

# Device to Cloud

- Hardware for IoT
- Device anatomy
- Arduino IDE primer
- Sketch Language primer
- Programming and debugging
- Getting data from Sensors
- Temperature
- Light
- Physical sensors
- Ultrasonic
- Sound

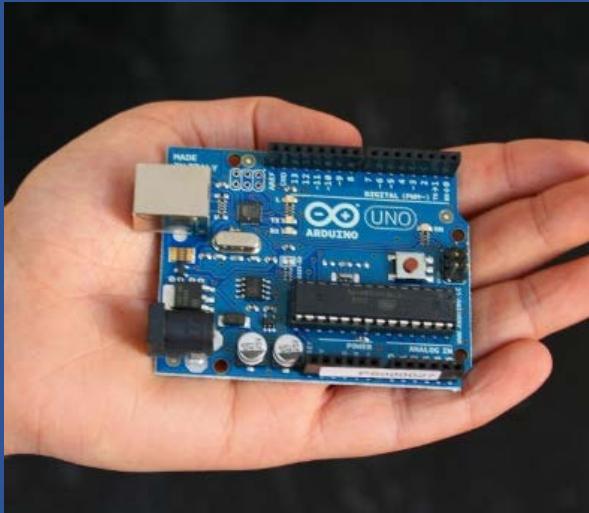
# Hardware for IoT

- Prototyping platform
- IoT Starter Kit
- Sensors
- IoT Connectivity
- Loy's IoT Starter Kit

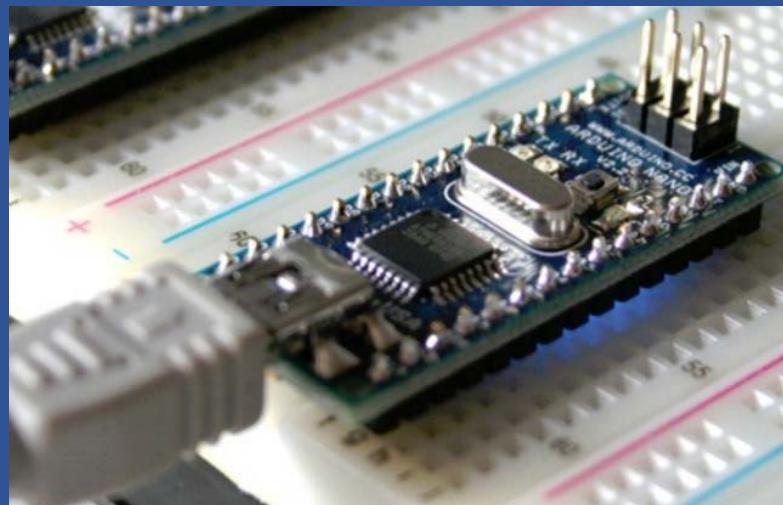
# Prototyping platform

- Arduino
- Raspberry Pi
- Intel Edison
- Beagle Board
- NodeMCU (ESP8266)

# Arduino



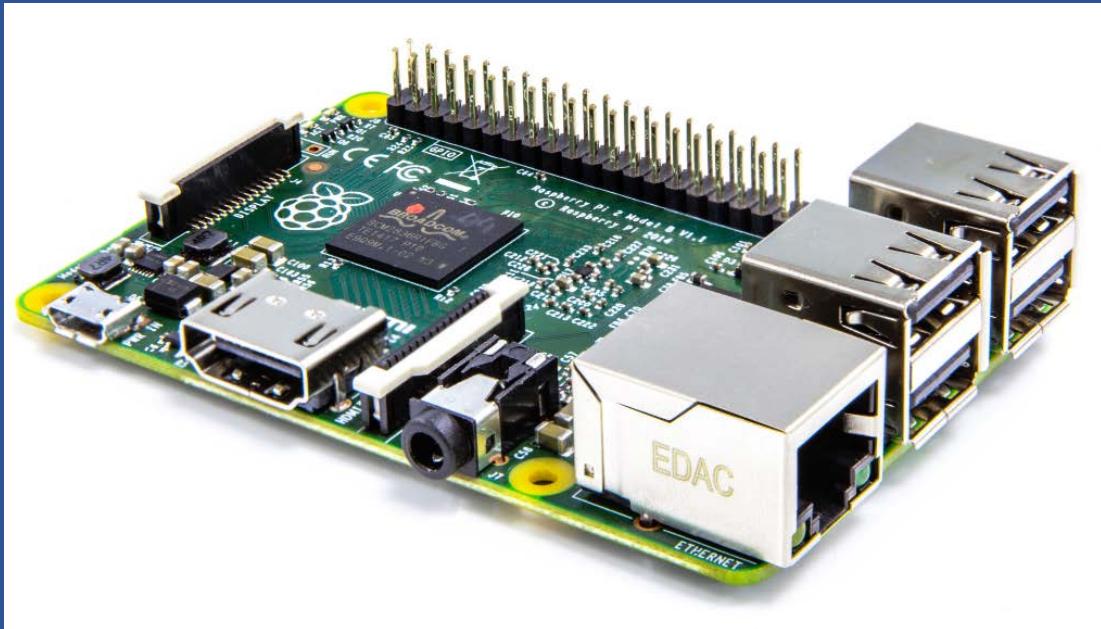
Arduino Uno



Arduino Nano

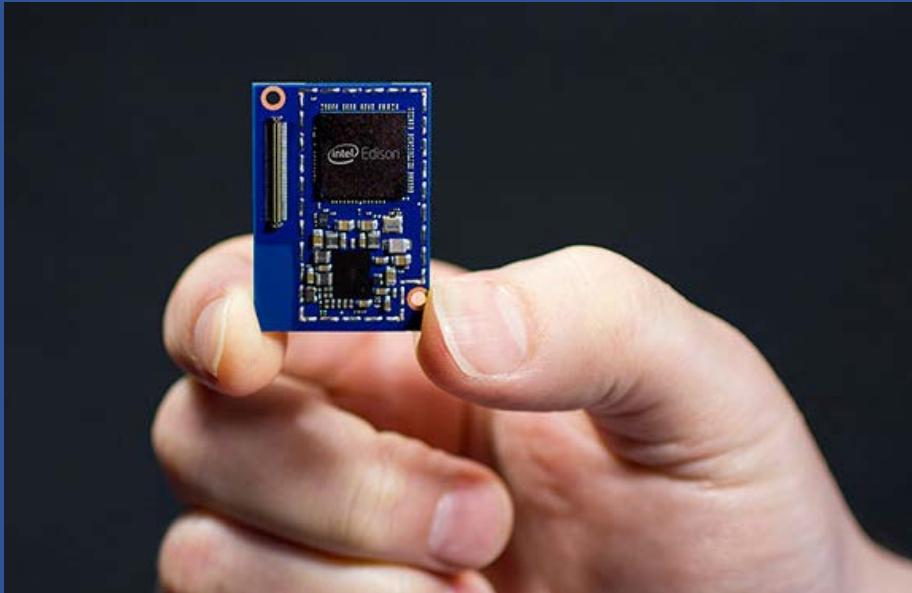
- Micro-controller: ATMEGA
- Open Source
- Developed in Italy
- Language: Arduino sketch

# Raspberry Pi



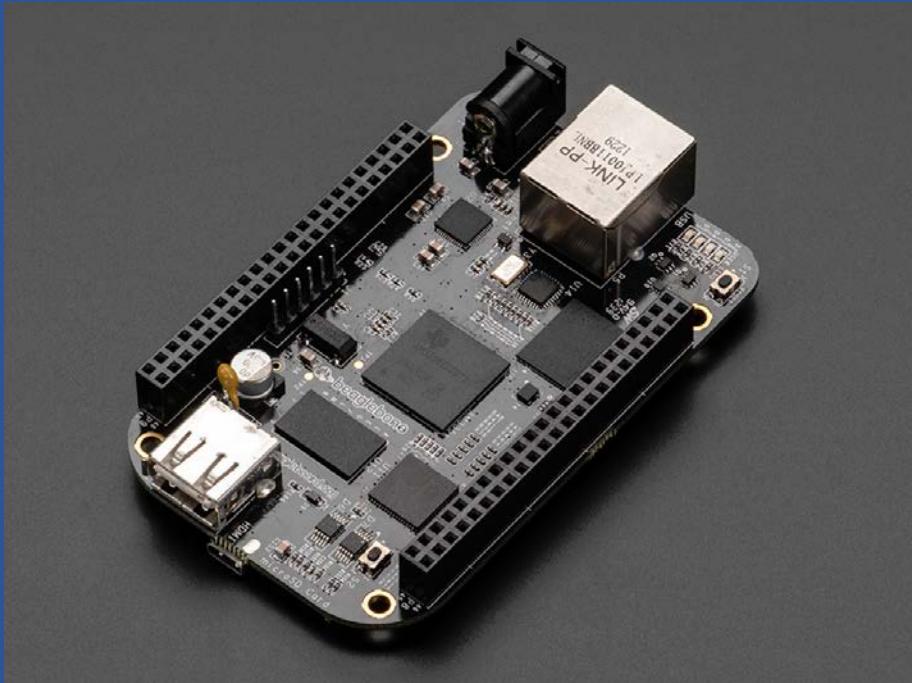
- Micro-controller: ARM Cortex
- Close Source
- Developed in UK
- Language: Java

## Intel Edison



- Micro-controller: Intel Atom 2-Core
- Close Source
- Developed in USA
- Language: C / C++

## Beagle Board



BeagleBoard

- Micro-controller: ARM Cortex
- Open Source
- Developed in USA
- Language: Java

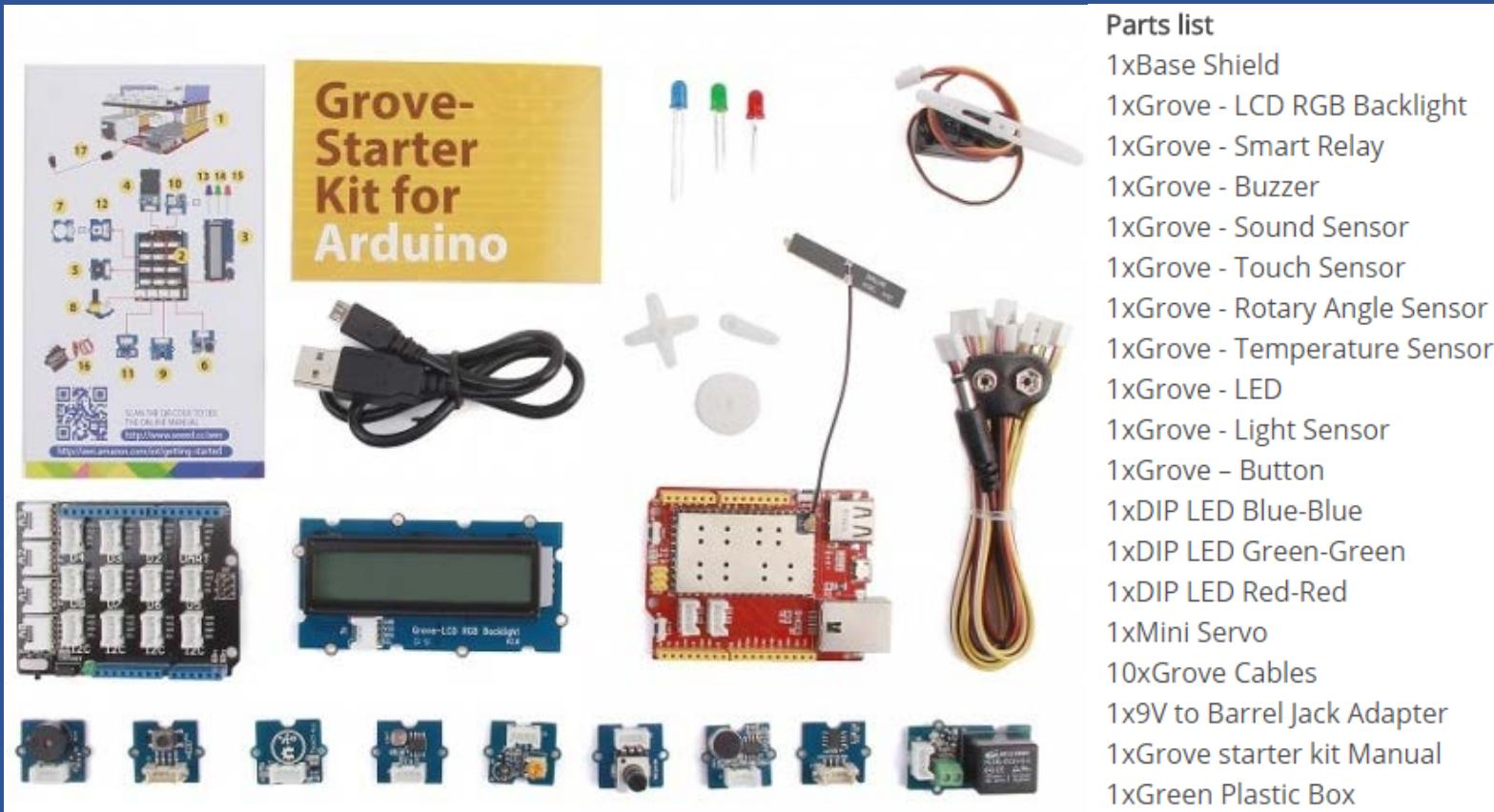
# IoT Starter Kit



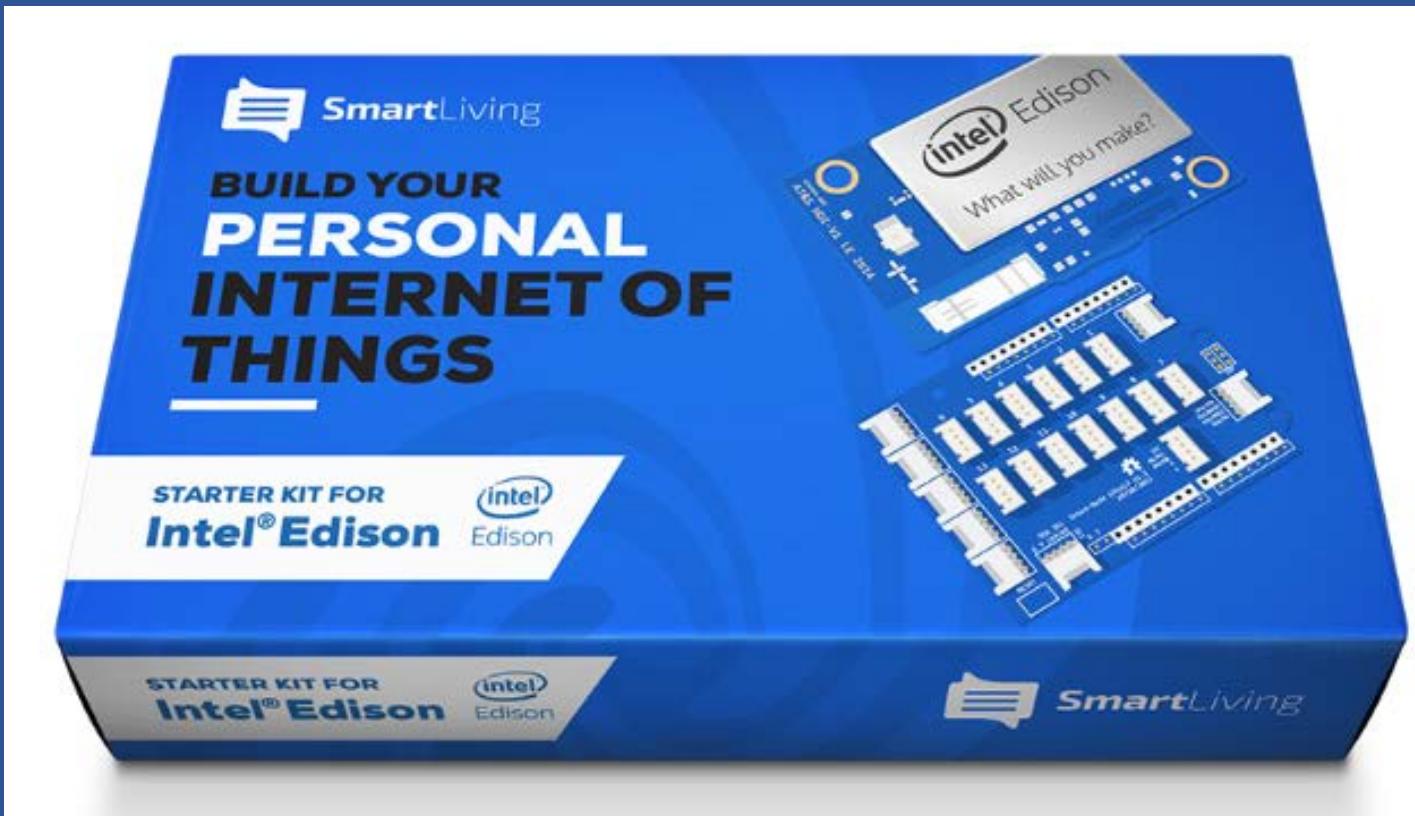
- **Electronic components**
  - 1x Photo Cell
  - 2x Breadboard Trim Potentiometer
  - 5x 10K 5% 1/4W Resistor
  - 5x 560 ohm 5% 1/4W Resistor
  - 2x Diffused 10mm Blue LED
  - 1x Electrolytic Capacitor - 1.0uF
  - 2x Diffused 10mm Red LED
  - 2x Diffused 10mm Green LED
  - 3x 12mm Tactile Switches

Adafruit Feather board: Raspberry Pi

# Grove Starter Kit for Arduino



## Smart Living Starter Kit for Intel Edison



### Sensors & Actuators

Temperature sensor  
Light sensor  
Motion sensor  
Infrared modules  
Vibration motor  
LED  
LED bar  
Rotary knob  
Push button

**Smart**Living Maker

## BeagleBone Green IOT for AWS



Package including:

- BeagleBone Green x1
- Grove - I2C ADC x1
- Grove - I2C Hub x1
- Grove - Relayx1
- Grove - Buzzer x1
- Grove - OLED Display 0.96" x1
- Grove - Button x1
- Grove - Temperature Sensor x1
- Grove - Sound Sensor x1
- Grove - 3-Axis Digital Accelerometer( $\pm 16g$ ) x1
- Grove - Chainable RGB LED x1
- Micro USB Cable - 48cm x1

# ARM® mbed™ Mbed NXP

IoT Device Platform



- NXP K64F Processor
- mbed application shield
- IBM IoT Client pre-loaded



- Cortex-M4, 120MHz
- 1024KB Flash, 256KB RAM
- Ethernet, USB Crystal-less, S[



- Cortex-M0+, 48MHz
- 256KB Flash, 32KB RAM
- USB OTG



- Cortex-M0+
- 16KB Flash, 4KB RAM

Extract (30 MCU platforms for NXP)

[full list](#)

Focus for current mbed OS release



FRDM-STBC-AGM01:  
9-Axis IMU



FRDM-FXS-MULTI2-B



FRDMSTBC-A8471



FRDMSTBC-A8491



FRDM-CR20A 2.4GHz  
802.15.4 Wireless  
Transceiver



JN5179

# NodeMCU



# BOSCH XDK

**Prototyping-Board Bosch Connected Devices and Solutions GmbH XDK 110 Cross-Domain Development Kit**

 **BOSCH**  
Invented for life

★★★★★

Bestell-Nr.: 1421124 - 62  
Teile-Nr.: 0273.600.004-001 | EAN: 2050003816533

**Online-Bestellung**

**201,11 €**

inkl. MwSt., zzgl. Versand

Stück

Sicher online Einkaufen

 Abholung in Ihrer Filiale



The image shows the Bosch XDK 110 Cross-Domain Development Kit. It is a rectangular, silver-colored prototyping board. On the front panel, there is a small LCD screen on the left and two black rectangular ports or connectors on the right. The word "XDK" is printed above the screen, and the Bosch logo is at the bottom. To the left of the main product image, there is a vertical sidebar with four smaller images: a top-down view of the XDK board, a front-facing view of the XDK board, a play button icon, and another side-view image of the XDK board.

# More On IoT Hardware

- Microsoft Azure IoT Starter Kits

<https://azure.microsoft.com/en-us/develop/iot/starter-kits/>

- EBV Elektronik NXP IoT Berlin Presentations

<https://www.dropbox.com/sh/iqo7d7906khrt5v/AAC0bZy2IY6Ekp8QUQ8zo0bla?dl=0>

# Sensors

- Acoustic, sound, vibration
- Automotive, transportation
- Chemical
- Electric current, electric potential, magnetic, radio
- Flow, fluid velocity
- Ionizing radiation, subatomic particles
- Navigation instruments
- Position, angle, displacement, distance, speed, acceleration
- Optical, light, imaging, photon
- Pressure
- Force, density, level
- Thermal, heat, temperature
- Proximity, presence

## Motion Sensor

<https://www.sparkfun.com/products/13285>



Description: This is a simple to use motion sensor. Power it up and wait 1-2 seconds for the sensor to get a snapshot of the still room. If anything moves after that period, the 'alarm' pin will go low.

This unit works great from 5 to 12V (datasheet shows 12V). You can also install a jumper wire past the 5V regulator on board to make this unit work at 3.3V. Sensor uses 1.6mA@3.3V.

## Altitude/Pressure Sensor

<https://www.sparkfun.com/products/13754>



Description: The MPL3115A2 is a MEMS pressure sensor that provides Altitude data to within 30cm (with oversampling enabled).

The sensor outputs are digitized by a high resolution 24-bit ADC and transmitted over I2C, meaning it's easy to interface with most controllers.

Pressure output can be resolved with output in fractions of a Pascal, and Altitude can be resolved in fractions of a meter. The device also provides 12-bit temperature measurements in degrees Celsius.

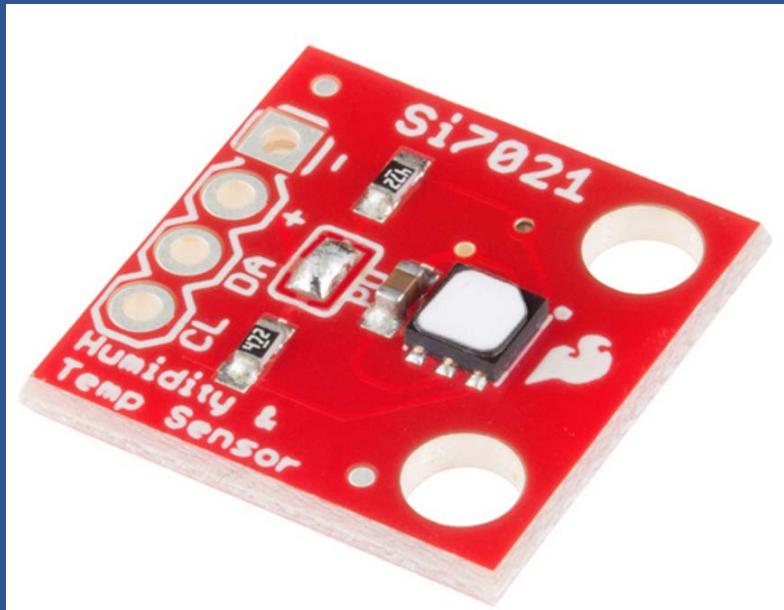
## Photocell



Description: The photocell will vary its resistance based on how much light it's exposed to. Will vary from  $1\text{k}\Omega$  in the light to  $10\text{k}\Omega$  in the dark.

# Humidity and Temperature Sensor Breakout- Si7021

<https://www.sparkfun.com/products/13763>



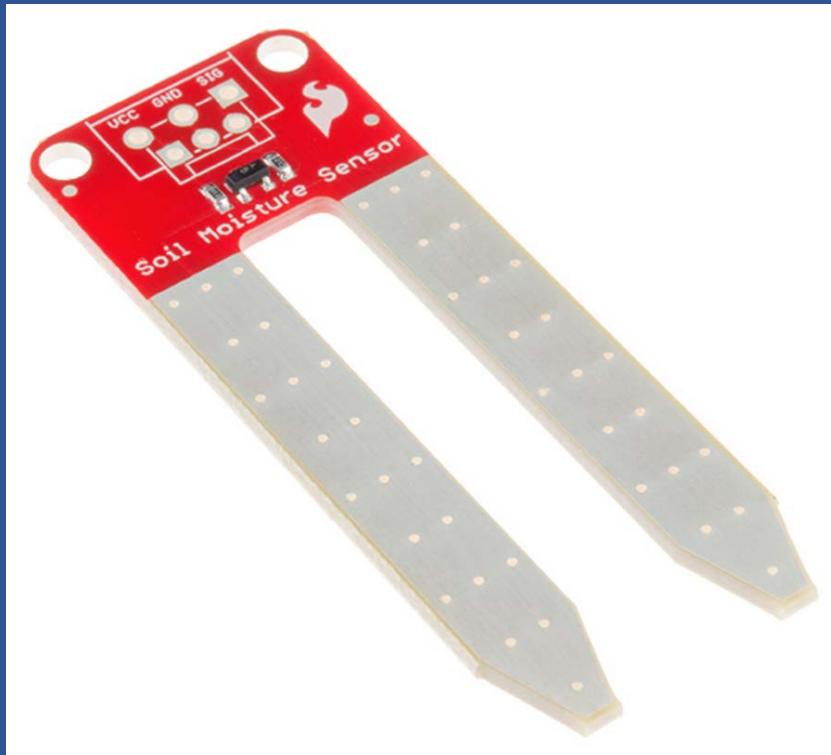
Description: The Si7021 is a low-cost, easy-to-use, highly accurate, digital humidity and temperature sensor.

This sensor is ideal for environmental sensing and data logging and perfect for building a weather station or humidifier control system.

All you need are two lines for I2C communication, and you'll have relative humidity readings and very accurate temperature readings as a bonus!

# Soil Moisture Sensor

<https://www.sparkfun.com/products/13322>

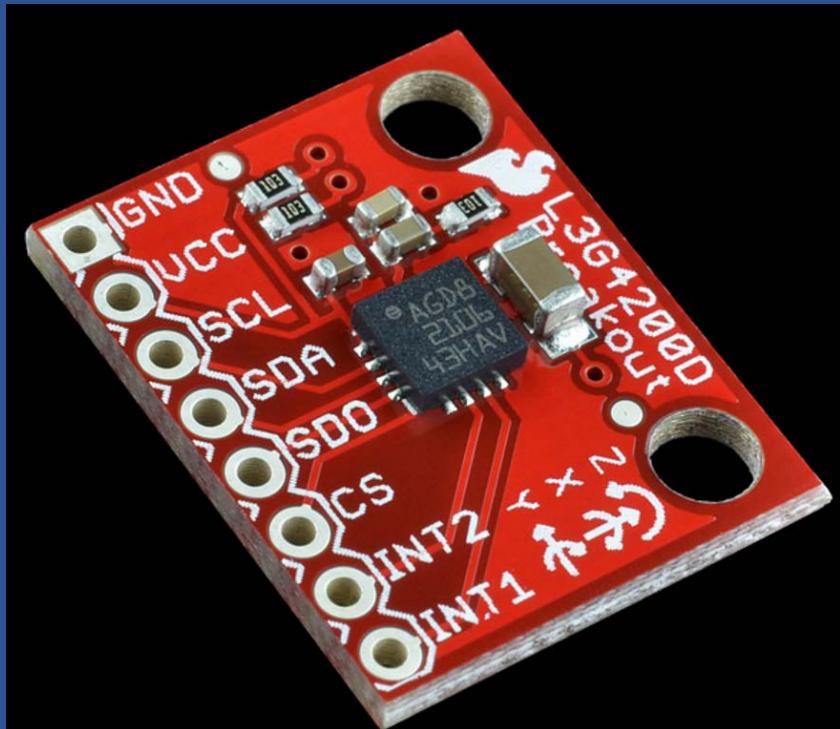


Description: The two large exposed pads function as probes for the sensor, together acting as a variable resistor.

The more water that is in the soil means the better the conductivity between the pads will be and will result in a lower resistance, and a higher SIG out.

## Tri-Axis Gyro

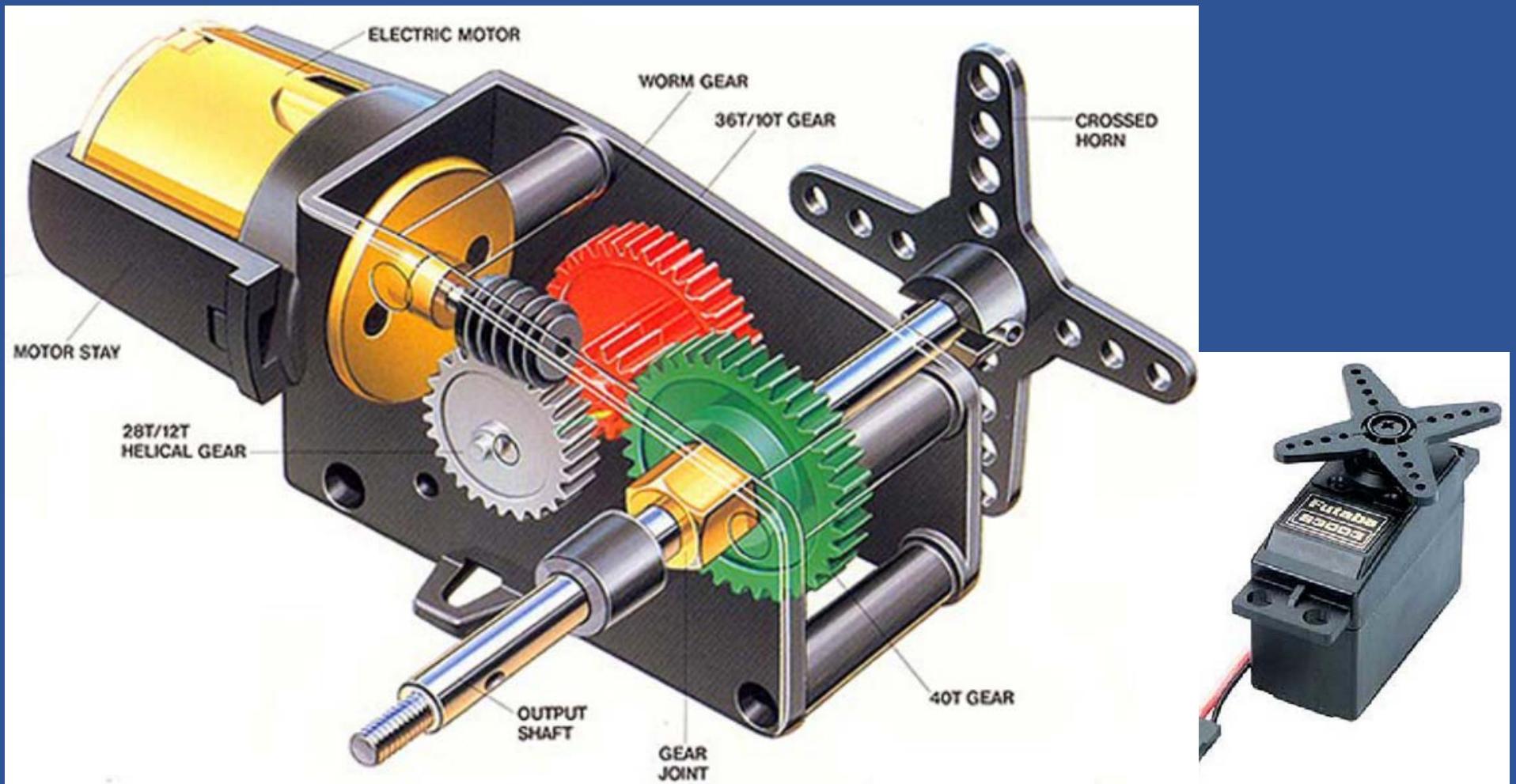
<https://www.sparkfun.com/products/10612>



Description: Angular velocity is the change in rotational angle per unit of time. Angular velocity is generally expressed in deg/s (degrees per second).

These work great in gaming and virtual reality input devices, GPS navigation systems and robotics.

# Servo Motor



## Robot Arm



## DC gear motor



# Solenoid



# IoT Connectivity

- PAN: Personal Area Network
- LAN: Local Area Network
- NAN: Neighbourhood Area Network
- WAN: Wide Area Network





- Bluetooth low energy (BLE)
- applications in the healthcare, fitness, beacons, security, and home entertainment industries.
- Reduced power consumption and cost while maintaining a similar communication range.
- Mobile operating systems including iOS, Android, Windows Phone and BlackBerry, as well as OS X, Linux, and Windows 8, natively support Bluetooth Smart.
- By 2018 more than 90 percent of Bluetooth-enabled smartphones will support Bluetooth Smart.



- ZigBee is an IEEE 802.15.4-based specification
- Used to create personal area networks with small, low-power digital radios.
- Intended to be simpler and less expensive than Bluetooth or Wi-Fi.
- Short-range low-rate wireless data transfer.
- Applications include wireless light switches, traffic management systems, and other consumer and industrial equipment

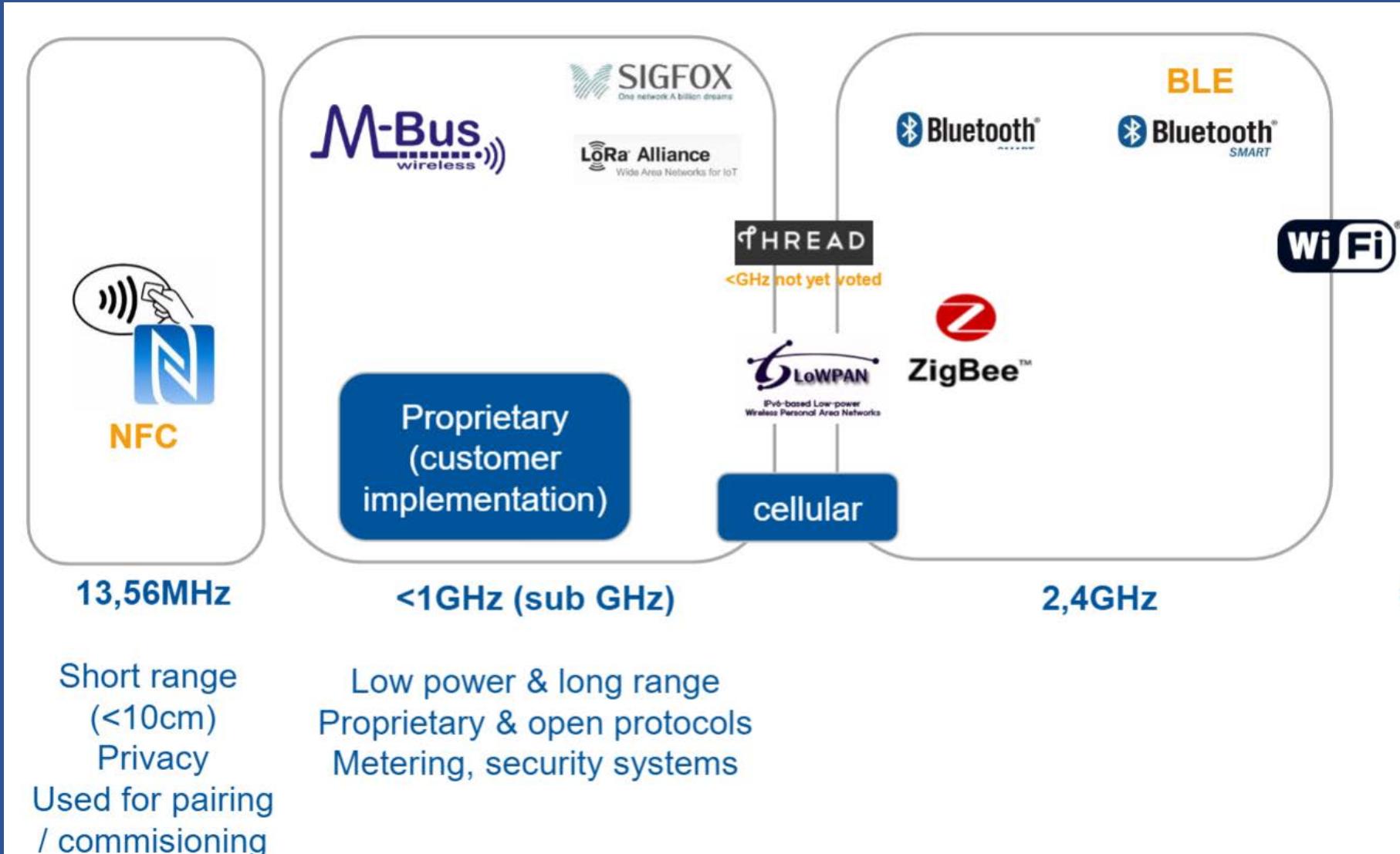


- 6LoWPAN is an acronym of IPv6 over Low power Wireless Personal Area Networks.
- Concept originated from the idea that "the Internet Protocol could and should be applied even to the smallest devices," and that low-power devices with limited processing capabilities should be able to participate in the Internet of Things.
- Allow IPv6 packets to be sent and received over IEEE 802.15.4 based networks.



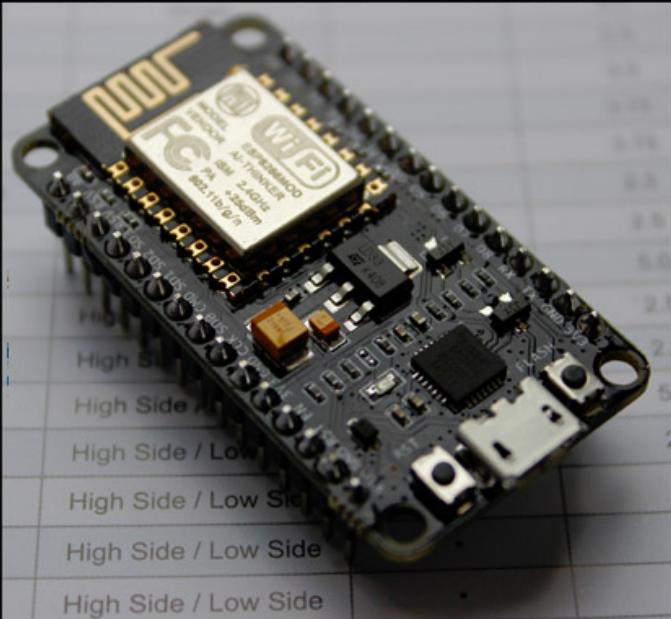
- French company
- Wireless networks to connect low-energy objects
- Electricity meters, smartwatches, and washing machines
- Continuously on and emitting small amounts of data.
- \$1 per device per year
- First and only company providing global cellular connectivity for the Internet of Things"
- Infrastructure is "completely independent of existing networks, such as telecommunications networks."

# Wireless connectivity for IoT



# LOY IoT STARTER KIT™

Internet of Things experimental kit for Microsoft Azure IoT suite training course by Laploy



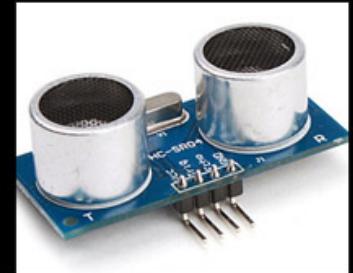
NodeMCU ESP8266



BUZZER



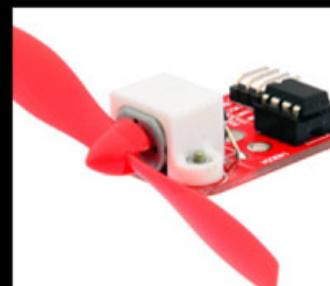
RELAY



ULTRASONIC SENSOR



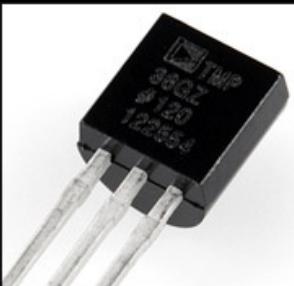
ANGLE SENSOR



FAN



LED



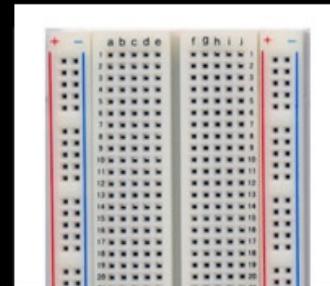
TEMPERATURE



LIGHT SENSOR



SWITCH



BREADBOARD

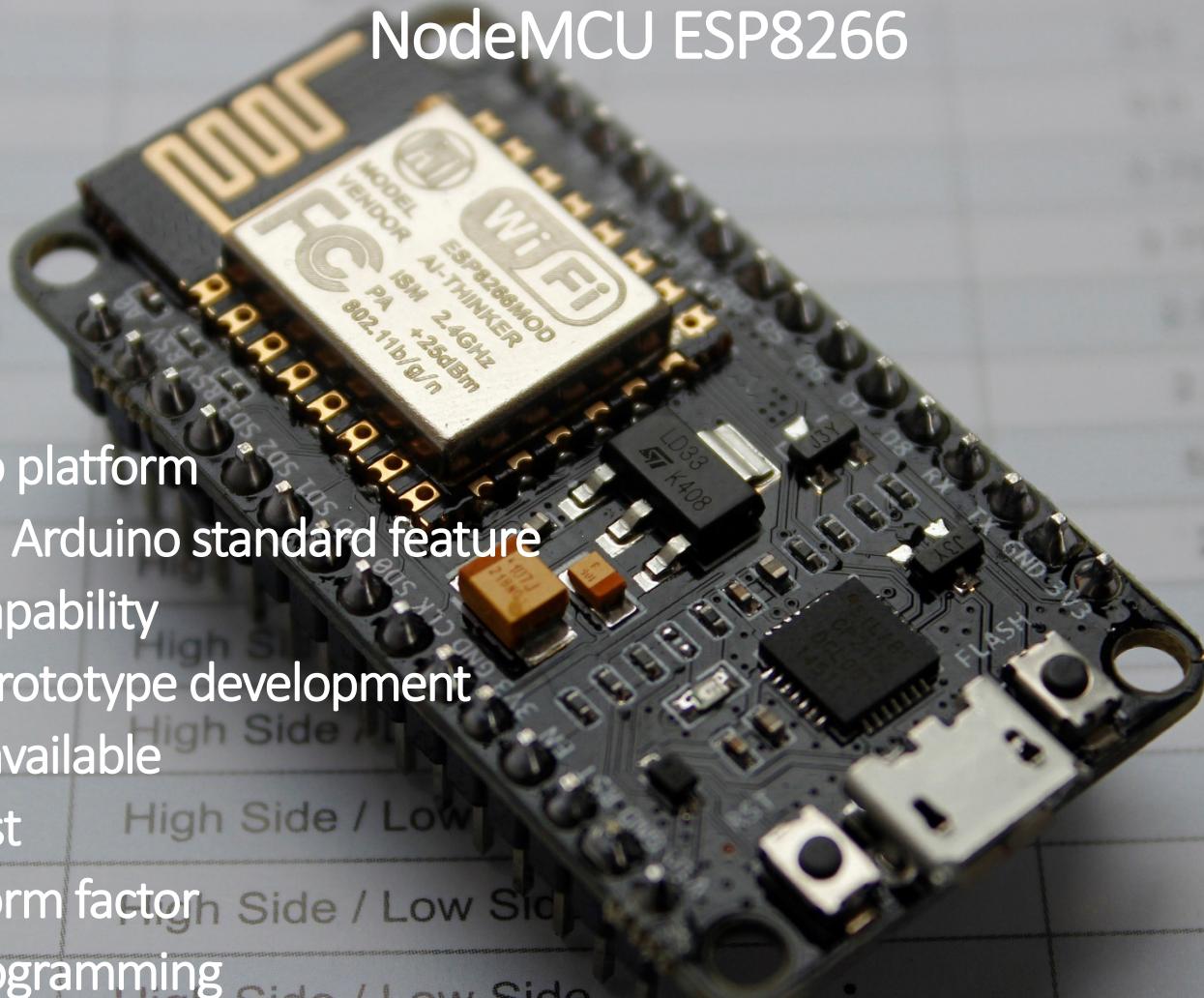


USB CABLE

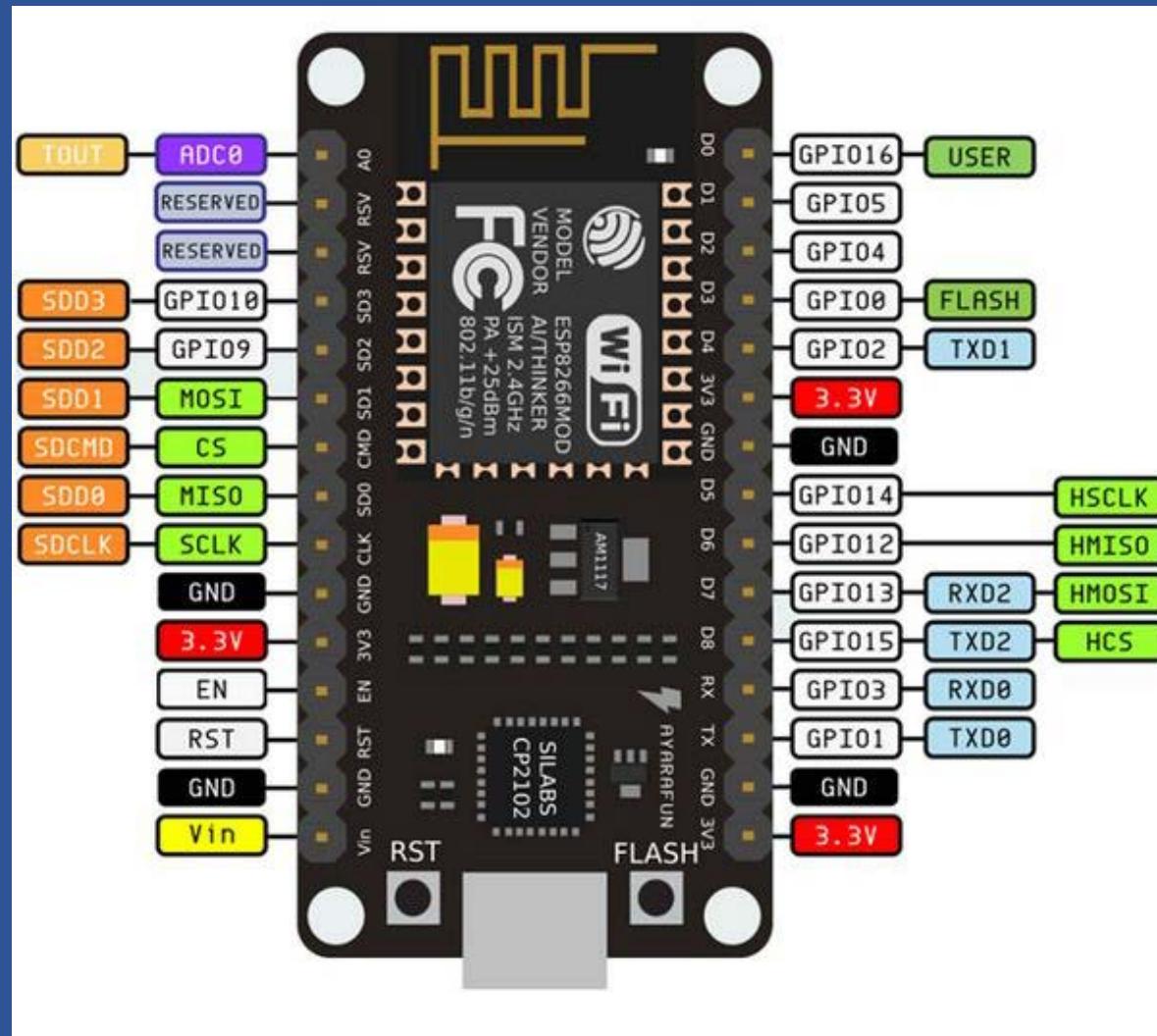
The picture only serves general information purposes; it may be subject to change at any time without prior notice.

## NodeMCU ESP8266

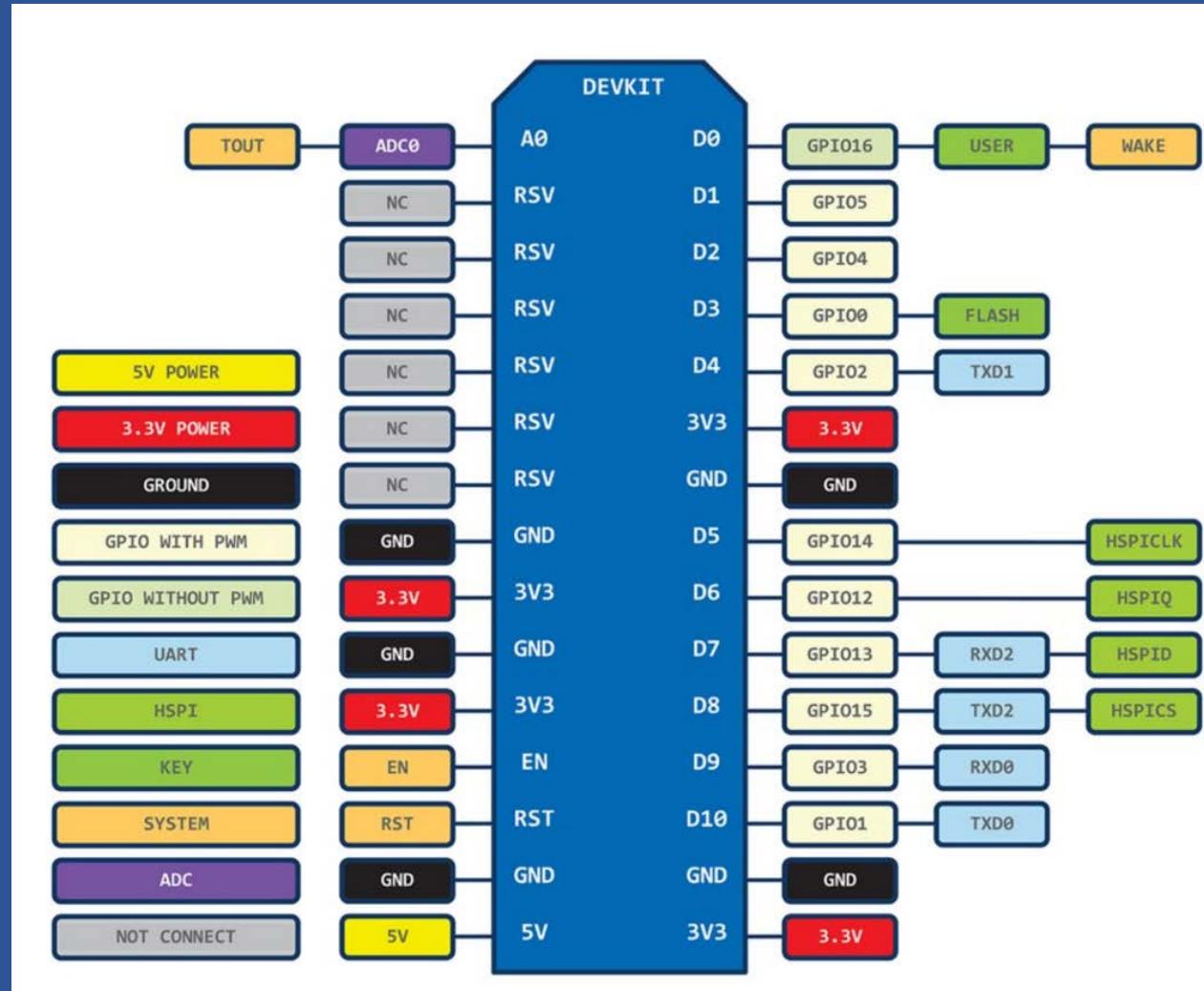
- Arduino platform
- Have all Arduino standard feature
- Wi-Fi capability
- Rapid prototype development
- Highly available
- Low cost
- Small form factor
- USB programming



# Device anatomy



# Pin description



## 32-bit Tensilica MCU

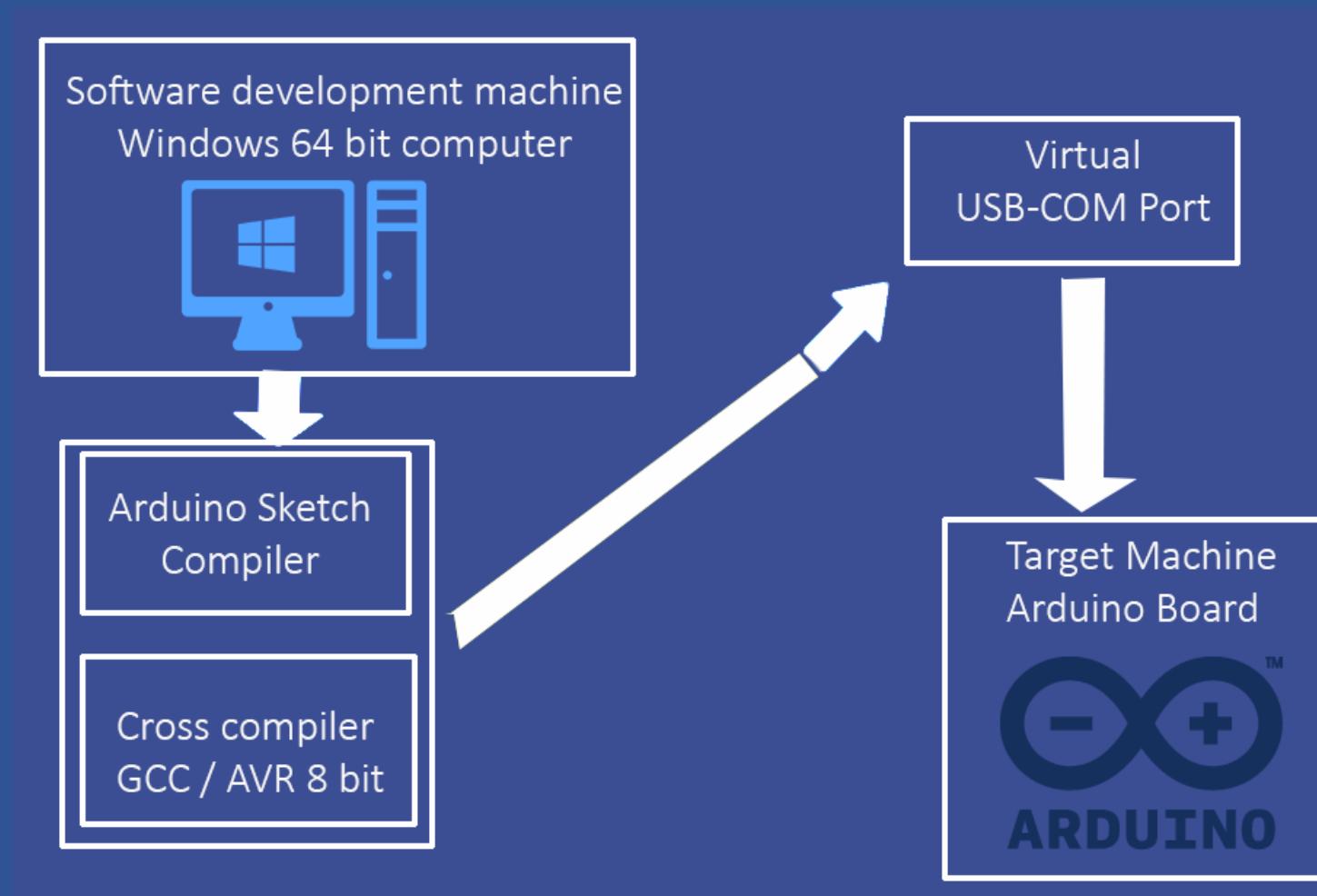


- Tensilica L106 32-bit micro controller (MCU)
- Extra low power
- 32-bit RSIC,
- Clock speed of 160 MHz.
- Real Time Operation System (RTOS)
- Wi-Fi stack

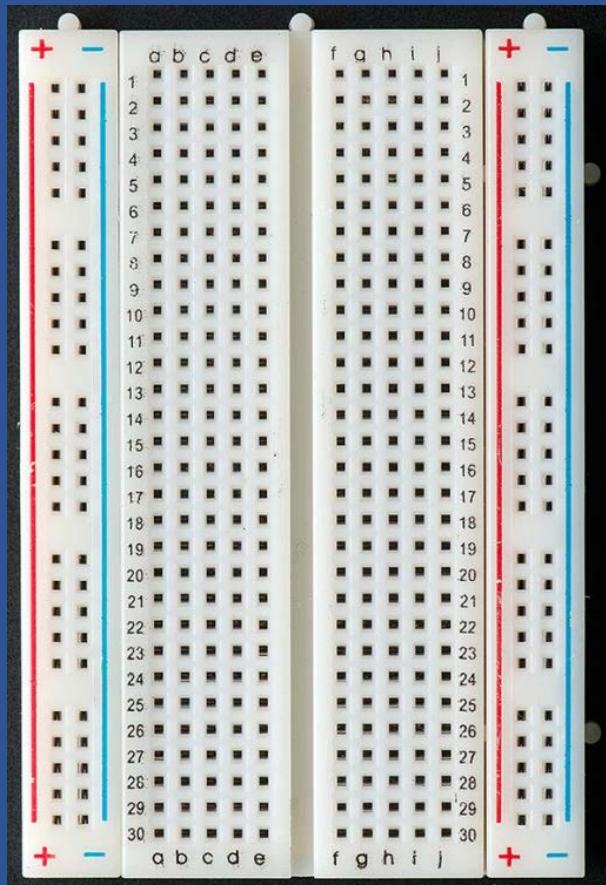
## Peripheral features

- 32-bit RISC CPU: Tensilica Xtensa LX106 running at 80 MHz\*
- 64 KB of instruction RAM, 96 KB of data RAM
- External QSPI flash- 512 KB to 4 MB\* (up to 16 MB is supported)
- IEEE 802.11 b/g/n Wi-Fi
- Integrated TR switch, balun, LNA, power amplifier and matching network
- WEP or WPA/WPA2 authentication, or open networks
- 16 GPIO pins
- SPI, I<sup>2</sup>C,
- I<sup>2</sup>S interfaces with DMA (sharing pins with GPIO)
- UART on dedicated pins, plus a transmit-only UART can be enabled on GPIO2
- 1 10-bit ADC

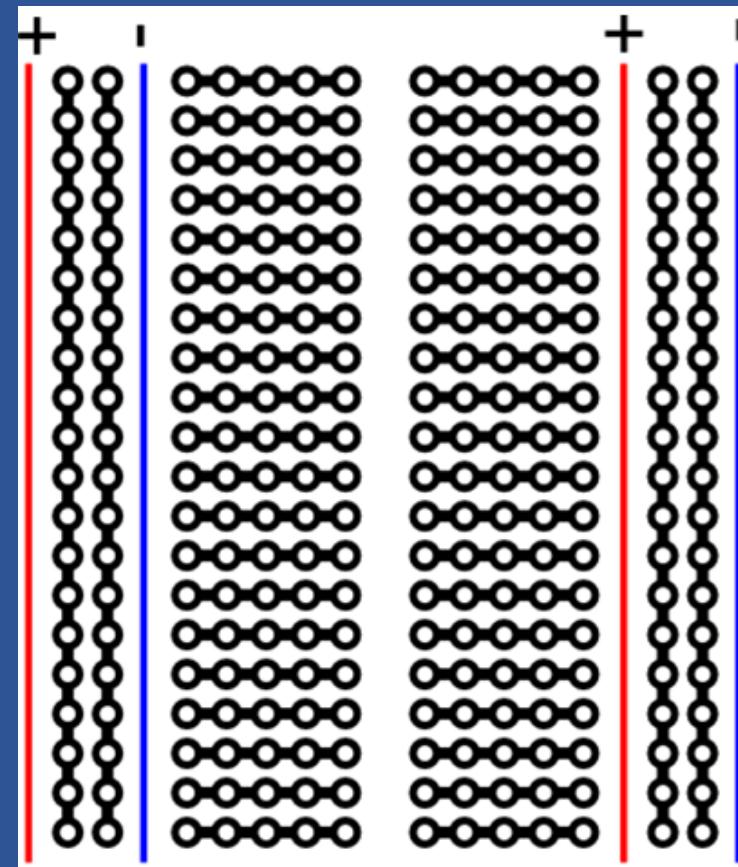
## PC – Arduino Cross Compile programming model



# Breadboard

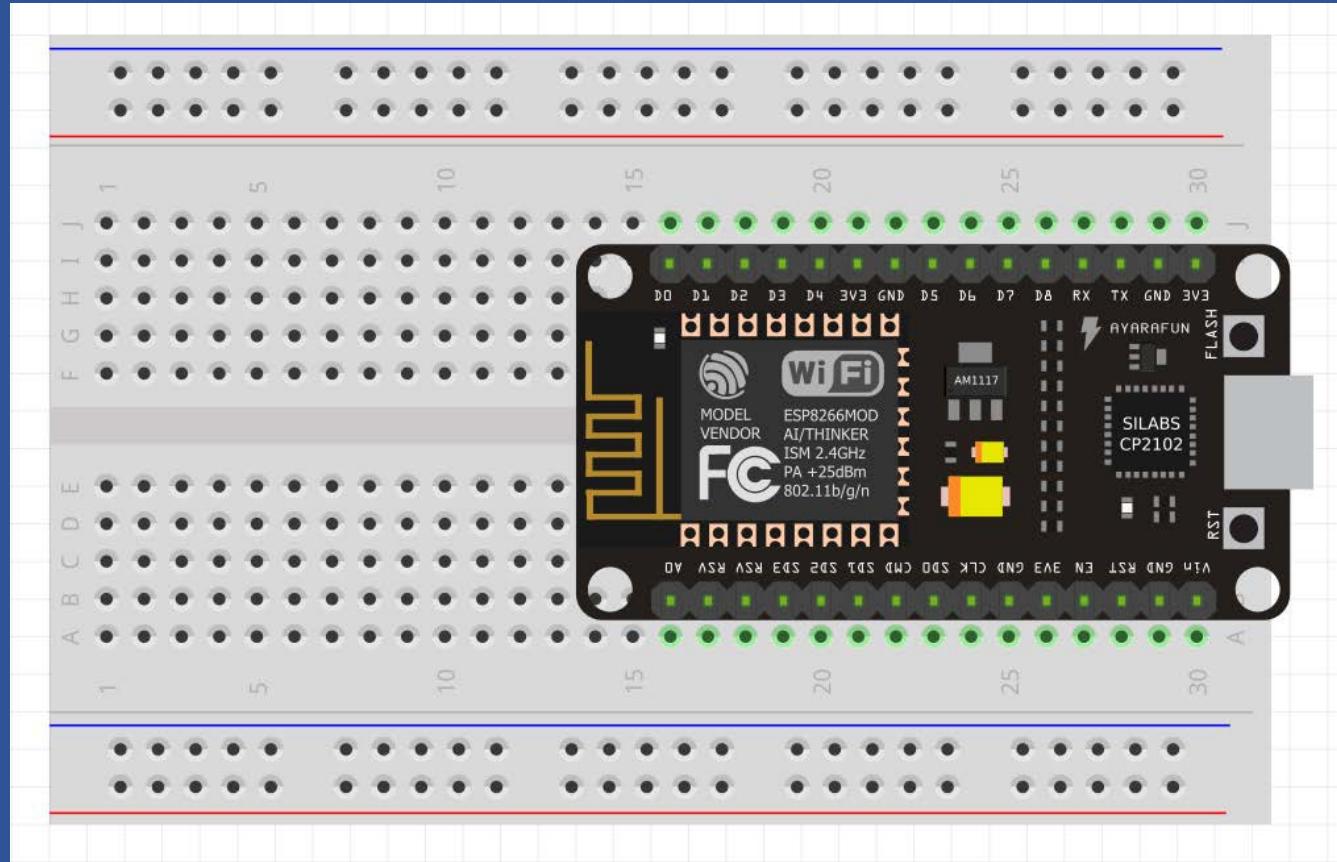


Actual

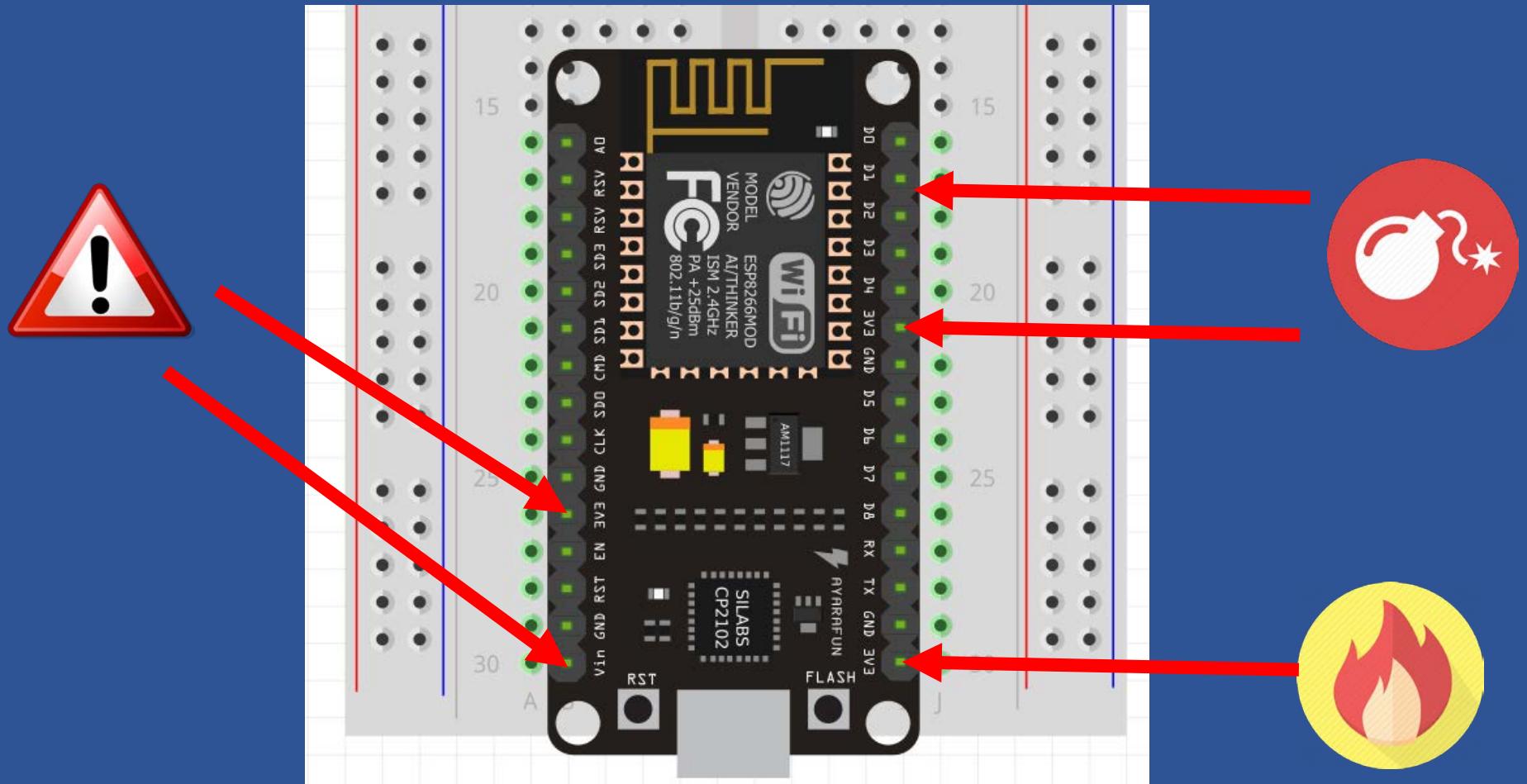


Schematic

## NodeMCU mounted on Breadboard



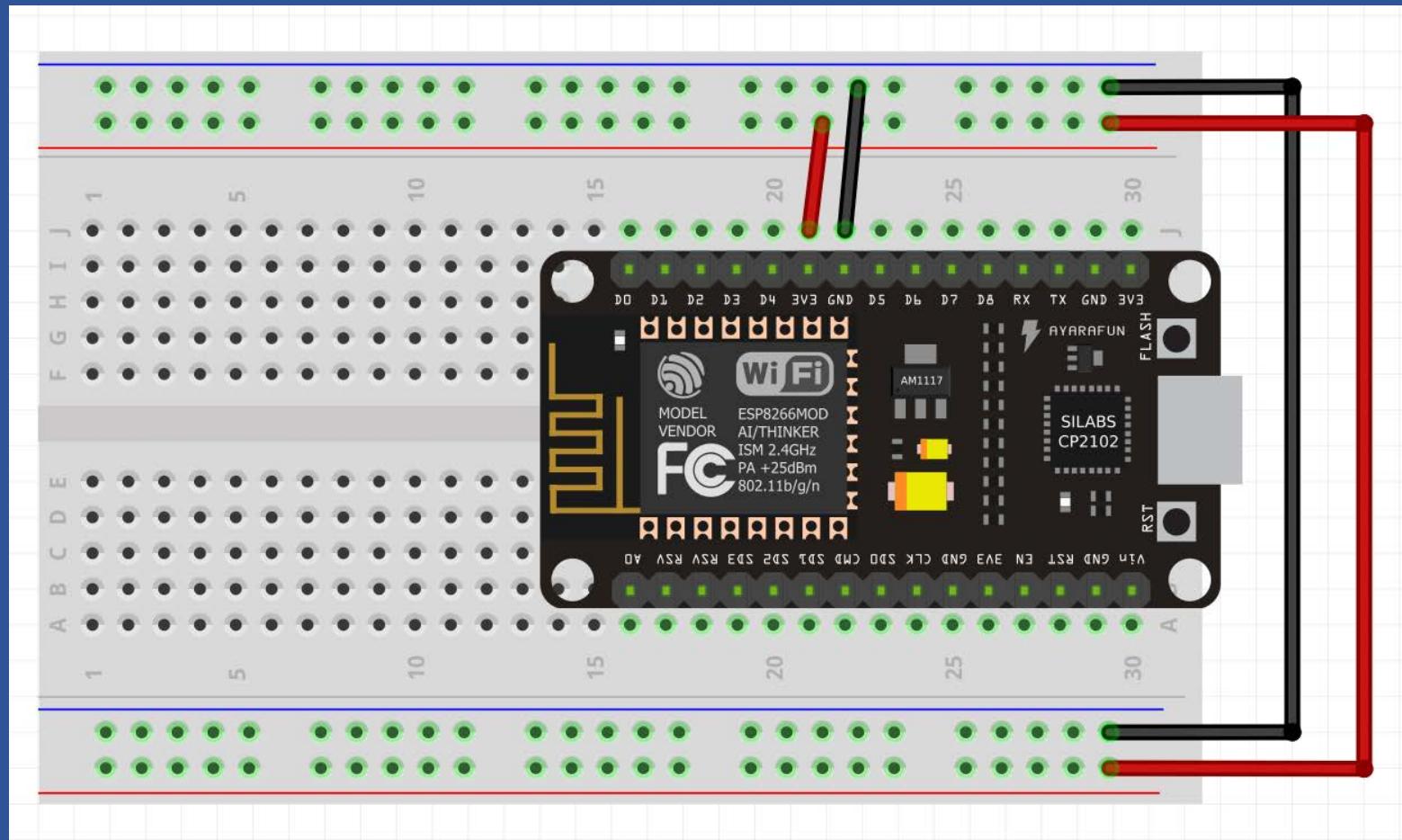
## Hot Pins



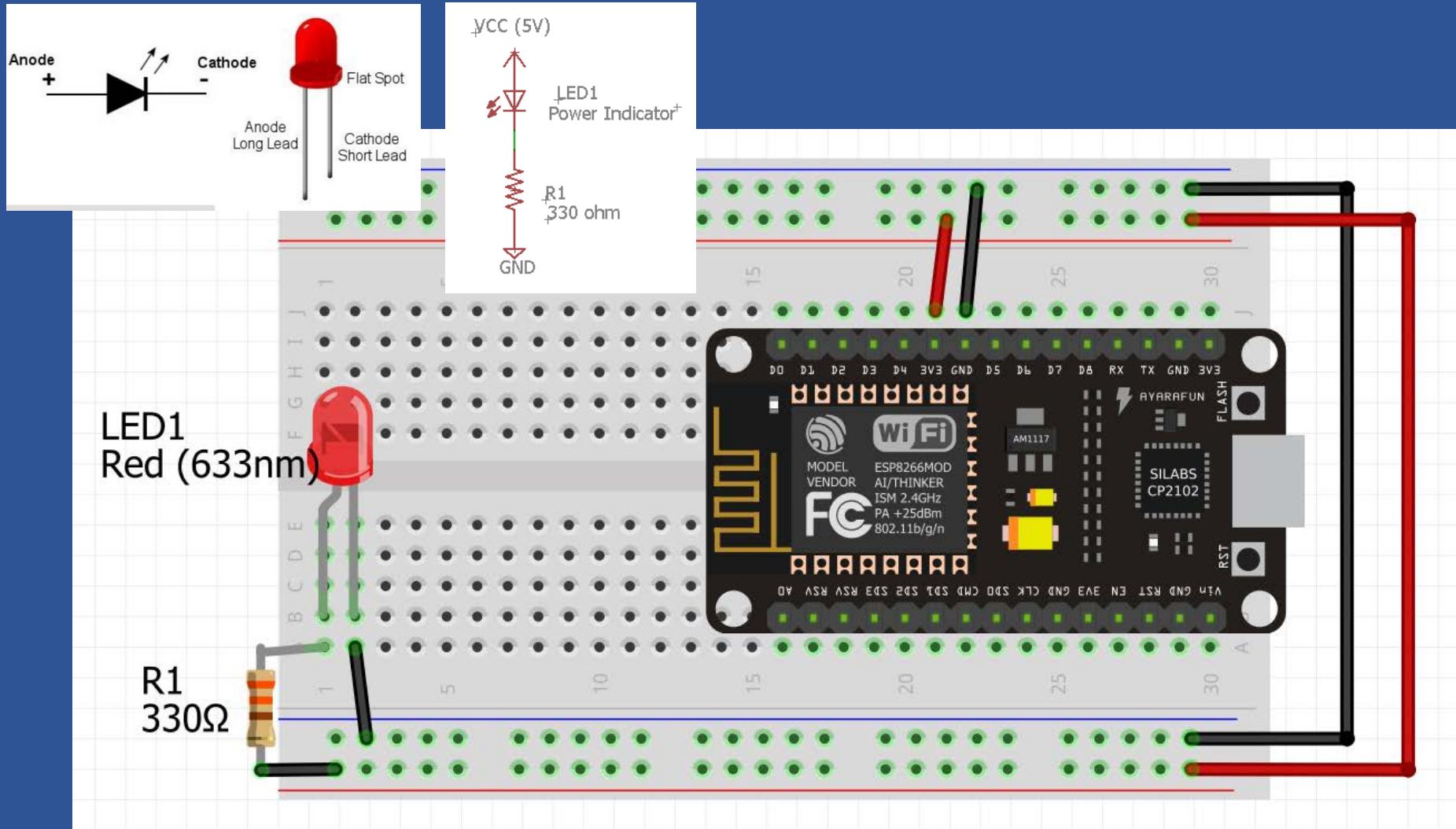
# Safety Instructions

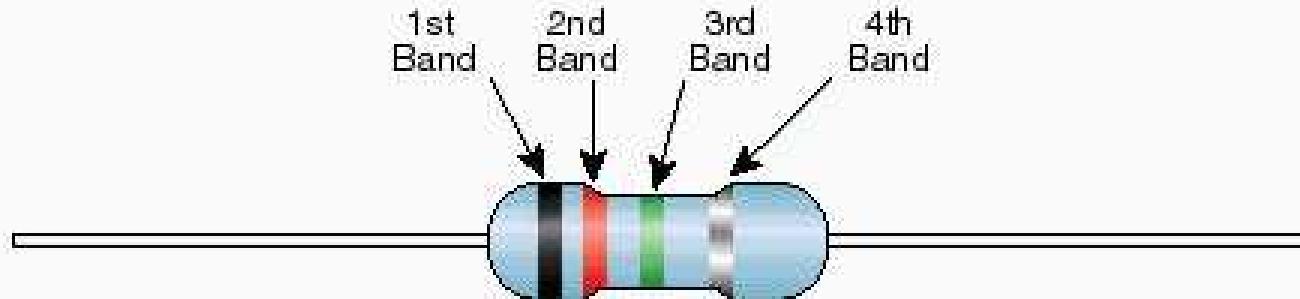
- Remove USB when not in used
- Remove USB when modify circuit
- Remove USB when hot
- Remove USB when smoke
- Do not connect hot pins to GND
- Check, re-check and cross-check before plug USB
- Immediately remove USB if no light

## Powering the breadboard



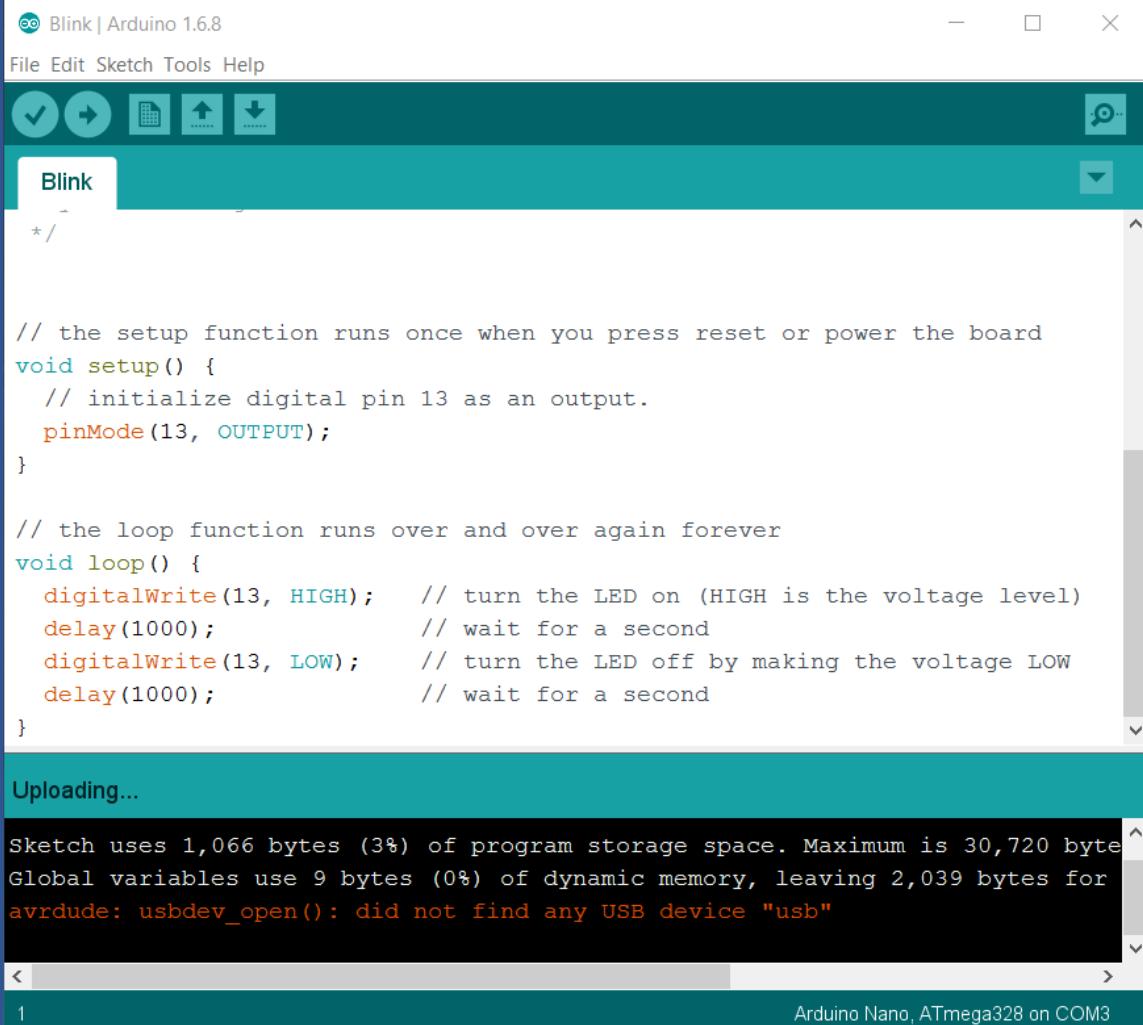
# Power indicator



**Standard EIA Color Code Table 4 Band:  $\pm 2\%$ ,  $\pm 5\%$ , and  $\pm 10\%$** 

Color	1st Band (1st figure)	2nd Band (2nd figure)	3rd Band (multiplier)	4th Band (tolerance)
Black	0	0	$10^0$	
Brown	1	1	$10^1$	
Red	2	2	$10^2$	$\pm 2\%$
Orange	3	3	$10^3$	
Yellow	4	4	$10^4$	
Green	5	5	$10^5$	
Blue	6	6	$10^6$	
Violet	7	7	$10^7$	
Gray	8	8	$10^8$	
White	9	9	$10^9$	
Gold			$10^{-1}$	$\pm 5\%$
Silver			$10^{-2}$	$\pm 10\%$

# Arduino IDE primer



The screenshot shows the Arduino IDE interface with the following details:

- Title Bar:** Blink | Arduino 1.6.8
- Menu Bar:** File Edit Sketch Tools Help
- Toolbar:** Includes icons for Save, Run, Open, Upload, and Download.
- Sketch Name:** Blink
- Code Area:** Contains the standard Blink sketch:

```
// the setup function runs once when you press reset or power the board
void setup() {
    // initialize digital pin 13 as an output.
    pinMode(13, OUTPUT);
}

// the loop function runs over and over again forever
void loop() {
    digitalWrite(13, HIGH);      // turn the LED on (HIGH is the voltage level)
    delay(1000);                // wait for a second
    digitalWrite(13, LOW);       // turn the LED off by making the voltage LOW
    delay(1000);                // wait for a second
}
```
- Status Bar:** Shows "Uploading..." followed by the upload progress bar.
- Serial Monitor:** Displays the message: "Sketch uses 1,066 bytes (3%) of program storage space. Maximum is 30,720 bytes. Global variables use 9 bytes (0%) of dynamic memory, leaving 2,039 bytes for". It also shows the error: "avrduude: usbdev\_open(): did not find any USB device "usb"".
- Bottom Status:** Shows "1" and "Arduino Nano, ATmega328 on COM3".

## More on Arduino IDE

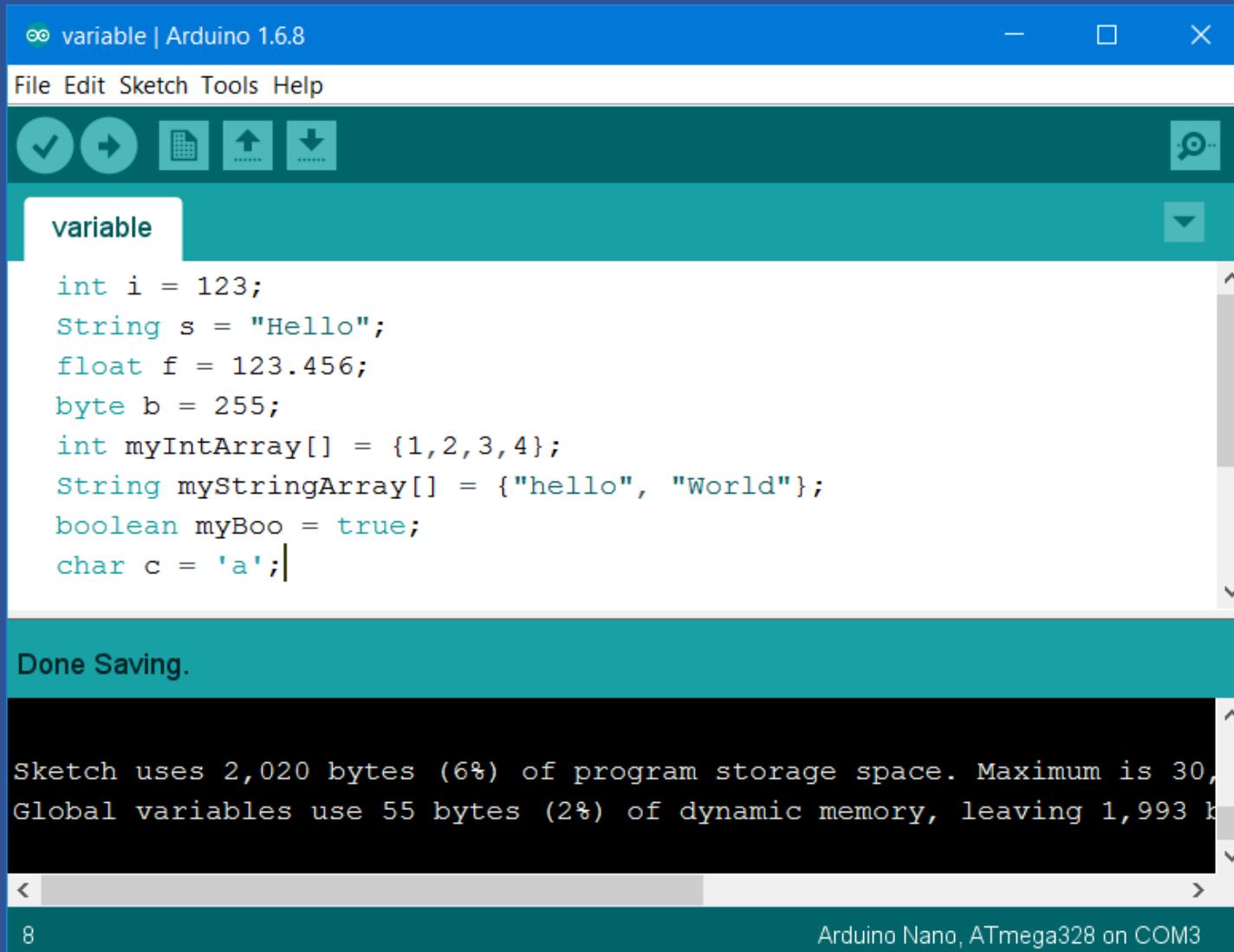
- Arduino Software (IDE)  
<https://www.arduino.cc/en/Guide/Environment>

# Sketch Language primer

## Data type

Datatype	RAM usage
• void keyword	N/A
• boolean	1 byte
• char	1 byte
• unsigned char	1 byte
• int	2 byte
• unsigned int	2 byte
• word	2 byte
• long	4 byte
• unsigned long	4 byte
• float	4 byte
• double	4 byte
• string	1 byte + x
• array	1 byte + x
• enum	N/A
• struct	N/A
• pointer	N/A

# Variable Declaration

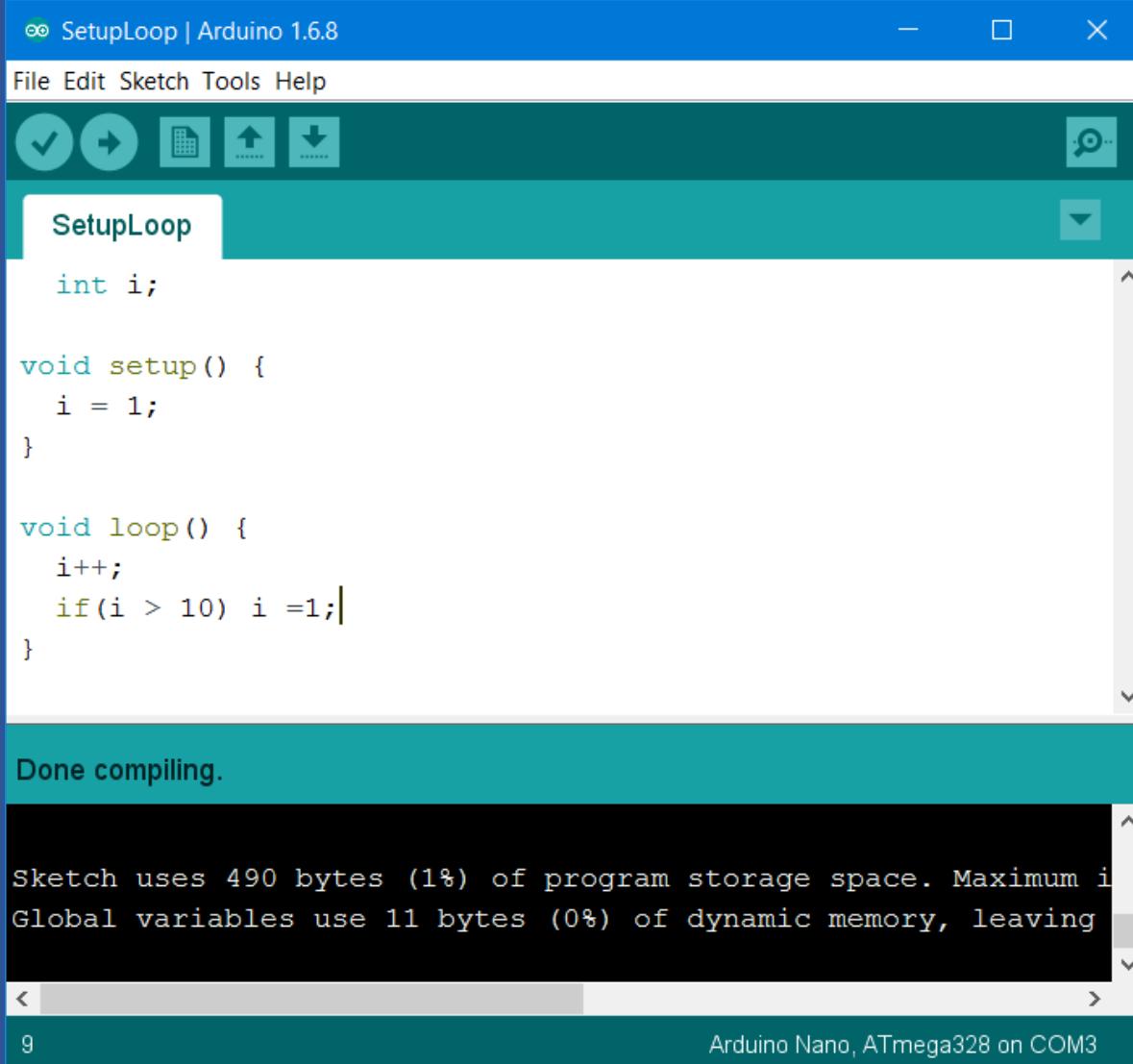


The screenshot shows the Arduino IDE interface with the title bar "variable | Arduino 1.6.8". The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for save, upload, and search. The main code editor window contains the following C++ code:

```
int i = 123;
String s = "Hello";
float f = 123.456;
byte b = 255;
int myIntArray[] = {1,2,3,4};
String myStringArray[] = {"hello", "World"};
boolean myBool = true;
char c = 'a';
```

The status bar at the bottom displays "Done Saving." and "Sketch uses 2,020 bytes (6%) of program storage space. Maximum is 30, Global variables use 55 bytes (2%) of dynamic memory, leaving 1,993 b". The page number "8" is at the bottom left, and "Arduino Nano, ATmega328 on COM3" is at the bottom right.

# Setup and Loop



The screenshot shows the Arduino IDE interface with a sketch titled "SetupLoop". The code consists of a setup function that initializes a variable `i` to 1, and a loop function that increments `i` by 1 each iteration. If `i` exceeds 10, it is reset to 1. The status bar at the bottom indicates the sketch uses 490 bytes of program storage space and 11 bytes of dynamic memory, leaving 1000 bytes available.

```
int i;

void setup() {
    i = 1;
}

void loop() {
    i++;
    if(i > 10) i = 1;
}
```

Done compiling.

Sketch uses 490 bytes (1%) of program storage space. Maximum is 504 bytes.
Global variables use 11 bytes (0%) of dynamic memory, leaving 1000 bytes free.

9 Arduino Nano, ATmega328 on COM3

## Blinky Lab

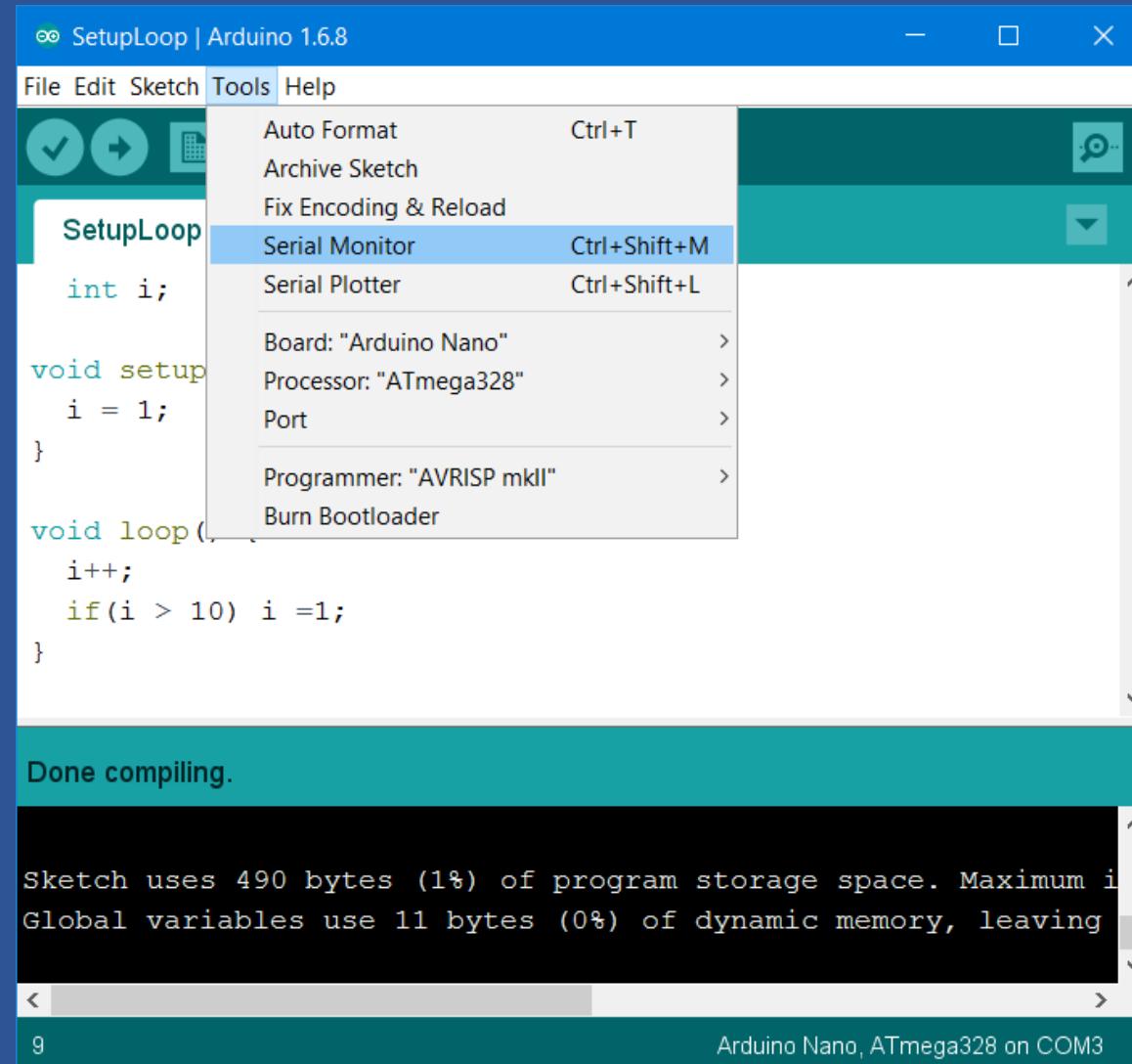
- Lab 1 Blinky: Write a program to blink an external LED
- Lab 2 BlinkyTrio: Blink 3 LEDs
- Lab3 Runner: Red LED on .5sec and off, Yellow LED on .5sec and off, Green LED on .5sec and off, repeat all over.

## More on Sketch Language

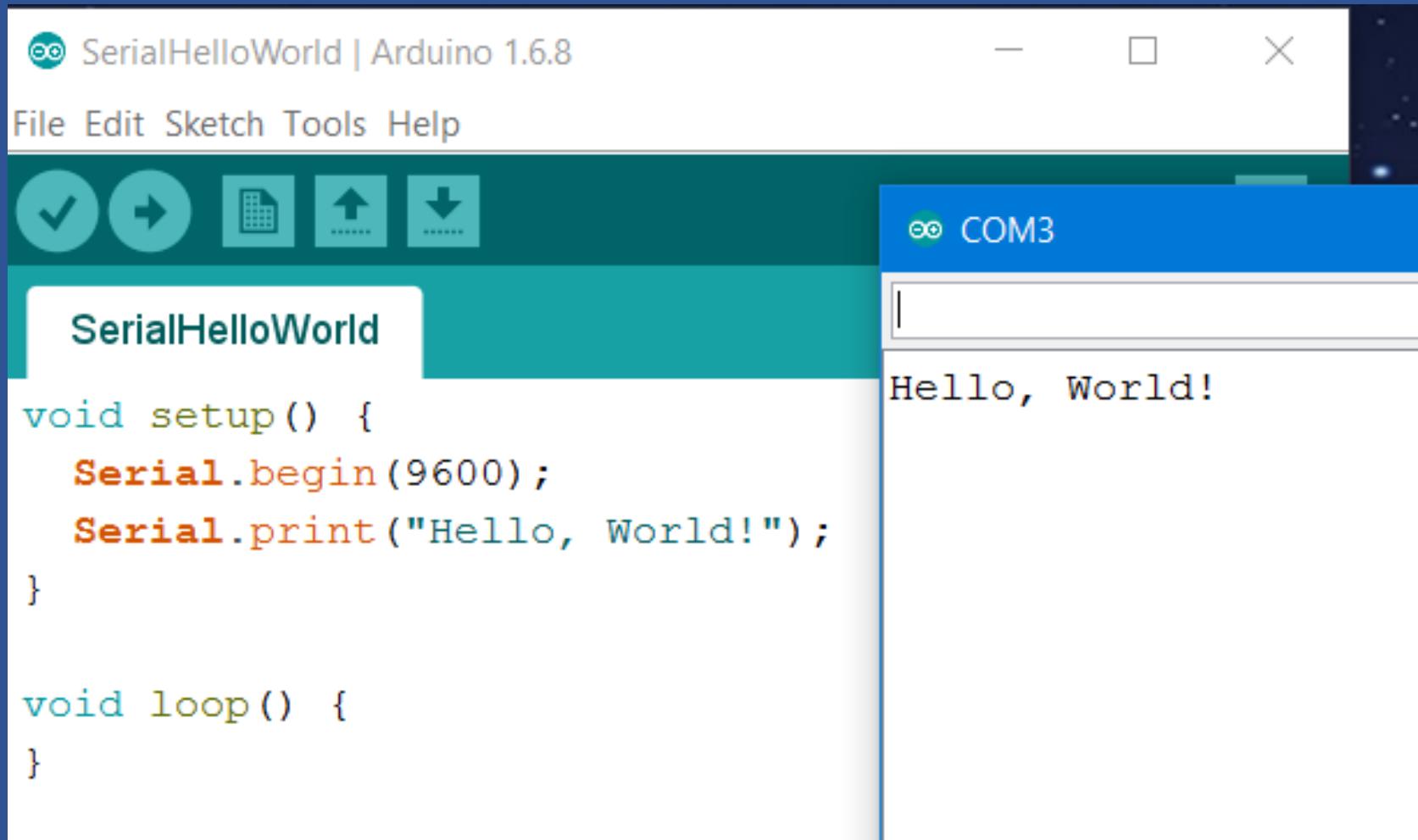
- Language Reference

<https://www.arduino.cc/en/Reference/HomePage>

# Programming and debugging



# SerialHelloWorld



The screenshot shows the Arduino IDE interface with a sketch named "SerialHelloWorld". The code is as follows:

```
void setup() {  
  Serial.begin(9600);  
  Serial.print("Hello, World!");  
}  
  
void loop() {}
```

The Serial Monitor window is open, connected to "COM3", and displays the output "Hello, World!".

# Serial Count

The image shows the Arduino IDE interface. On the left, the code editor window displays the following sketch:

```
int i;

void setup() {
    i = 1;
    Serial.begin(9600);
    Serial.println("Program Start!");
}

void loop() {
    Serial.println(i++);
    if(i > 10)
    {
        Serial.print("Done.");
        while(true) {}
    }
    delay(1000);
}
```

On the right, the serial monitor window is titled "SerialCount" and is connected to "COM3". It shows the output of the program:

Program Start!  
1  
2  
3  
4  
5  
6  
7  
8  
9  
10  
Done.

At the bottom of the serial monitor window, there is a checkbox labeled "Autoscroll" which is checked.

## Serial.print()

```
void setup() {  
    Serial.begin(9600);  
}  
  
void loop() {  
    Serial.println(78); //gives "78"  
    Serial.println(1.23456); //gives "1.23"  
    Serial.println('N'); //gives "N"  
    Serial.println("Hello world."); //gives "Hello world."  
    Serial.println(78, BIN); //gives "1001110"  
    Serial.println(78, OCT); //gives "116"  
    Serial.println(78, DEC); //gives "78"  
    Serial.println(78, HEX); //gives "4E"  
    Serial.println(1.23456, 0); //gives "1"  
    Serial.println(1.23456, 2); //gives "1.23"  
    Serial.println(1.23456, 4); //gives "1.2346"  
    while(true) {}  
}
```

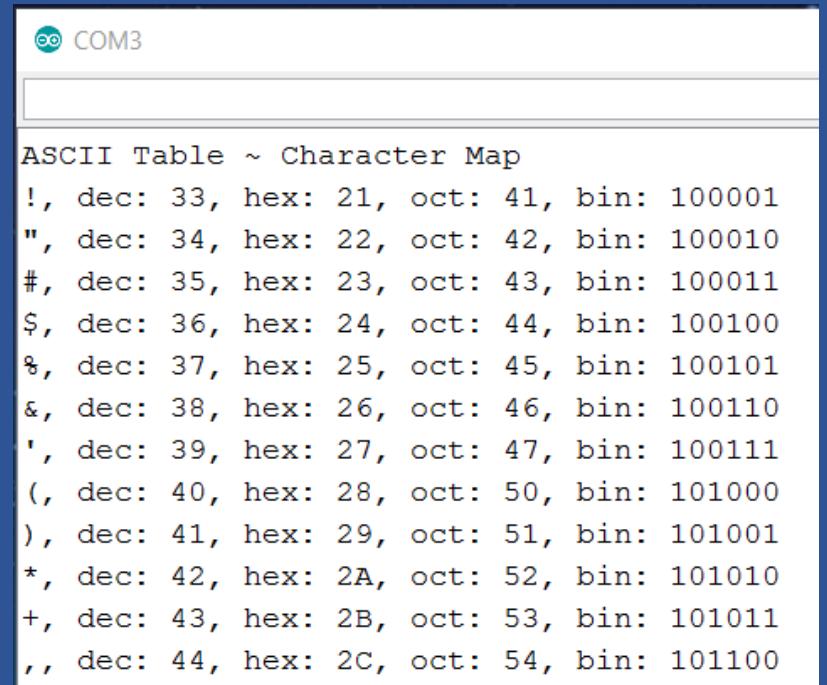
## Serial Echo

### SerialEcho §

```
void setup() {  
  // Turn the Serial Protocol ON  
  Serial.begin(9600);  
  
}  
  
void loop() {  
  if (Serial.available() > 0) {  
    Serial.write(Serial.read());  
  }  
}
```

# Serial Lab

- Lab1: AscTable: Print out ASCII Table
- Lab2: ShowChrAsc: Get a letter from Serial input and Send out one line of ASCII information



The screenshot shows a serial monitor window titled "COM3". The title bar also includes the text "ASCII Table ~ Character Map". The main area displays a table of ASCII characters from exclamation mark (!) to double quote (",). Each character is listed with its corresponding ASCII value, decimal (dec), hexadecimal (hex), octal (oct), and binary (bin) representations.

Character	dec	hex	oct	bin
!	33	21	41	100001
",	34	22	42	100010
#	35	23	43	100011
\$	36	24	44	100100
%	37	25	45	100101
&	38	26	46	100110
'	39	27	47	100111
(	40	28	50	101000
)	41	29	51	101001
*	42	2A	52	101010
+	43	2B	53	101011
,	44	2C	54	101100

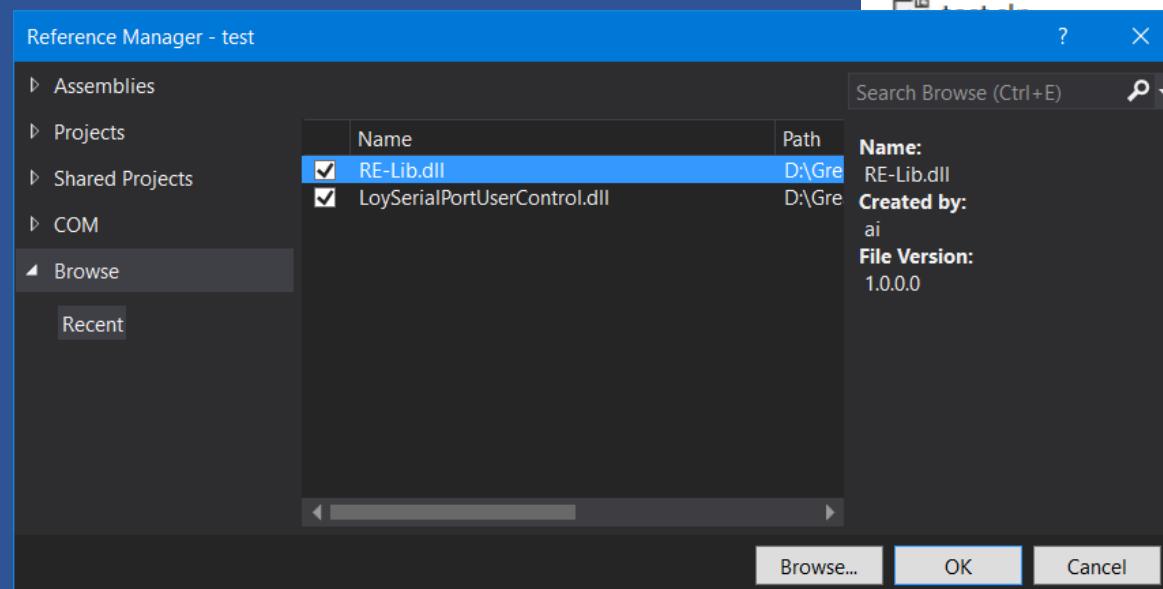
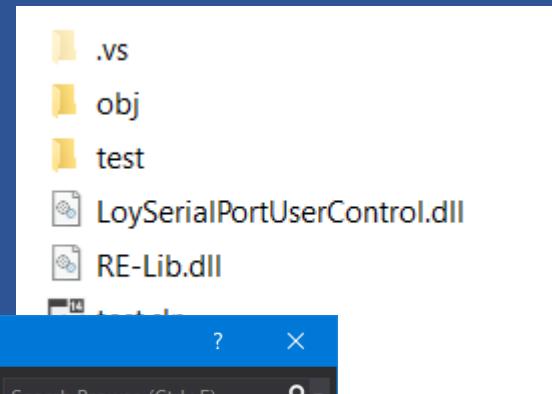
# Arduino and C#



- Arduino send message to C# Win App
- Arduino read message from C# WinApp
- Arduino execute command from C# Win App

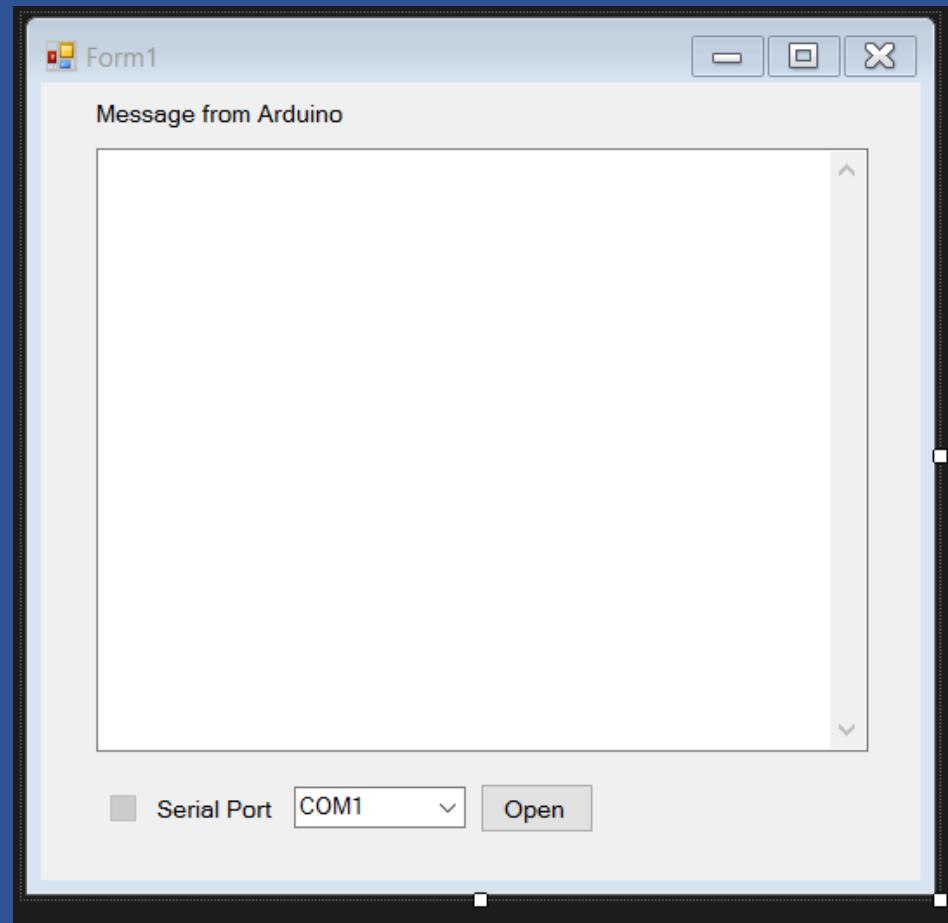
# Develop C# Win App to Read Message from Arduino

1. Create New C# WinForm Project Copy and paste “LoySerialPortUserControl.dll” to project’s folder
2. Add Reference to files



3. Add LoySerialPortUserControl.dll to Form1

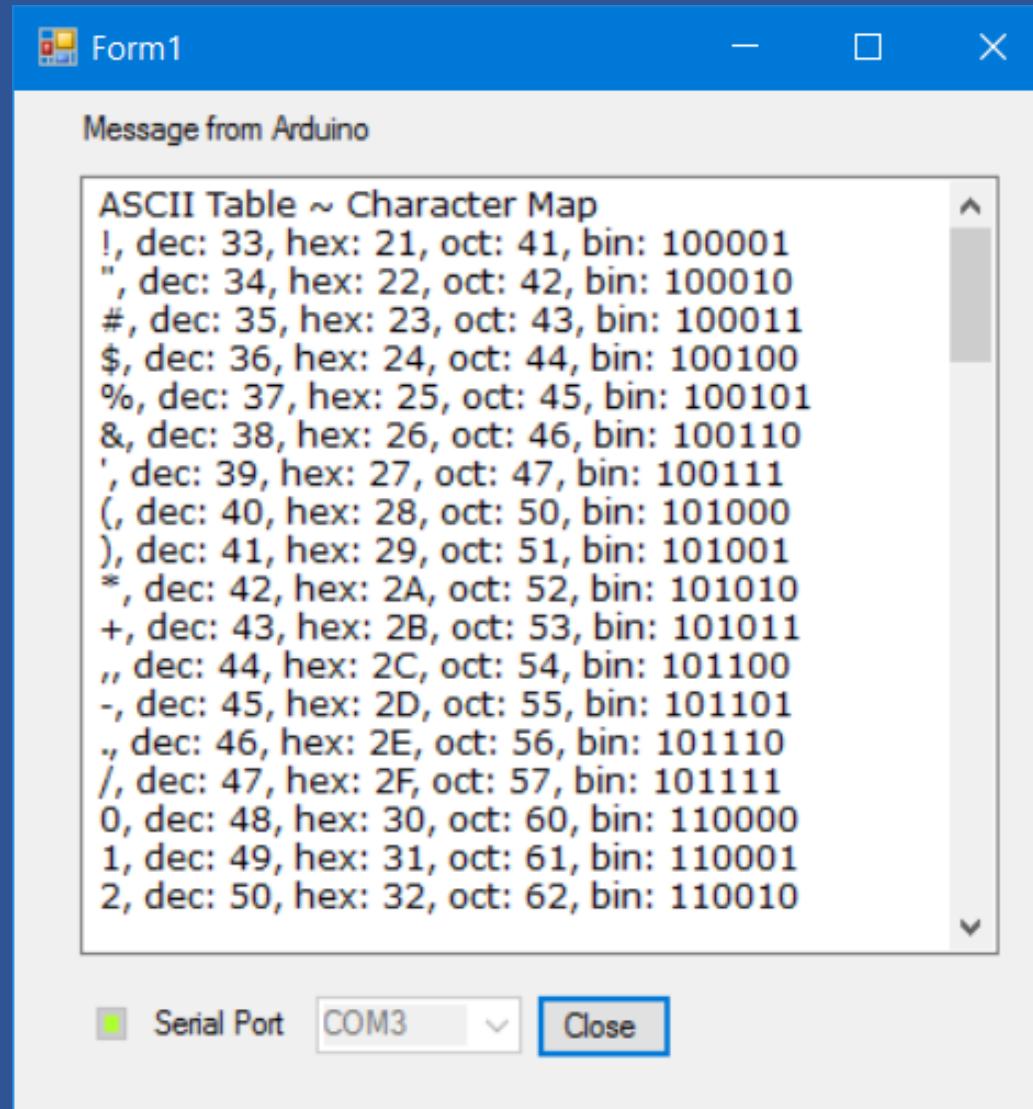
4. Add TextBox to Form1. Name = TextBoxRx



## 5.Add below code to Form1

```
1  using System;
2  using System.Windows.Forms;
3
4  namespace test
5  {
6      public partial class Form1 : Form
7      {
8          public Form1()
9          {
10             InitializeComponent();
11             loySerialPortUc1.OnDataReceived
12                 += LoySerialPortUc1_OnDataReceived;
13         }
14
15         private void LoySerialPortUc1_OnDataReceived(string recieveString)
16         {
17             textBoxRX.Invoke(new Action(() =>
18                 { textBoxRX.AppendText(recieveString); }));
19         }
20     }
21 }
```

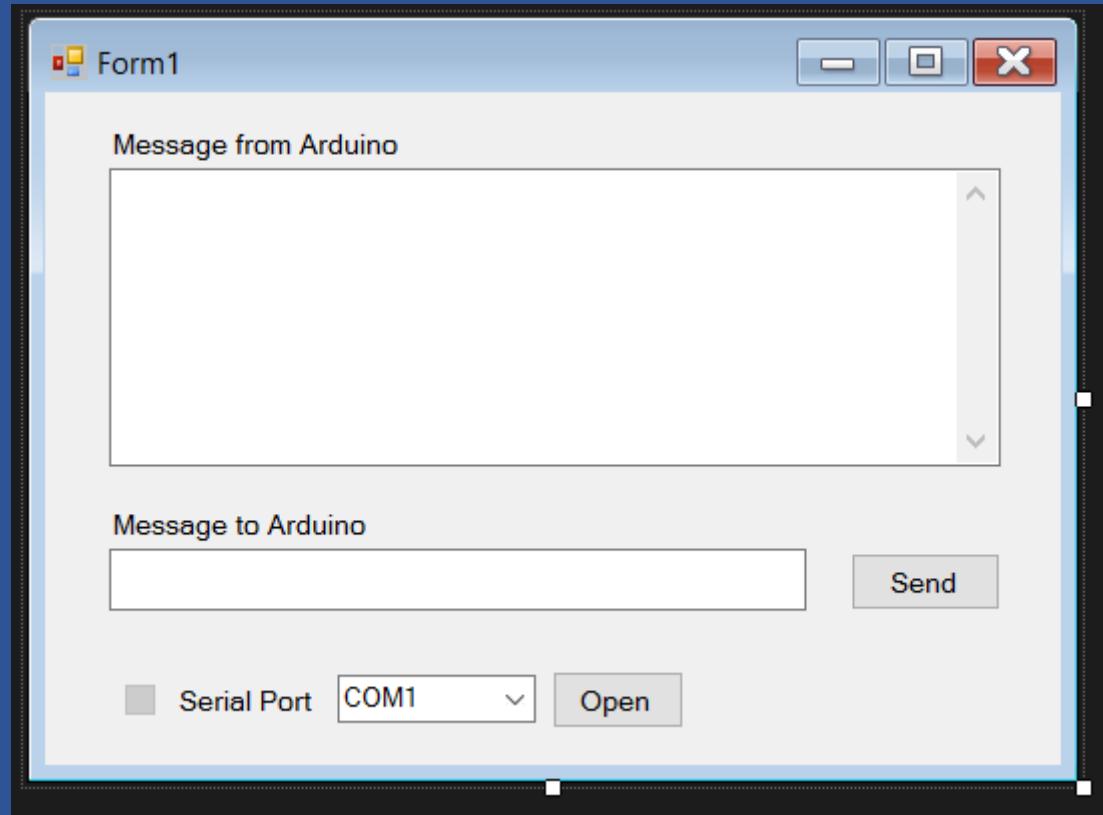
## 6. Test Program using Arduino AscTable code



## Develop C# Win App to Write Message to Arduino

7.Add a TextBox to Form1. Name = “TextBoxTx”

8.Add a button to Form1. Name = buttonSend



9. Add below code to Form1

```
21      1 reference
22      private void buttonSend_Click(object sender, EventArgs e)
23      {
24          loySerialPortUc1.Write(textBoxTx.Text);
25      }
26  }
```

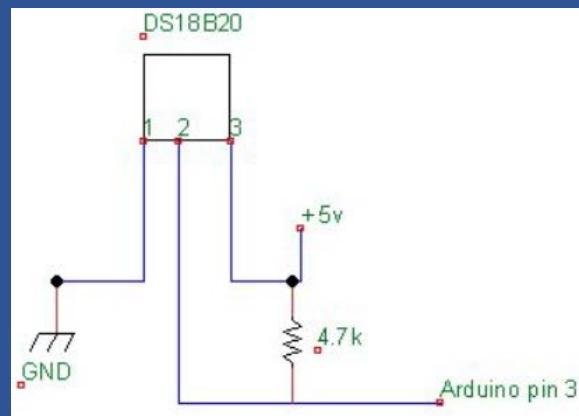
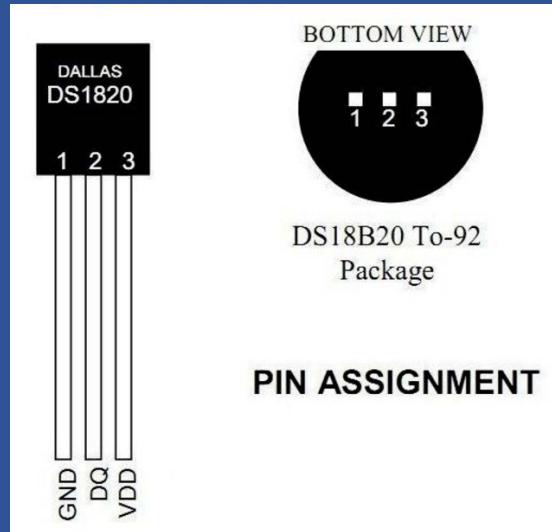
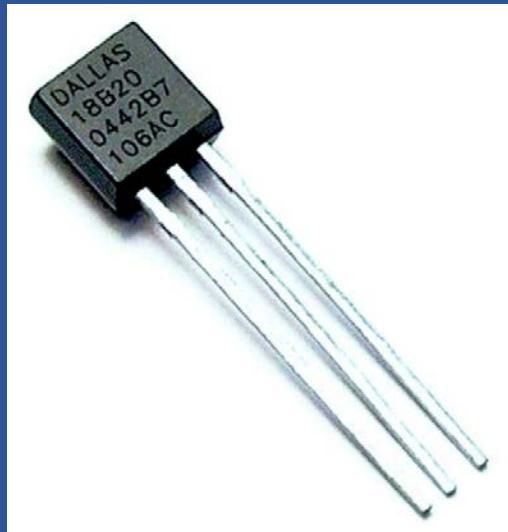
10. Test Program using Arduino SerialEcho.

## Arduino <--> PC communication Lab

1. Wait for PC message
2. When receive message “turn on LED 1”, turn on LED at pin D2
3. When receive message “turn off LED 1”, turn off LED at pin D2
4. When receive message “turn on LED 2”, turn on LED at pin D3
5. When receive message “turn off LED 1”, turn off LED at pin D3

# Getting data from Sensors

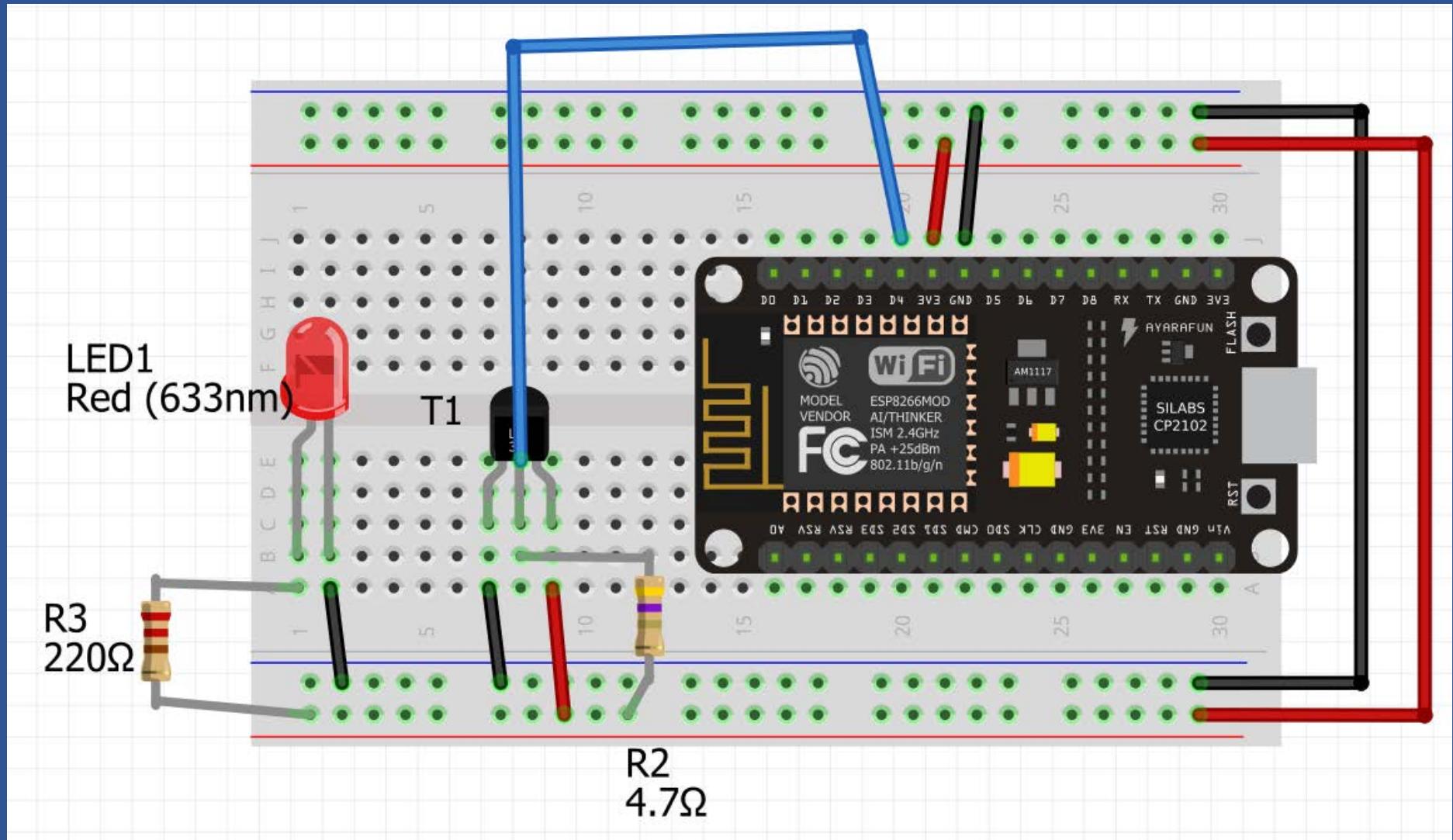
## Temperature



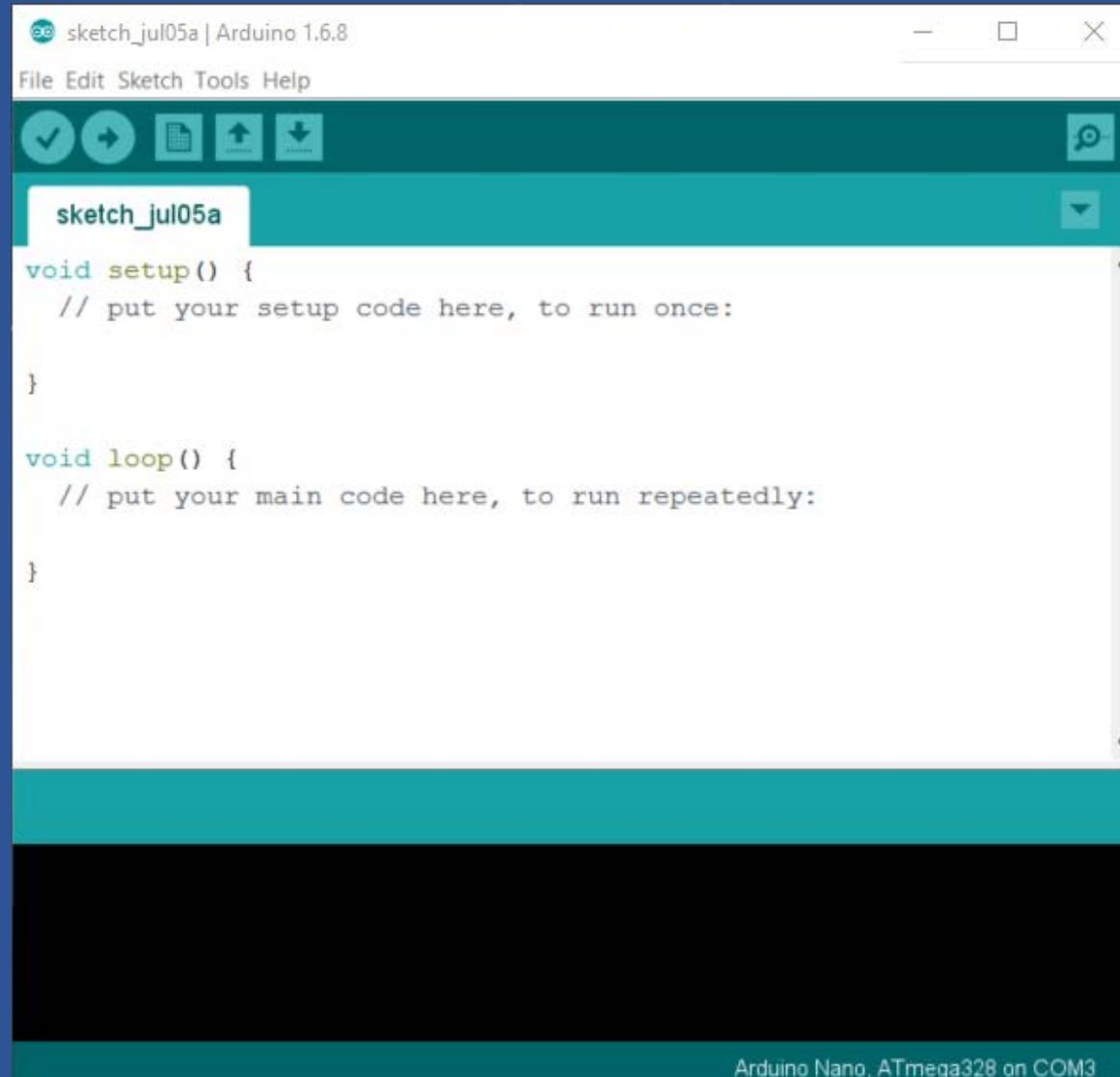
DS18B20 Programmable Resolution 1-Wire Digital Thermometer

### Benefits and Features

- Unique 1-Wire® Interface Requires Only One Port Pin for Communication
- Reduce Component Count with Integrated Temperature Sensor and EEPROM
- Measures Temperatures from -55°C to +125°C (-67°F to +257°F)
- Programmable Resolution from 9 Bits to 12 Bits
- No External Components Required
- Parasitic Power Mode Requires Only 2 Pins for Operation (DQ and GND)



## Create New Arduino Project



The screenshot shows the Arduino IDE interface. The title bar reads "sketch\_jul05a | Arduino 1.6.8". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". Below the menu is a toolbar with icons for save, upload, and other functions. The main area displays the following code:

```
void setup() {
  // put your setup code here, to run once:

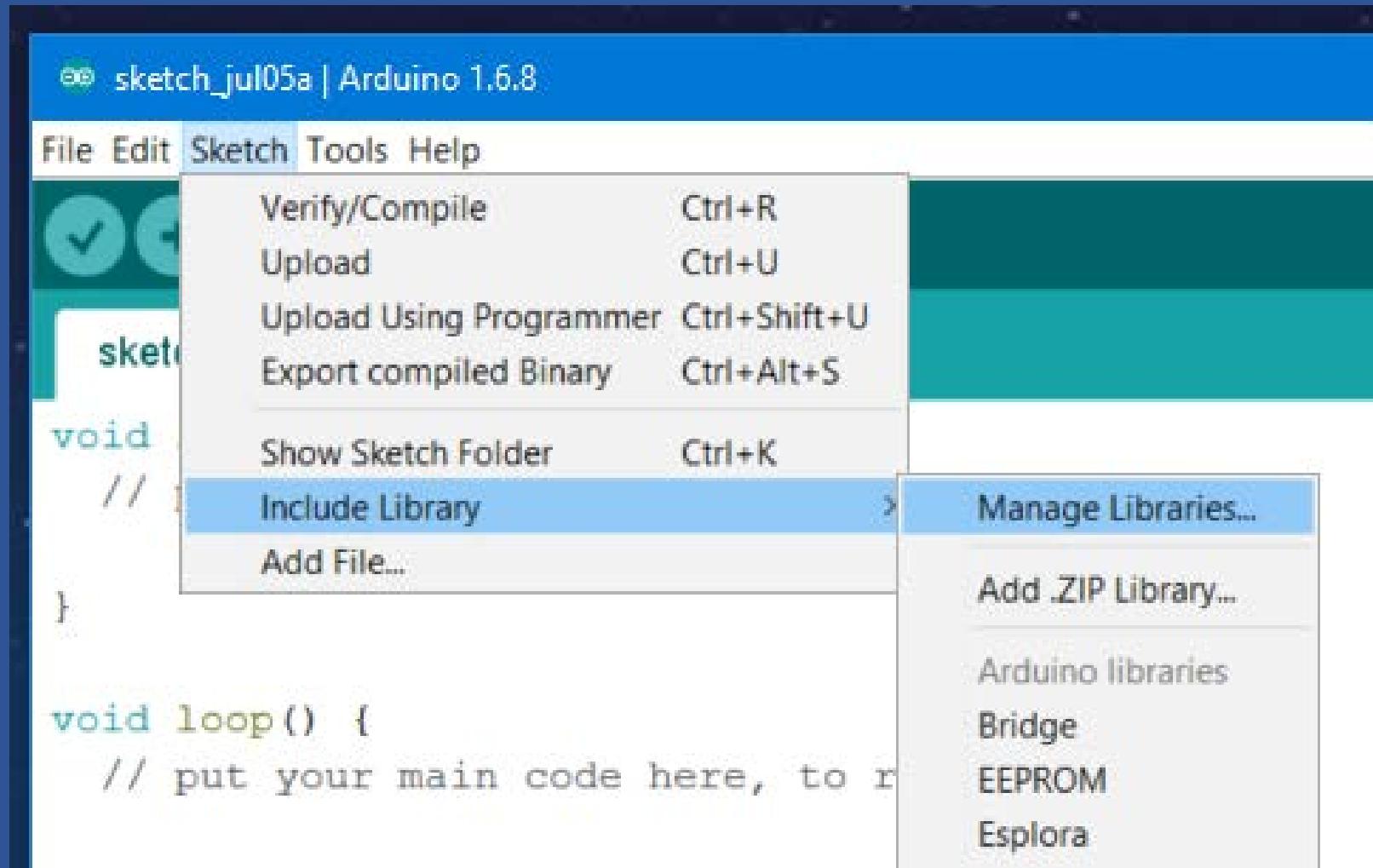
}

void loop() {
  // put your main code here, to run repeatedly:

}
```

At the bottom of the IDE, a status bar indicates "Arduino Nano, ATmega328 on COM3".

## Search / Include Library / Manage Libraries...



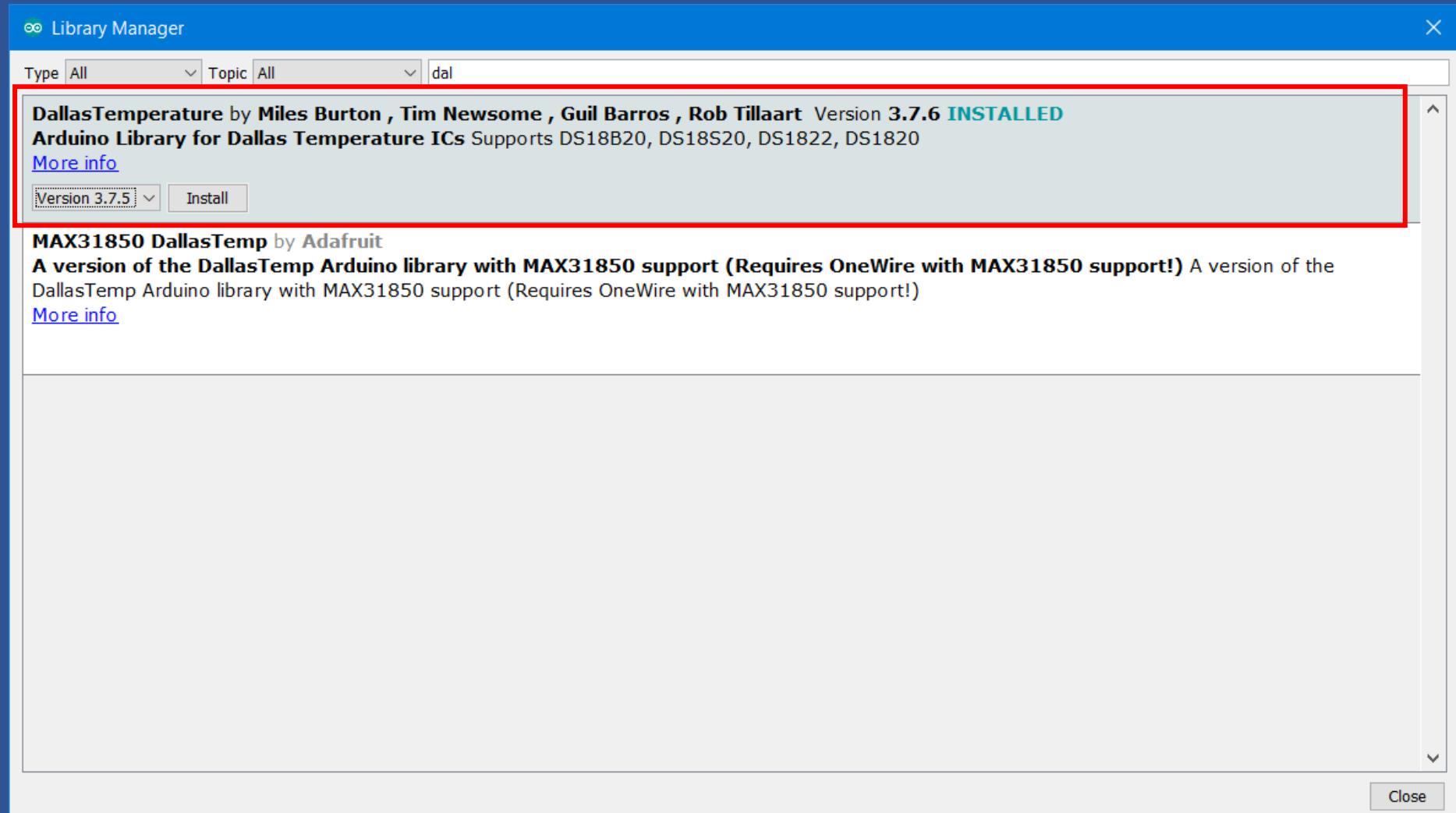
## Search “one wire” / Select Version / Install

The screenshot shows the Arduino Library Manager window. The search bar at the top has 'one wire' entered. The results list the following libraries:

- OneWire** by Jim Studt, Tom Pollard, Robin James, Glenn Trewitt, Jason Dangel, Guillermo Lovato, Paul Stoffregen, Scott Roberts, Bertrik Sikken, Mark Tillotson, Ken Butcher, Roger Clark, Love Nystrom Version 2.3.2 **INSTALLED**  
Access 1-wire temperature sensors, memory and other chips.  
[More info](#)  
Version 2.3.1 [Install](#)
- OneWireHub** by Ingmar Splitt, orgua, MarkusLange, Shagrat2  
**OneWire slave device emulator with support for up to 32 simultaneous 1wire devices.** supported sensors: DS1822, DS18B20, DS18S20, DS1990, DS2401, DS2405, DS2408, DS2413, DS2423, DS2433, DS2438, DS2450, DS2890  
[More info](#)
- PJON** by Giovanni Blu Mitolo  
**PJON is a multimaster device communication bus system Standard that connects up to 255 arduino boards over a single wire** Provides up to 5KB/s data communication with acknowledge, collision and error detection all done with micros() and delayMicroseconds(), without using interrupt or timers.  
[More info](#)
- PulsePosition** by Paul Stoffregen  
**Send and receive multiple high resolution PPM encoded signal streams.** Pulse Position Modulation (PPM) is a single-wire signal that encodes many Pulse Width Modulated (PWM) signals. It's commonly used in radio control of hobby aircraft and drones, where a radio transmits the PPM signal, which is decoded into many PWM signals to control RC servo motors. PulsePosition can simultaneously receive and send up to 8 PPM streams.  
[More info](#)

A red box highlights the first result, **OneWire**. At the bottom right of the window is a **Close** button.

## Search “DallasTemperature” / Select Version / Install



## Temperature

```
#include <OneWire.h>
#include <DallasTemperature.h>

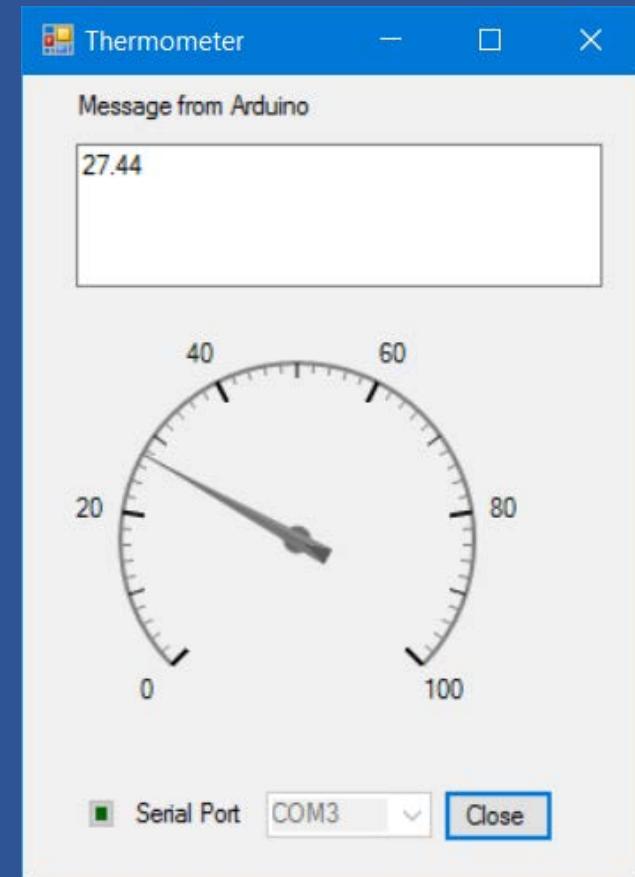
#define ONE_WIRE_PIN 5 // connect ds18B20 to pin D5
OneWire oneWire(ONE_WIRE_PIN);
DallasTemperature sensors(&oneWire);

void setup() {
    Serial.begin(9600);
    sensors.begin();
}

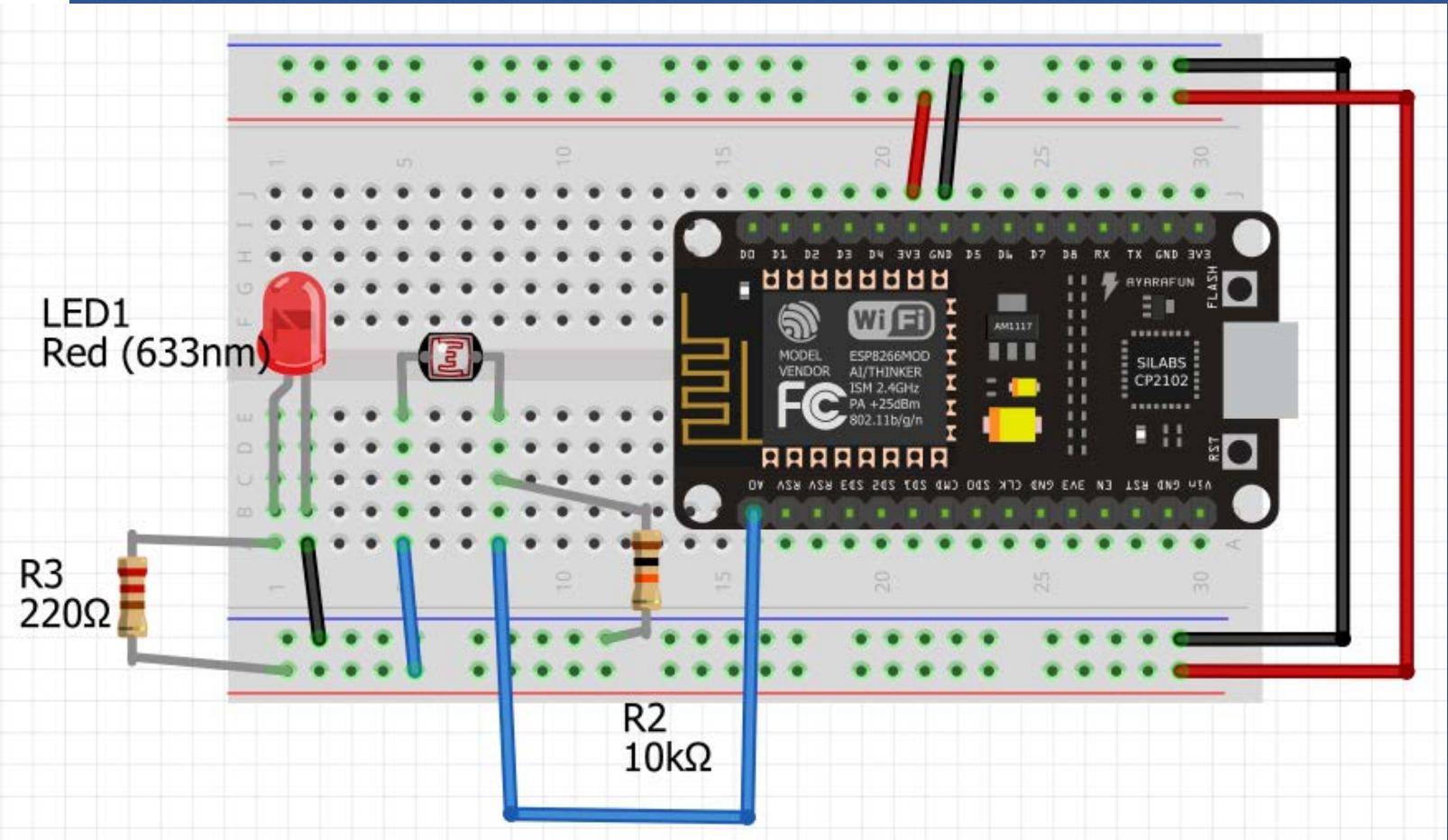
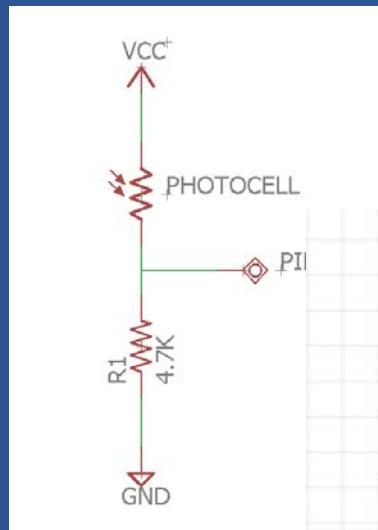
void loop() {
    sensors.requestTemperatures(); // Send the command to get temperatures
    Serial.print(sensors.getTempCByIndex(0));
    delay(5000);
}
```

# Temperature Lab

1. Lab1: Thermometer, show temperature in WinForm with a gauge.
2. Lab2: TemCloud, send temperature to Cloud.



# Light Sensor



# Arduino Light1

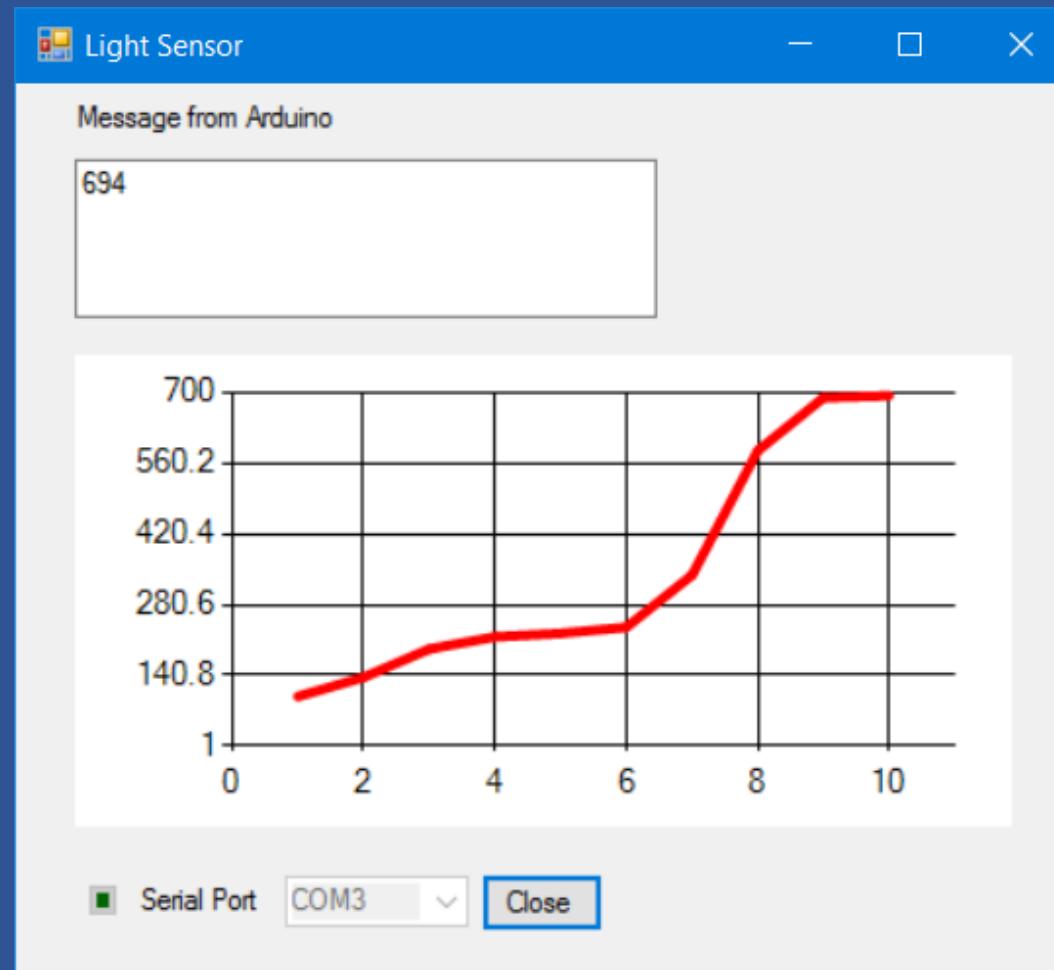
```
Light1

const int analogInPin = A0;
int sensorValue = 0;

void setup() {
    Serial.begin(9600);
}

void loop() {
    sensorValue = analogRead(analogInPin);
    Serial.print(sensorValue);
    delay(100);
}
```

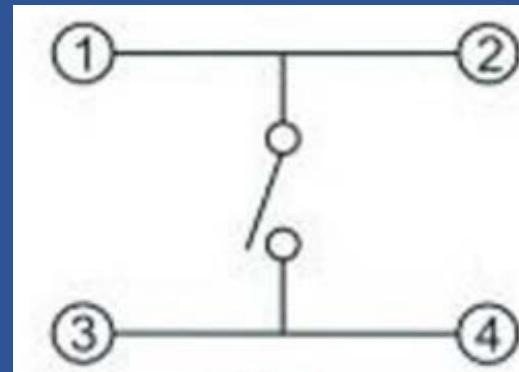
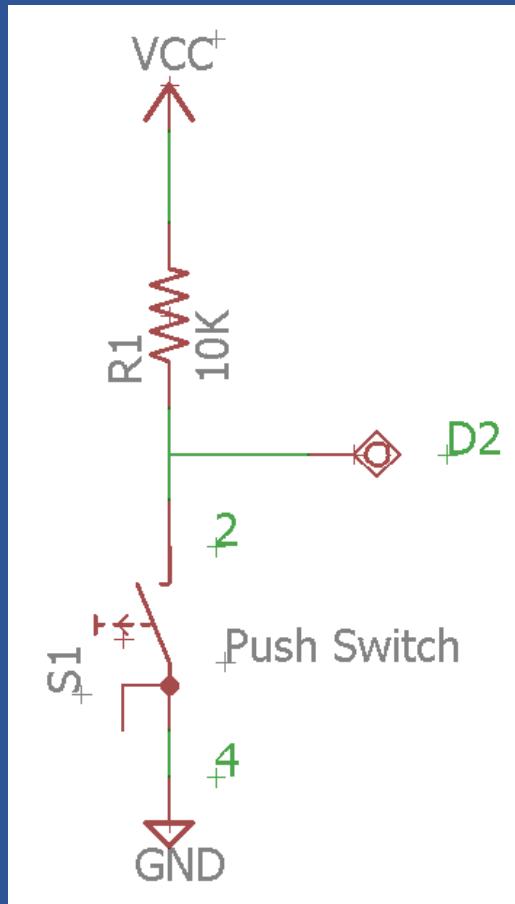
# Light sensor WinForm



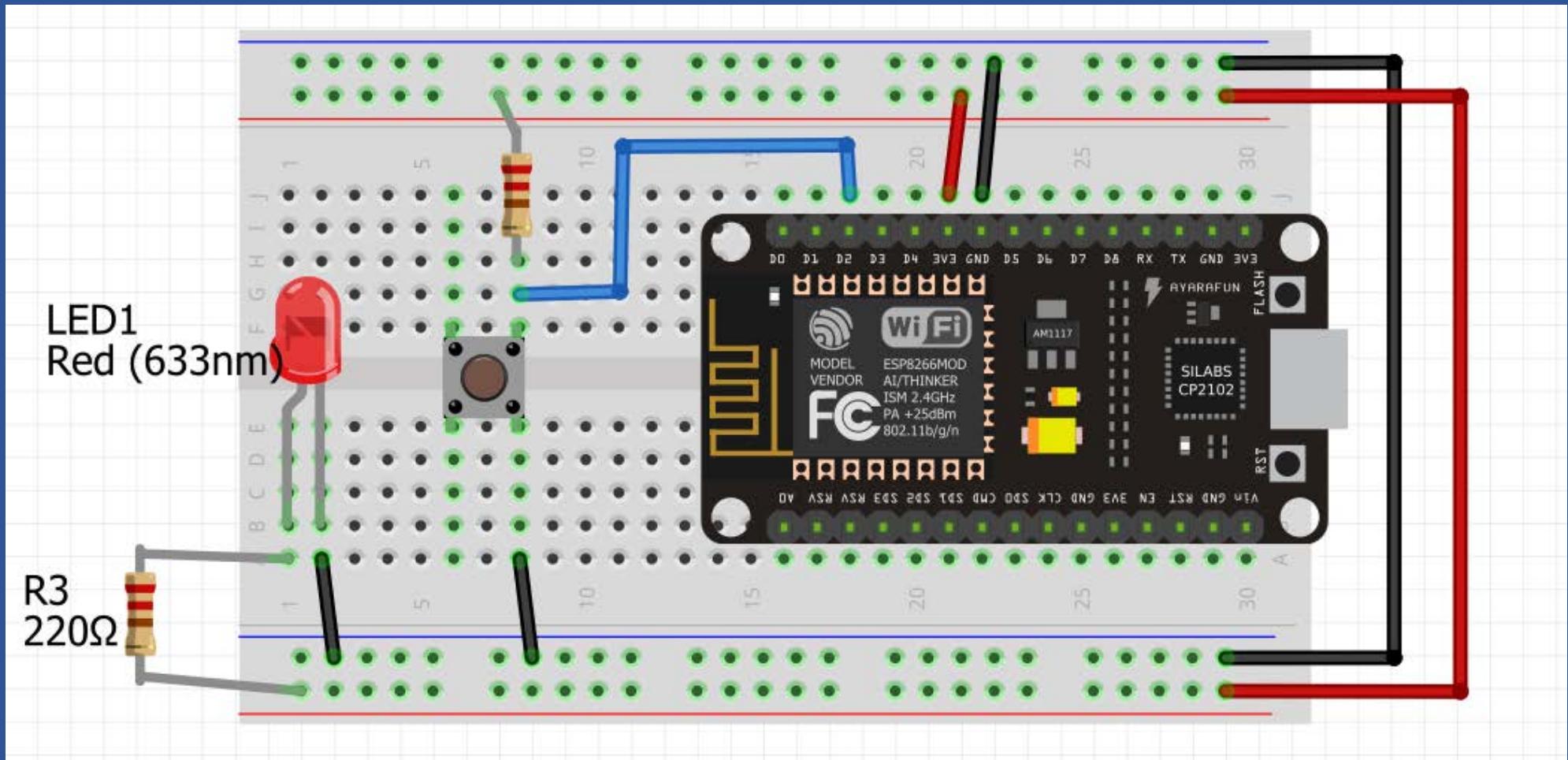
# Light sensor Lab

1. Modify Light sensor WinForm to rise audio alarm if the value the beyond the specified value
2. Modify Light sensor WinForm to show other type of chart
3. Modify Light sensor WinForm to save data to log file when the value the beyond the specified value

# Physical sensors

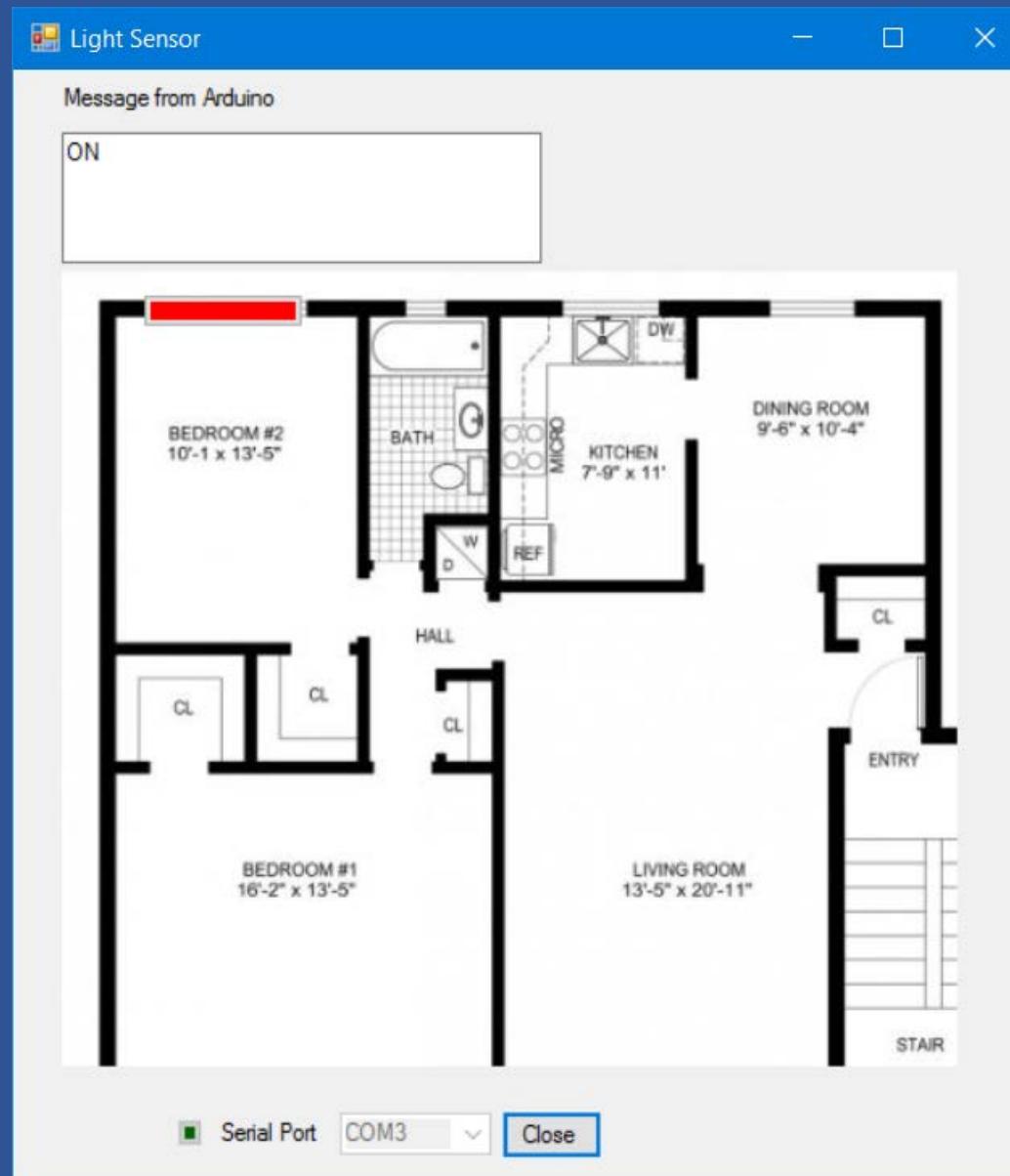


# Mini Pushbutton Switch

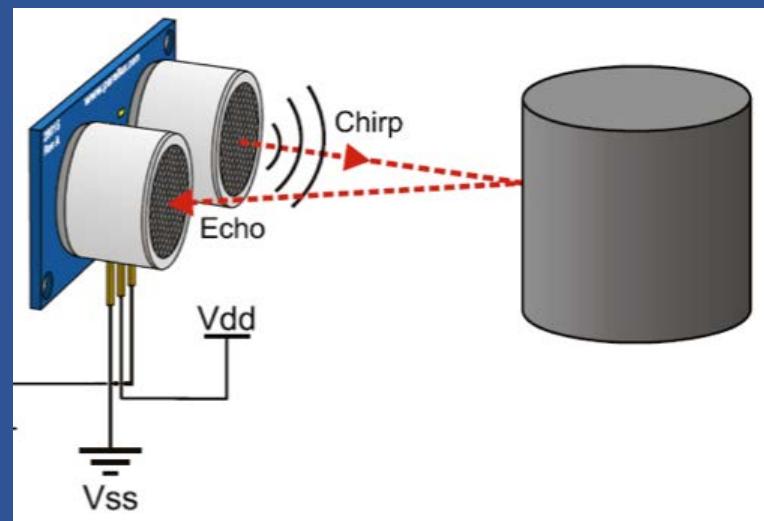
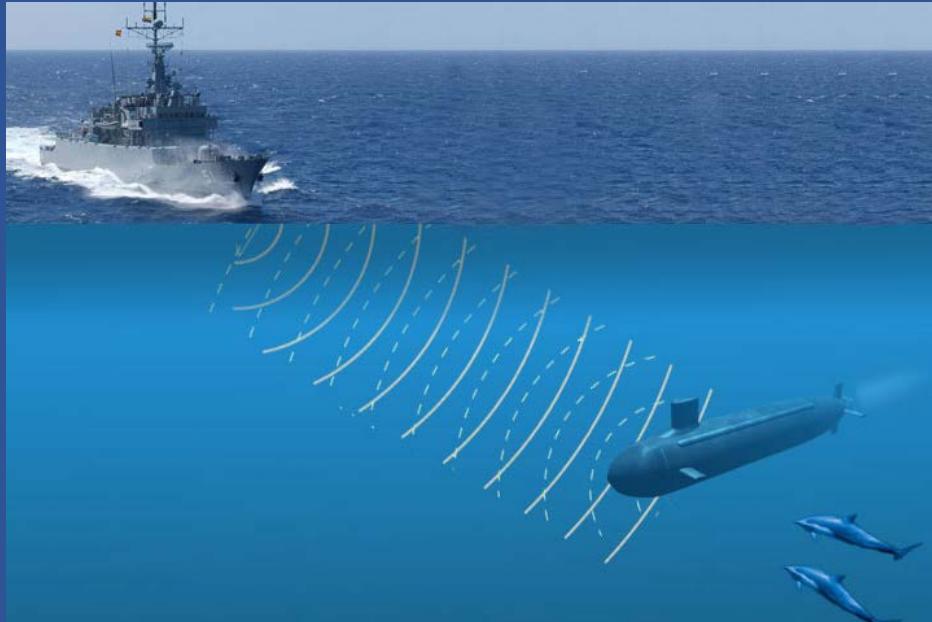


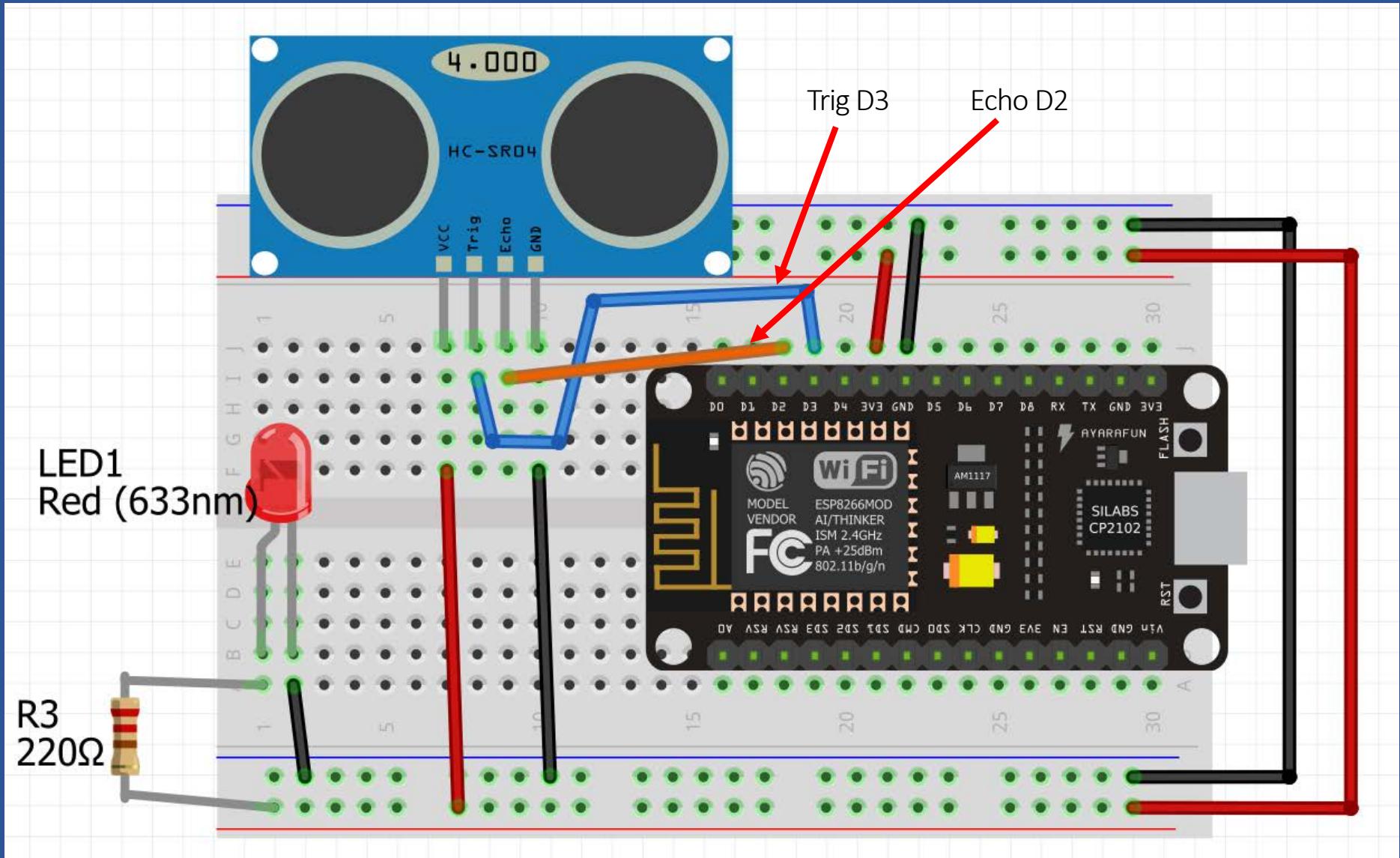
## Switch

```
const int buttonPin = 2;  
|  
void setup() {  
    Serial.begin(9600);  
    pinMode(buttonPin, INPUT);  
}  
  
void loop() {  
    if(digitalRead(buttonPin) == HIGH)  
        Serial.print("OFF");  
    else  
        Serial.print("ON");  
    delay(100);  
}
```



# Ultrasonic

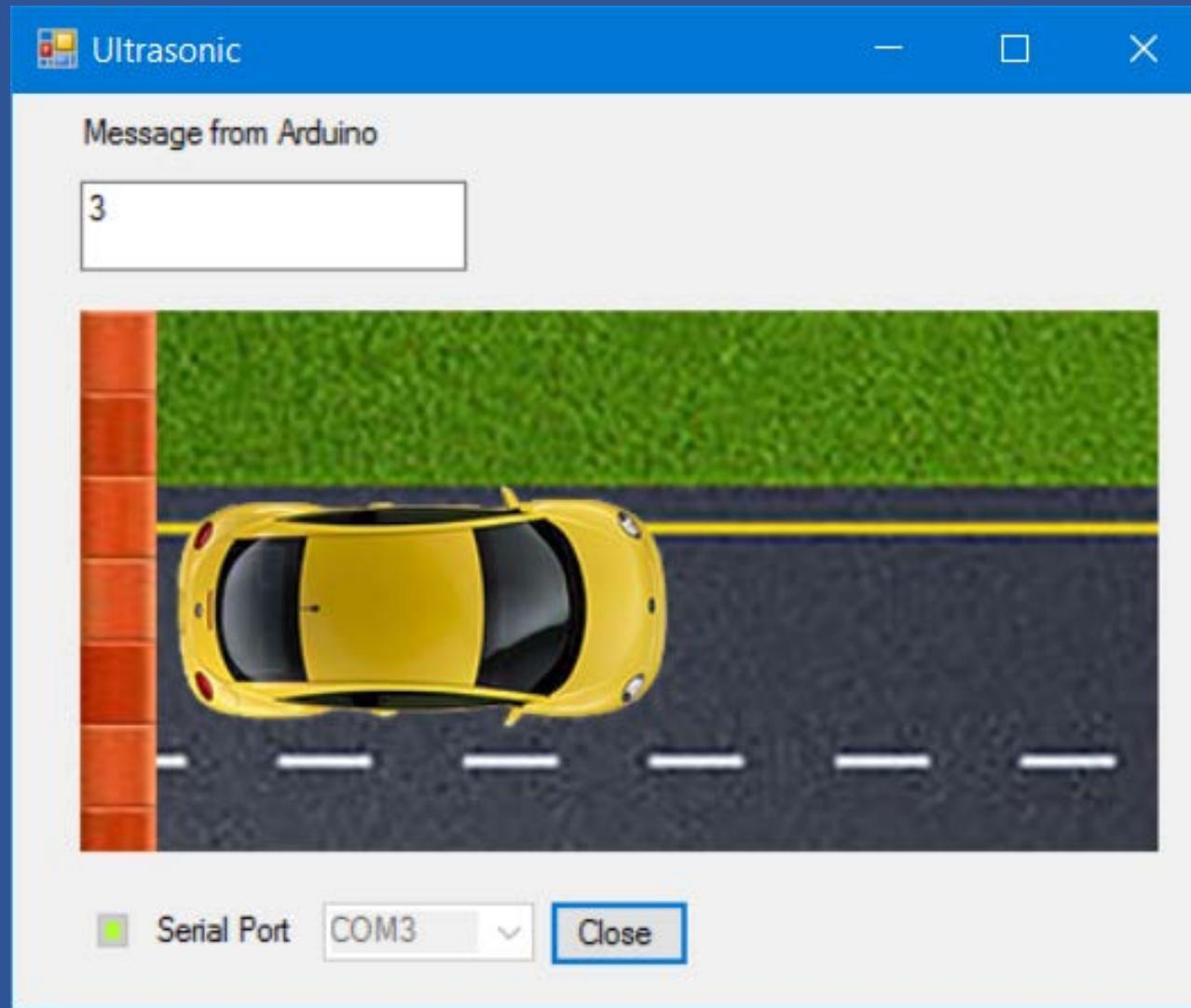




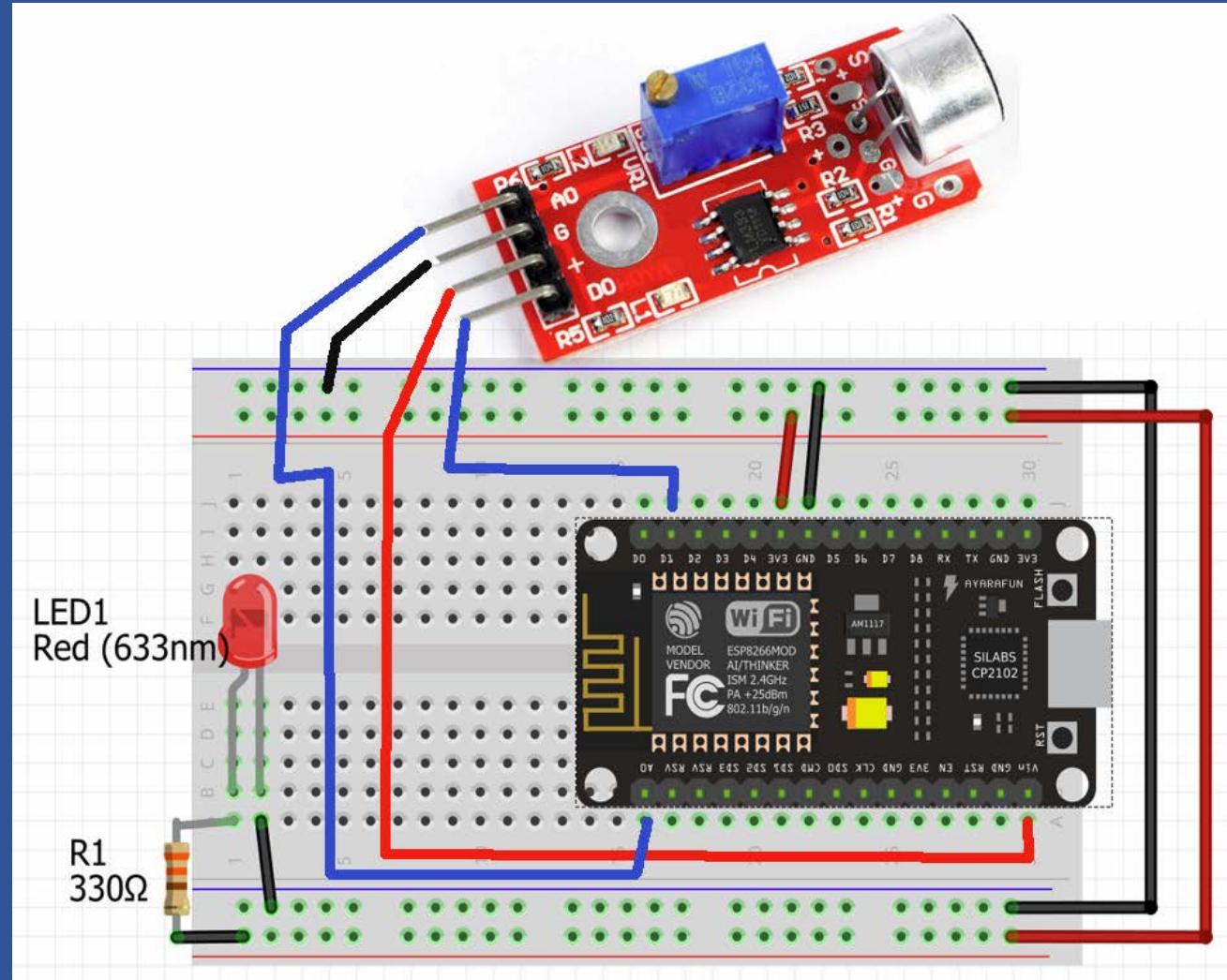
## Arduino Ultrasonic Code

```
1 #define TRIGGER_PIN  D1
2 #define ECHO_PIN      D2
3
4 void setup() {
5     Serial.begin (9600);
6     pinMode(TRIGGER_PIN, OUTPUT);
7     pinMode(ECHO_PIN, INPUT);
8     pinMode(BUILTIN_LED, OUTPUT);
9 }
10
11 void loop() {
12     long duration, distance;
13     digitalWrite(TRIGGER_PIN, LOW);
14     delayMicroseconds(2);
15     digitalWrite(TRIGGER_PIN, HIGH);
16     delayMicroseconds(10); |
17     digitalWrite(TRIGGER_PIN, LOW);
18     duration = pulseIn(ECHO_PIN, HIGH);
19     distance = (duration/2) / 29.1;
20     Serial.print(distance);
21     Serial.println(" cm");
22
23     digitalWrite(BUILTIN_LED, HIGH);
24     delay(100);
25     digitalWrite(BUILTIN_LED, LOW);
26     delay(100);
27 }
```

## Ultrasonic demo WinForm App



# Sound



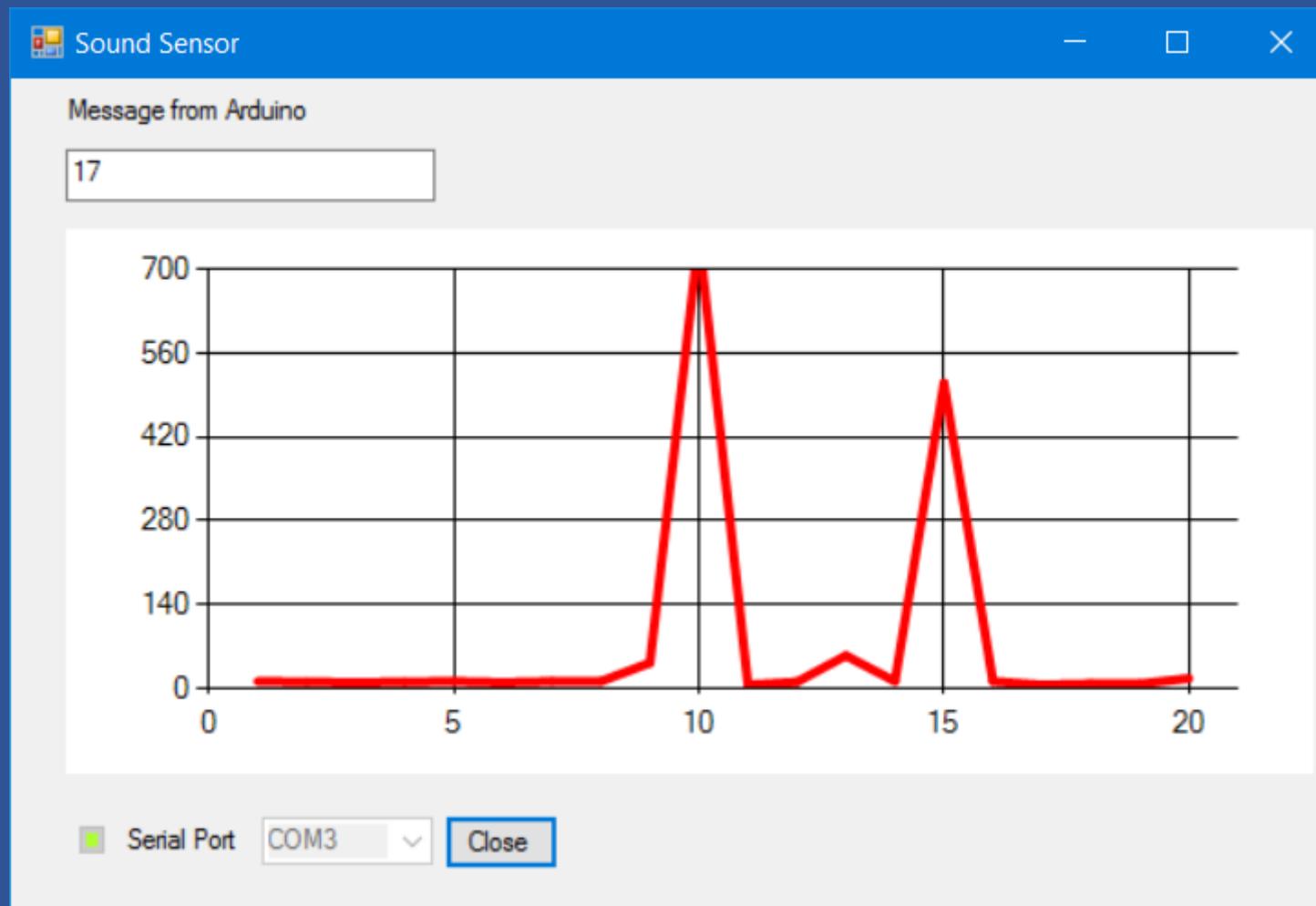
## Arduino Sound Digital mode

```
1 int Led=BUILTIN_LED;
2
3 int mic =D1;
4 int val;
5 void setup()
6 {
7     pinMode(Led,OUTPUT);
8     pinMode(mic,INPUT);
9 }
10 void loop()
11 {
12     val=digitalRead(mic);
13     if(val==HIGH)
14     {
15         digitalWrite(Led,HIGH);
16     }
17     else
18     {
19         digitalWrite(Led,LOW);
20     }
21 }
```

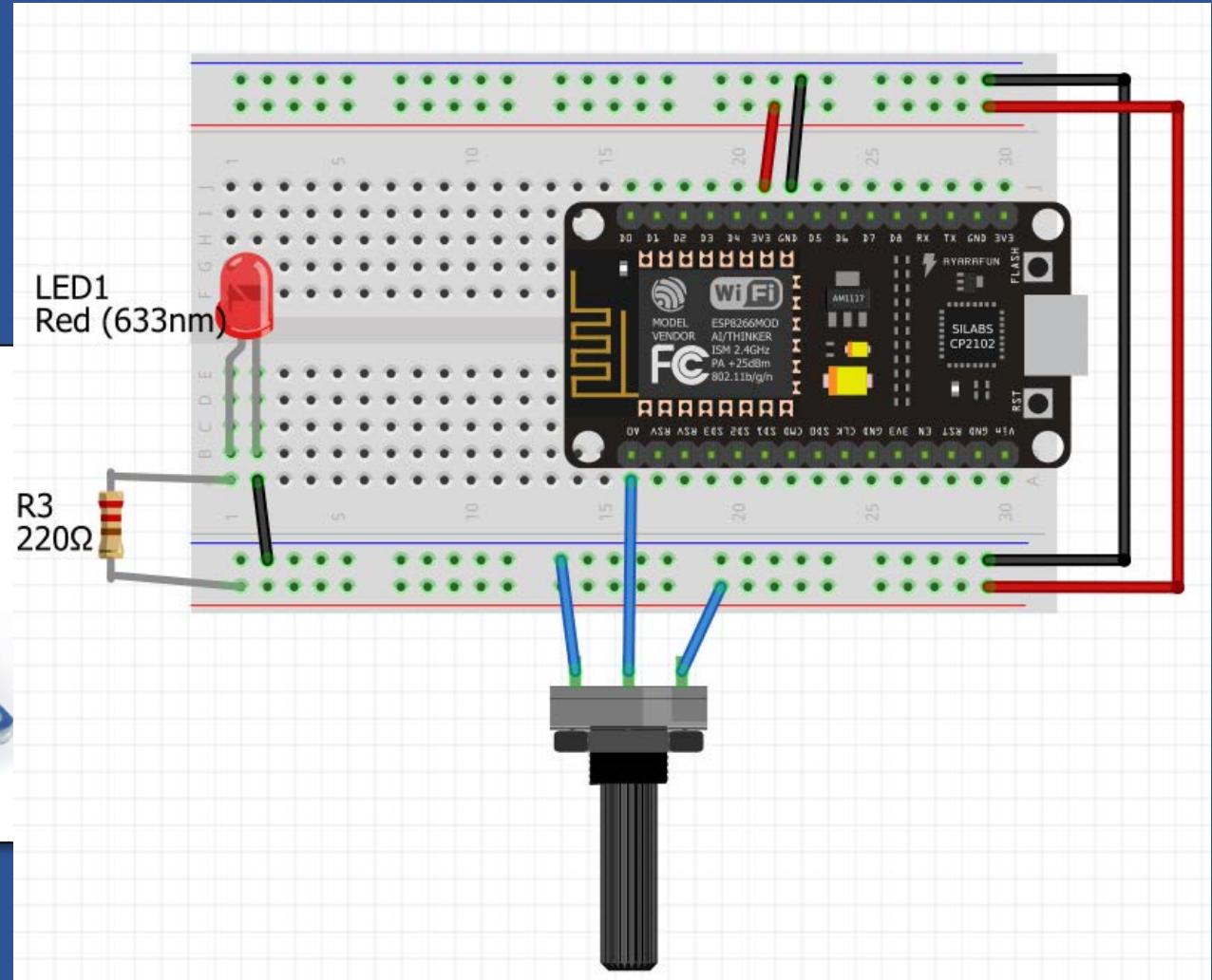
## Arduino Sound Analog mode

```
1 int sensorPin = A0;
2 int ledPin = BUILTIN_LED;
3 int sensorValue = 4;
4
5 void setup ()
6 {
7     pinMode (ledPin, OUTPUT);
8     Serial.begin (9600);
9 }
10
11 void loop ()
12 {
13     sensorValue = analogRead (sensorPin);
14     Serial.println (sensorValue, DEC);
15     digitalWrite (ledPin, HIGH);
16     delay (sensorValue);
17     digitalWrite (ledPin, LOW);
18     delay (sensorValue);
19 }
```

# WinForm Sound Sensor



# Potentiometer



# Potentiometer

```
1 /*  
2 Show value of POT at serial terminal  
3 */  
4  
5 // the setup routine runs once when you press reset:  
6 void setup() {  
7     // initialize serial communication at 9600 bits per second:  
8     Serial.begin(9600);  
9 }  
10  
11 // the loop routine runs over and over again forever:  
12 void loop() {  
13     // read the input on analog pin 0:  
14     int sensorValue = analogRead(A0);  
15     // print out the value you read:  
16     Serial.println(sensorValue);  
17     delay(1);          // delay in between reads for stability  
18 }
```

# Potentiometer

```
1 //Blink on-board LED use external POT to set time interval blink time
2 // laploy july 2017|
3
4 int sensorPin = A0;      // select the input pin for the potentiometer
5 int ledPin = 13;         // select the pin for the LED
6 int sensorValue = 0;     // variable to store the value coming from the sensor
7
8 void setup() {
9     // declare the ledPin as an OUTPUT:
10    pinMode(ledPin, OUTPUT);
11 }
12
13 void loop() {
14     // read the value from the sensor:
15     sensorValue = analogRead(sensorPin);
16     // turn the ledPin on
17     digitalWrite(ledPin, HIGH);
18     // stop the program for <sensorValue> milliseconds:
19     delay(sensorValue);
20     // turn the ledPin off:
21     digitalWrite(ledPin, LOW);
22     // stop the program for for <sensorValue> milliseconds:
23     delay(sensorValue);
24 }
```

# Potentiometer

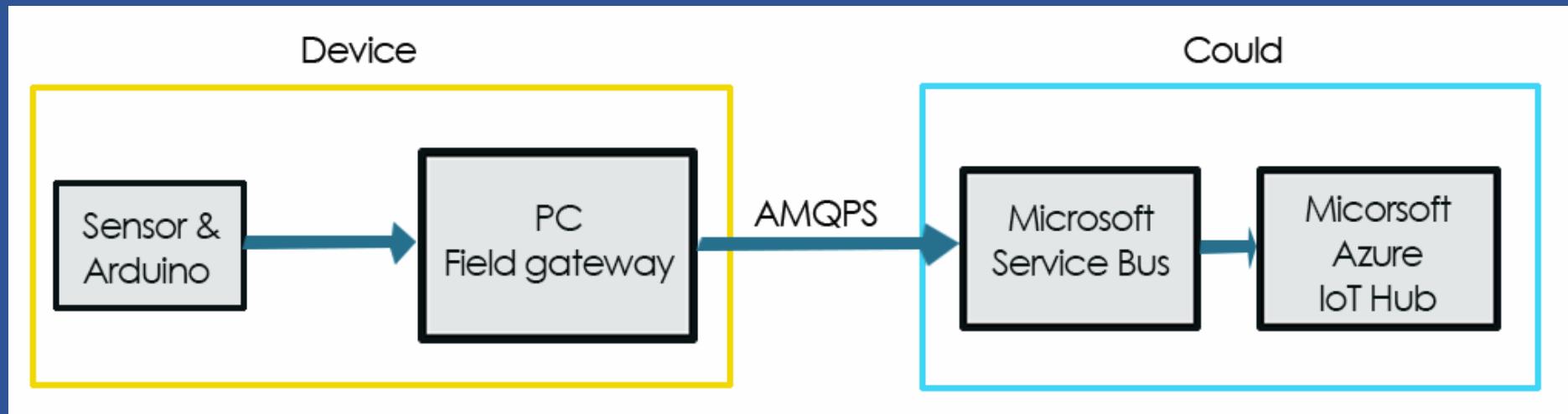
```
1 | #define ROTARY_ANGLE_SENSOR A0
2 | #define LED 13
3 | #define ADC_REF 3.3
4 | #define GROVE_VCC 3.3
5 | #define FULL_ANGLE 300
6 | void setup()
7 |
8 |     Serial.begin(9600);
9 |     pinsInit();
10|
11| void loop()
12|
13|     int degrees;
14|     degrees = getDegree();
15|     Serial.println("The angle between the mark and the starting position:");
16|     Serial.println(degrees);
17|     int brightness;
18|     brightness = map(degrees, 0, FULL_ANGLE, 0, 255);
19|     controlBrightness(brightness);
20|     delay(500);
21|
22| void pinsInit()
23|
24| {
25|     pinMode(ROTARY_ANGLE_SENSOR, INPUT);
26|     pinMode(LED,OUTPUT);
27| }
28| void controlBrightness(int brightness)
29|
30| {
31|     analogWrite(LED,brightness);
32| }
33| int getDegree()
34|
35| {
36|     int sensor_value = analogRead(ROTARY_ANGLE_SENSOR);
37|     float voltage;
38|     voltage = (float)sensor_value*ADC_REF/1023;
39|     float degrees = (voltage*FULL_ANGLE)/GROVE_VCC;
40|     return degrees;
41| }
```

# Device to Cloud

- 1.Create Device Sim
- 2.Run sim and check with Device monitor
- 3.Modify sim to send real data

## Sending message to Cloud

- Send message from device to IoT Hub
- IoT Hub is Microsoft Azure endpoint
- IoT hub always use AMQPS protocol
- Sending messages using Microsoft Azure Service Bus



## Create Sim device

1. Create new C# WinForm
2. Add Text box “textBoxD2C” and “textBoxSensorData”
3. NuGet Package Manager install WindowsAzure.ServiceBus
4. Add Code

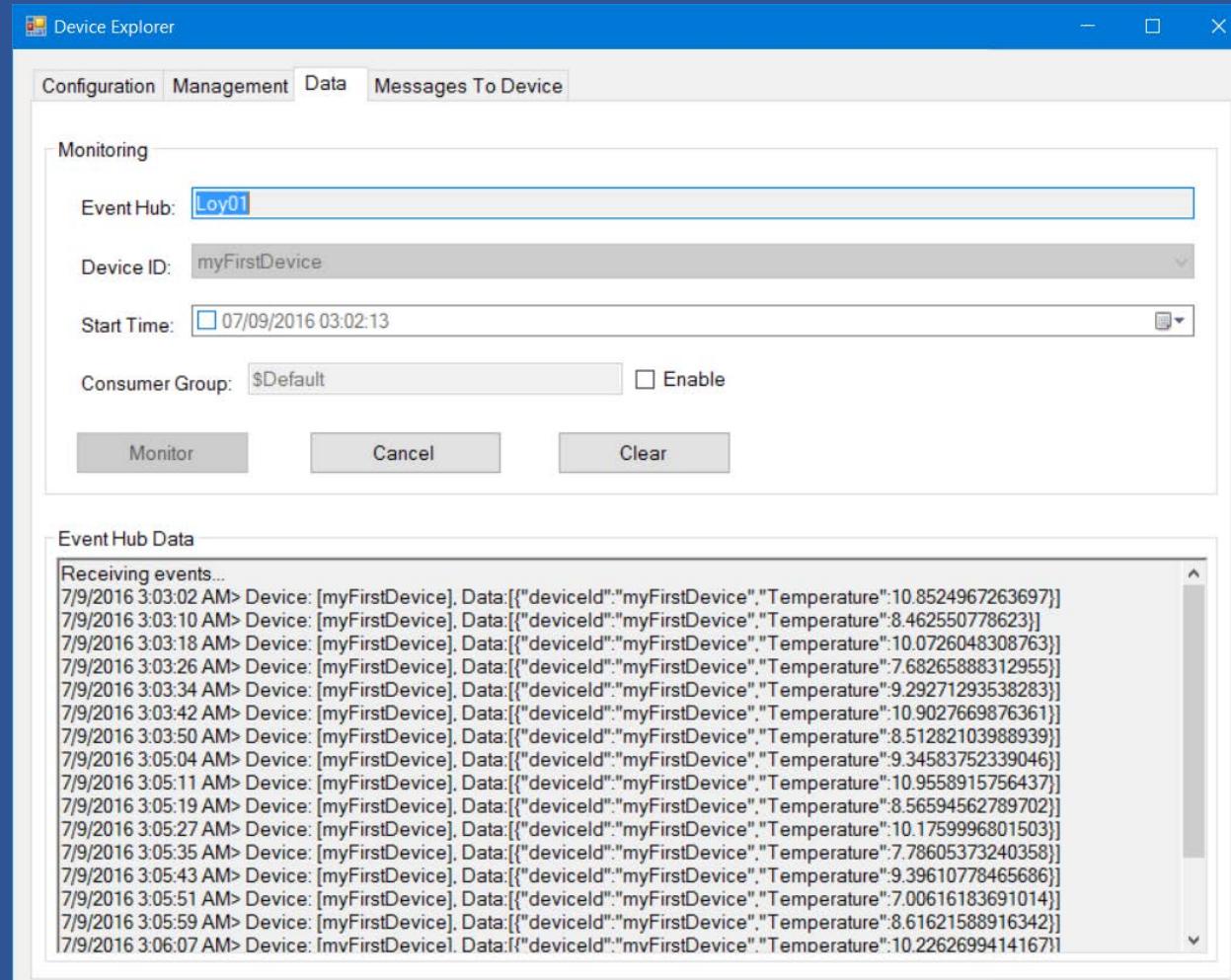
```
1  using Microsoft.Azure.Devices.Client;
2  using Newtonsoft.Json;
3  using System;
4  using System.Text;
5  using System.Windows.Forms;
```

```
7  namespace Sim01
8  {
9      public partial class Form1 : Form
10     {
11         DeviceClient deviceClient;
12         string deviceId = "myFirstDevice";
13         string iotHubUri = "Loy01.azure-devices.net";
14         string deviceKey = "bp4i0R0j+6Z93hmXd64RqH1bmopwT6/2q5762ERROE4=";
15         public Form1()
16         {
17             InitializeComponent();
18             deviceClient =
19                 DeviceClient.Create(iotHubUri,
20                     new DeviceAuthenticationWithRegistrySymmetricKey
21                         (deviceId, deviceKey));
22             Timer myTimer = new Timer();
23             myTimer.Enabled = true;
24             myTimer.Interval = 8000;
25             myTimer.Tick += MyTimer_Tick;
26         }
}
```

```
27     private void MyTimer_Tick(object sender, EventArgs e)
28     {
29         double temper = 10; // m/s
30         Random rand = new Random();
31         double currentTemper = temper + rand.NextDouble() * 4 - 3;
32         string temperStr = currentTemper.ToString();
33         textBoxSensorData.Invoke(new Action(() =>
34             { textBoxSensorData.AppendText(temperStr + "\r\n"); }));
35         SendDeviceToCloudMessagesAsync(temperStr);
36     }
37     1 reference
38     private async void SendDeviceToCloudMessagesAsync(string data)
39     {
40         var telemetryDataPoint = new
41         {
42             deviceId = deviceId,
43             Temperature = Convert.ToDouble(data)
44         };
45         var messageString = JsonConvert.SerializeObject(telemetryDataPoint);
46         var message = new Microsoft.Azure.Devices.Client.Message
47             (Encoding.ASCII.GetBytes(messageString));
48         await deviceClient.SendEventAsync(message);
49         textBoxD2C.Invoke(new Action(() =>
50             { textBoxD2C.AppendText(DateTime.Now + messageString + "\r\n"); }));
51     }
52 }
```

5.Run program

6.Open Device Explorer / Data / Monitor



## Create real D2C C# Winapp

1. Copy sim solution
2. Add reference to LoySerialPortUserControl
3. Add LoySerialPortUserControl to Form1
4. Remove Timer and edit Form1 code

```
15      [-]    public Form1()
16      {  
17          InitializeComponent();
18          deviceClient =
19              DeviceClient.Create(iotHubUri,
20                  new DeviceAuthenticationWithRegistrySymmetricKey
21                      (deviceId, deviceKey));
22          loySerialPortUc1.OnDataReceived += LoySerialPortUc1_OnDataReceived;
23      }
```

## 5. Edit code in LoySerialPortUc1\_OnDataReceived

```
24  private void LoySerialPortUc1_OnDataReceived(string recieveString)
25  {
26      textBoxSensorData.Invoke(new Action(() =>
27          { textBoxSensorData.AppendText(recieveString + "\r\n"); }));
28      SendDeviceToCloudMessagesAsync(recieveString);
29  }
```

## 6. Build Temperature hardware

7. Write Arduino Temperature program, delay =1000

8. Upload Arduino code

9. Run real D2C Winapp

10. Watch result in device monitor

## D2C Lab

1. Send Ultra Sonic data to Cloud
2. Send Sim and Real data to Cloud concurrently