



THE THINGS NETWORK .CAT

INTRODUCCIÓ DELS ALUMNES AL MÓN DE LA IOT

21.11.2019

INSTITUT RAMBLA PRIM

Xarxa oberta i comunitària per
la Internet de les Coses



@ttncat
thethingsnetwork.cat

@thethingsntwrk
thethingsnetwork.org

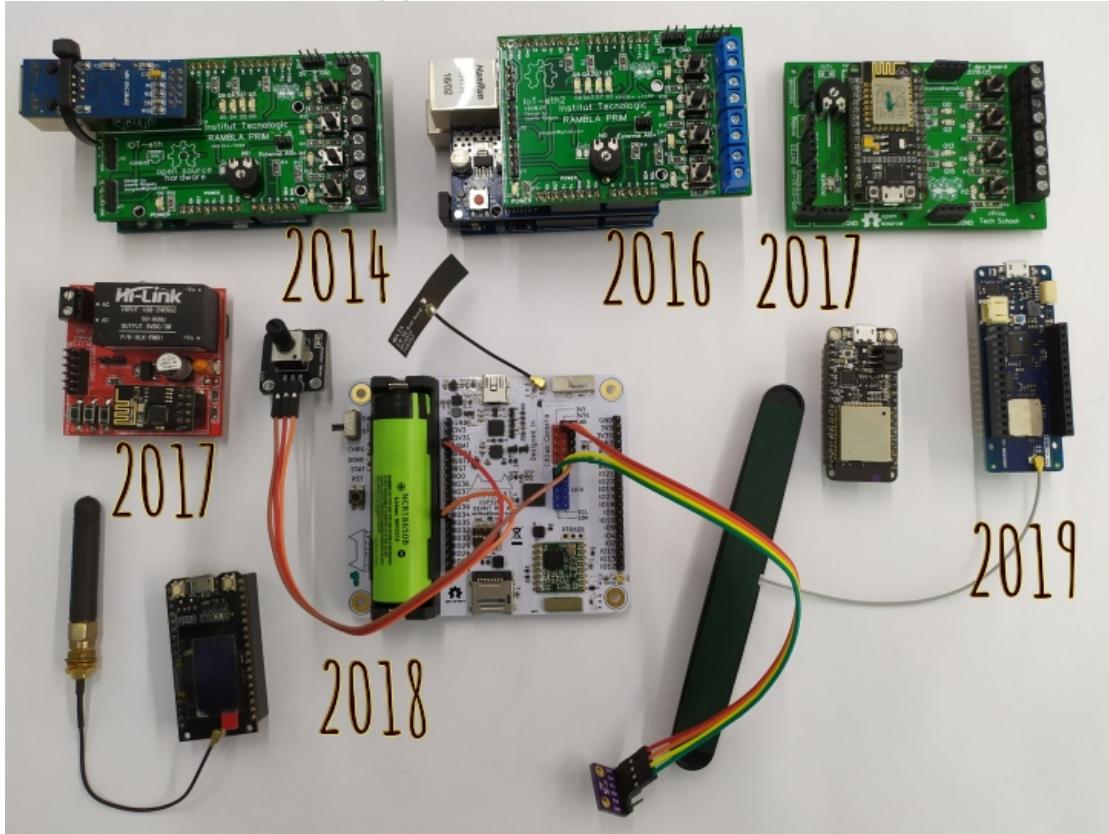
@rPrimTech
Jaume Nogués

@PrimRobotics
Jordi Clua



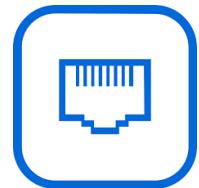
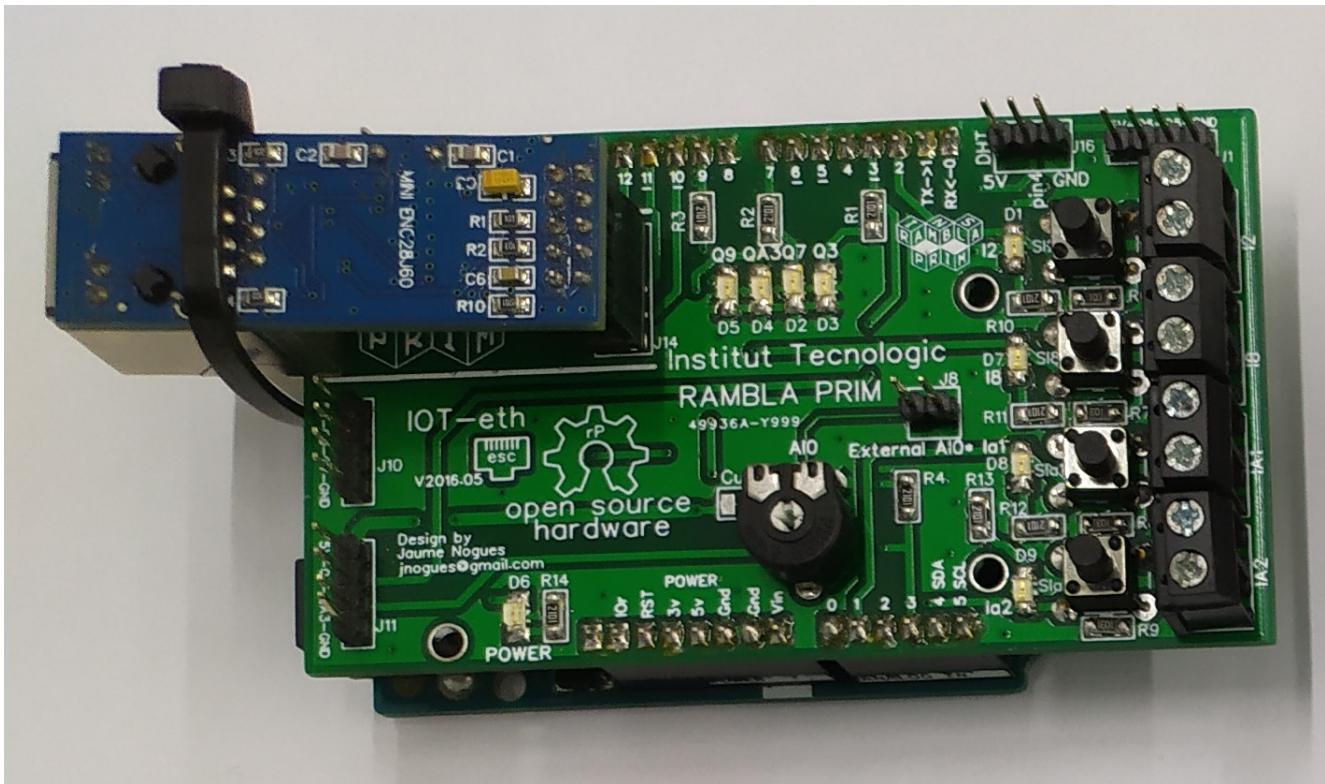
UNA MICA D'HISTÒRIA

5 ANYS CONNECTATS!!

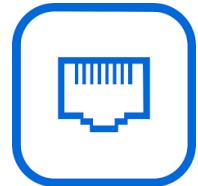
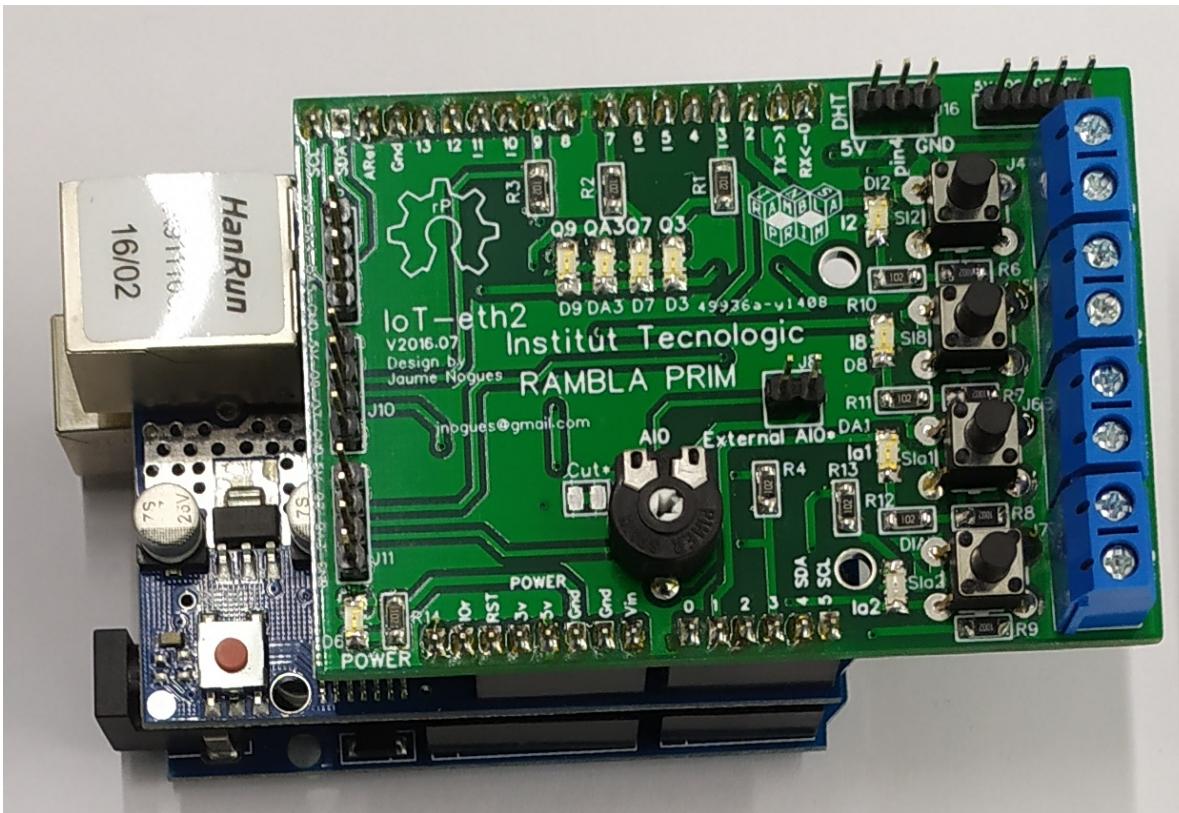




UNO + ENC28J60 (2014)

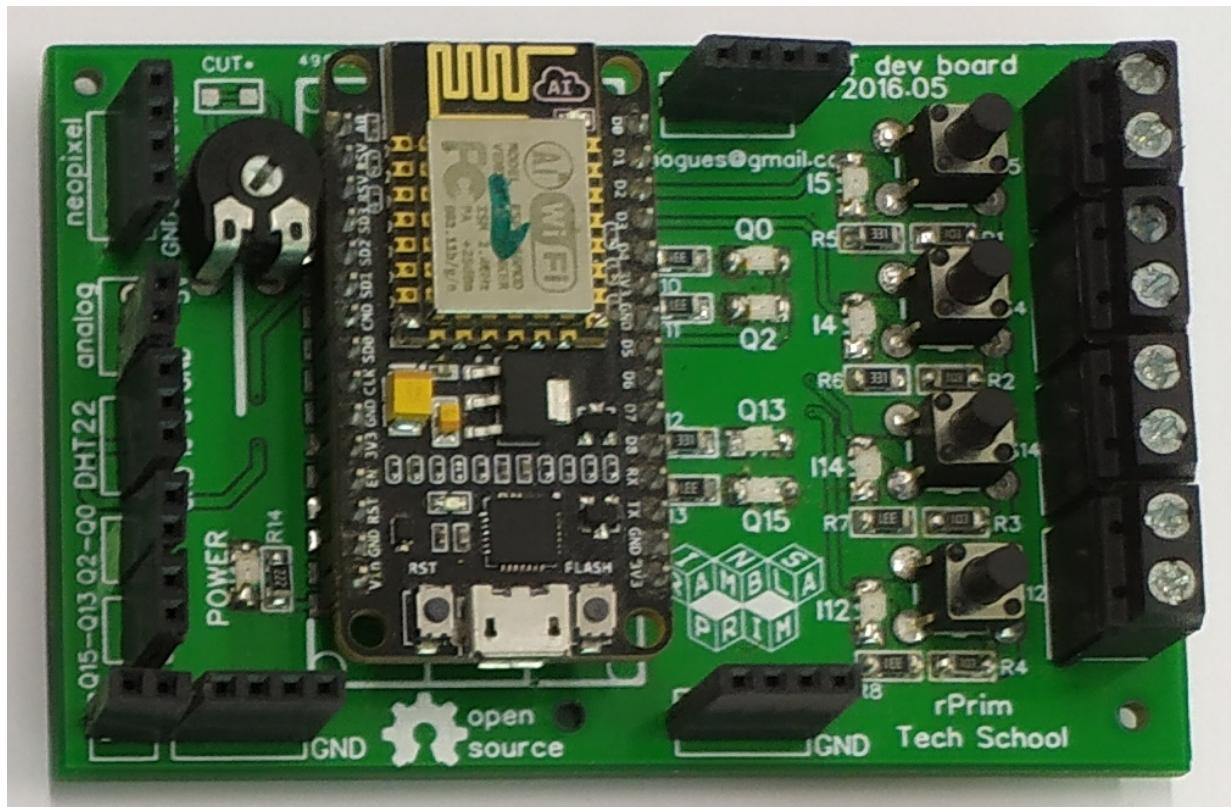


UNO + WIZNET W5100 (2015)



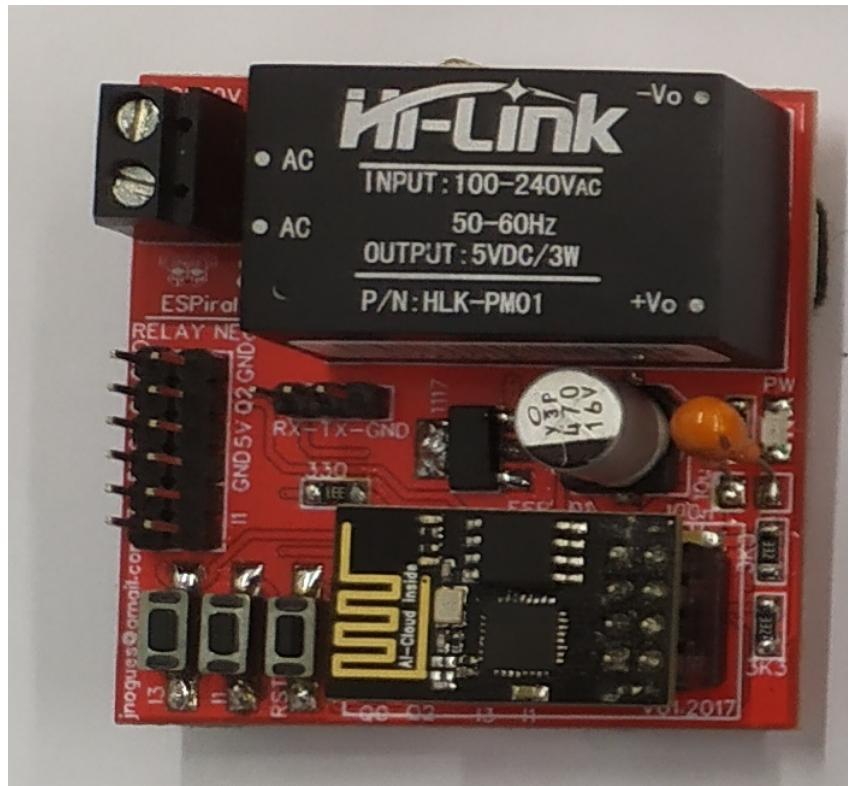


NODEMCU ESP8266 (2016-17)



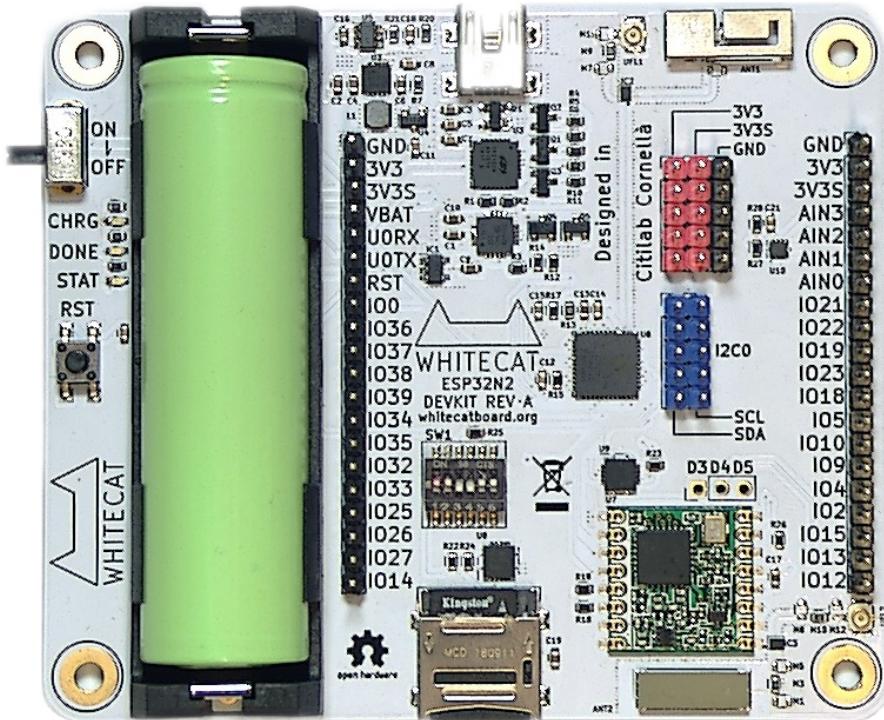


ESP-01 (2017)

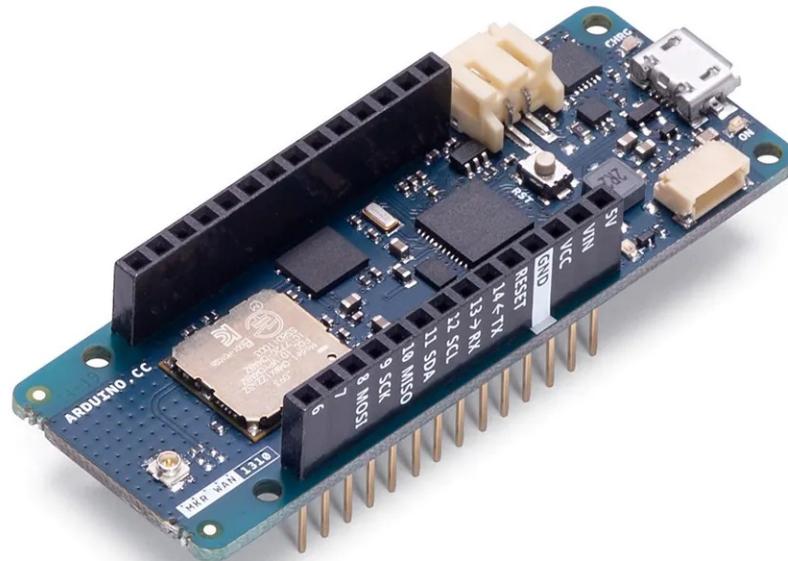
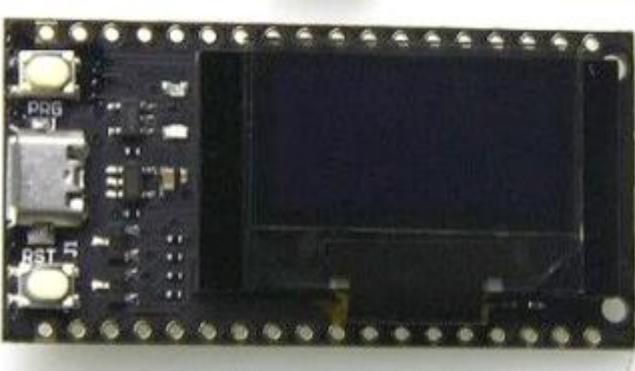




WHITECATBOARD I TTGO (2018)



ALTRES (2019)

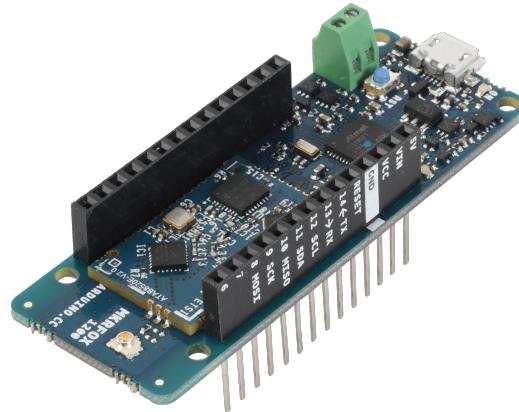


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AVIAT EN MARXA (2020)



AllWize

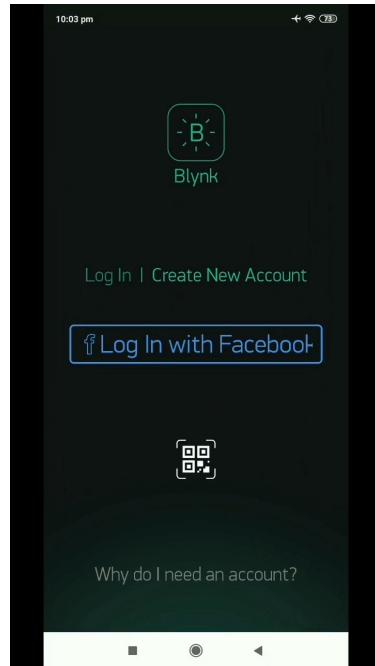


FEM-HO FÀCIL!

ETHERNET I WIFI AMB BLYNK



APP PEL MÒBIL AMB BLYNK





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ARDUINO UNO + ENC28J60 SHIELD + BLYNK

```
#define BLYNK_PRINT Serial

#include <UIPEthernet.h>
#include <BlynkSimpleUIPEthernet.h>

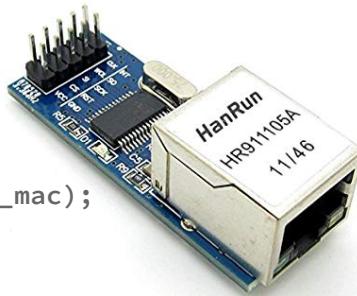
char auth[] = "gKSIInbCx1iFZ-Yn6o3j3l-pUeHLbJ5gJ";

byte arduino_mac[] = { 0xDE, 0xED, 0xBA, 0xFE, 0xFE, 0xEA };

void setup()
{
    // Debug console
    Serial.begin(115200);

    Blynk.begin(auth, "blynk-cloud.com", 80, arduino_mac);
}

void loop()
{
    Blynk.run();
}
```





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ARDUINO UNO + ETHERNET SHIELD + BLYNK

```
#define BLYNK_PRINT Serial

#include <SPI.h>
#include <Ethernet.h>
#include <BlynkSimpleEthernet.h>

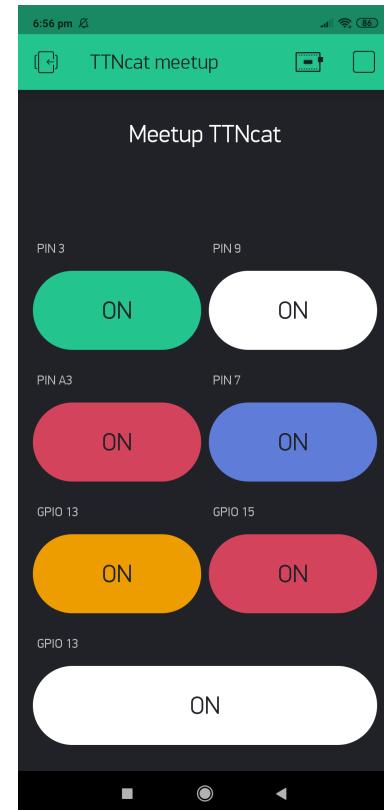
char auth[] = "gKSIInbCG1irZ-Yn6oej3l-pU4HLWJ5gJ";

#define W5100_CS 10
#define SDCARD_CS 4

byte arduino_mac[] = { 0xDE, 0xED, 0xBA, 0xFE, 0xFE, 0xEE };

void setup()
{
    Serial.begin(115200);
    Blynk.begin(auth, "blynk-cloud.com", 80, arduino_mac);
}

void loop()
{
    Blynk.run();
}
```





NODEMCU + BLYNK

```
#define BLYNK_PRINT Serial

#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>

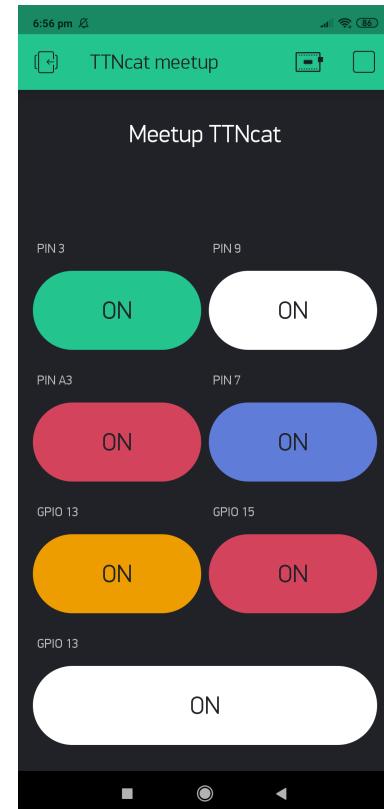
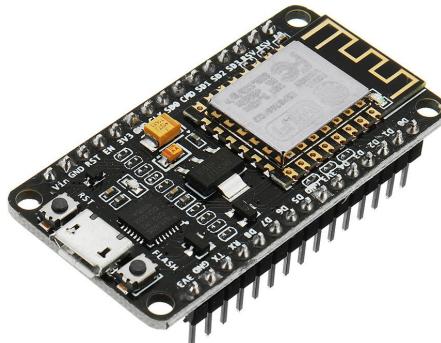
char auth[] = "Yaiq7cHCkwywanofpR_rViPfypW9Ah_Q";

char ssid[] = "kk";
char pass[] = "dembele1";

void setup()
{
    Serial.begin(115200);

    Blynk.begin(auth, ssid, pass);
}

void loop()
{
    Blynk.run();
}
```





HUZZAH32 + BLYNK

```
#define BLYNK_PRINT Serial

#include <WiFi.h>
#include <WiFiClient.h>
#include <BlynkSimpleEsp32.h>

char auth[] = "uvN_2gm9b0ByHn5Vbv7y1uZVKkIrgyGK";

char ssid[] = "kk";
char pass[] = "dembele1";

void setup()
{
    Serial.begin(115200);

    Blynk.begin(auth, ssid, pass);
}

void loop()
{
    Blynk.run();
}
```

