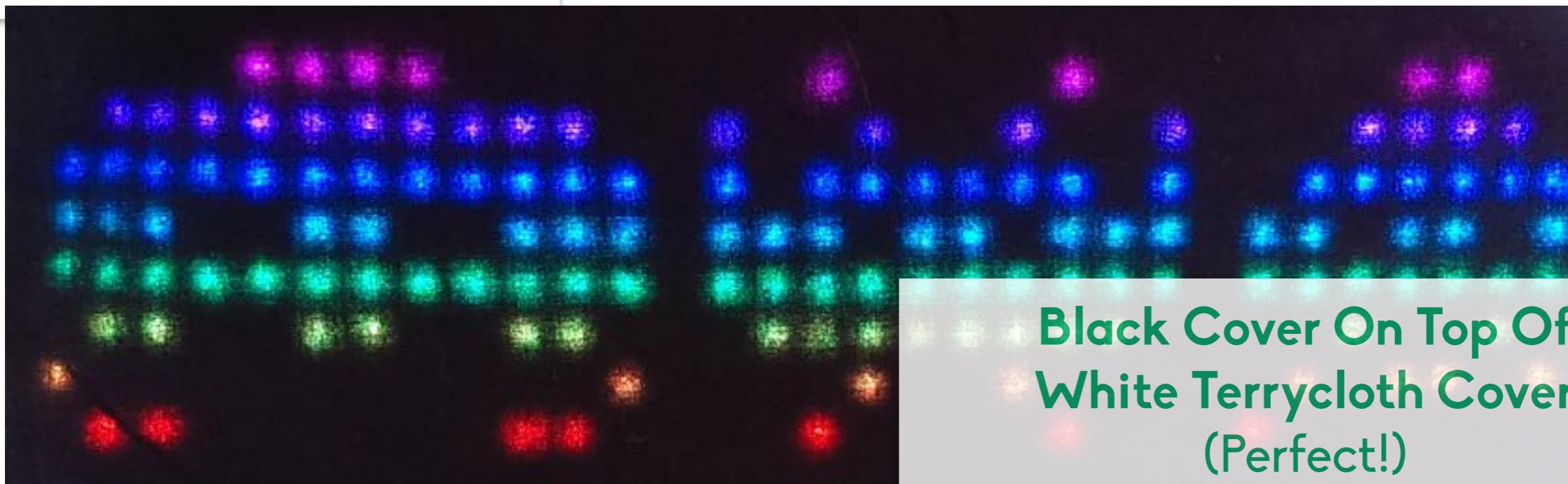
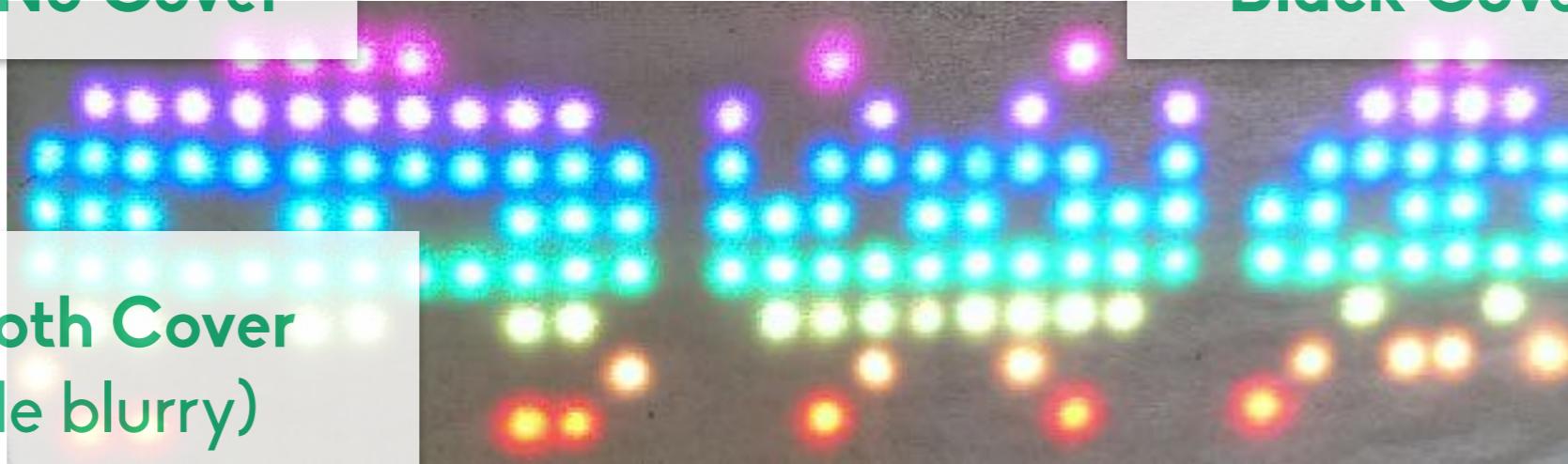


No Cover



Black Cover

**White Terrycloth Cover  
(Light is made blurry)**



**Black Cover On Top Of  
White Terrycloth Cover  
(Perfect!)**

**Brandon Satrom**  
Particle

**Thursday, 16:20, Room 1**

## **ML and the IoT: Living on the Edge**

Doing machine learning on the microcontroller or computer local to the sensors.

**Hans Elias B. Josephsen**

**Sebastian Roll**  
Webstep

**Friday, 10:20, Room 4**

## **From circuit board design to finished product: the hobbyist's guide to hardware manufacturing**

Getting a hardware project designed and manufactured.



# Takk så mye!!

<https://github.com/gelicia/ndcOslo2019>

Kristina Durivage - @gelicia