


# Simple IoT Application



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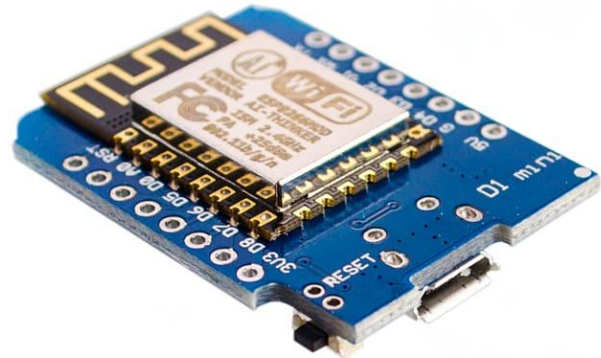
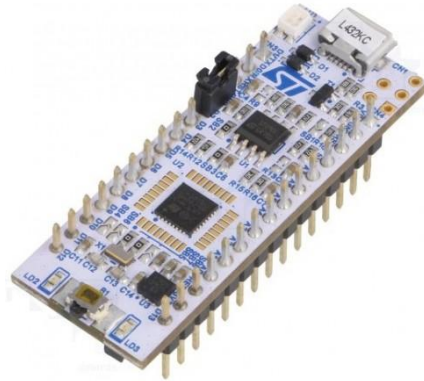
GH: <https://github.com/maram-abbas/Simple-IoT-Application>

# Project Description

This project's aim is to utilize the ESP8266 module to create a small IoT application that can enable the user to perform I/O operations with the STM32 module through a web interface.

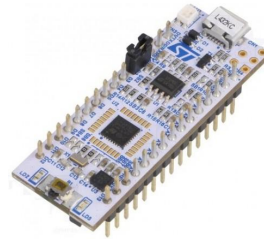
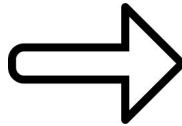
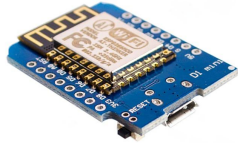
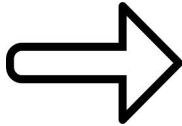
*The I/O operations include:*

- Retrieving date and time from RTC module connected to the STM32 module
- Control the STM32 LEDs status



# How far? (ALL DONE)

- STM32 receives specific data from ESP8266 using UART.
- Based on this data, STM32 decides to respond.
- STM32 is connected to RTC module using I2C.
- ESP8266 module is running a simple HTTP server.
- Using this webpage, the user can choose whether to turn ON or OFF the LED on the STM32.
- On the same webpage, current date and time are shown.



LED ON  
LED OFF

# RTC Module Registers

- In order to use the RTC module, it got connected to I2C1 in the STM32.
- Pins of I2C1:
  - D1: SCL
  - D0: SDA

Setting and getting data in order to process them as date/time is from the registers with addresses from 00h to 06h.

ADDRESS	BIT 7 MSB	BIT 6	BIT 5	BIT 4	BIT 3	BIT 2	BIT 1	BIT 0 LSB	FUNCTION	RANGE
00h	0	10 Seconds			Seconds				Seconds	00–59
01h	0	10 Minutes			Minutes				Minutes	00–59
02h	0	12/24	AM/PM	10 Hour	Hour				Hours	1–12 + AM/PM 00–23
			20 Hour							
03h	0	0	0	0	0	Day			Day	1–7
04h	0	0	10 Date		Date				Date	01–31
05h	Century	0	0	10 Month	Month				Month/ Century	01–12 + Century
06h	10 Year				Year				Year	00–99

# Communication Explained

Here is a table explaining how the STM32 Module is communicating with the ESP8266 Module:

ESP8266 Module	STM32 Module
Sends '1' and waits to receive date/time	Receives '1' and sends back date/time
Sends '2'	Receives '2' and turns on LED
Sends '3'	Receives '1' and turns off LED

# STM32 Module Code Walkthrough [1]

Setting and initializing the RTC registers:

```
// seconds
secbuffer[0] = 0x00; //register address
secbuffer[1] = 0x00; //data to put in register --> 0 sec

HAL_I2C_Master_Transmit(&hi2c1, 0xD0, secbuffer, 2, 10);

// minutes
minbuffer[0] = 0x01; //register address
minbuffer[1] = 0x00; //data to put in register --> 00 min

HAL_I2C_Master_Transmit(&hi2c1, 0xD0, minbuffer, 2, 10);
```

This is an example of how the registers were initialized before the start of the infinite loop. The register address is chosen along with the data put in the register. Then, they get transmitted to the RTC so that the RTC continues the clock based on these initializations.

# STM32 Module Code Walkthrough [2]

Receiving data from RTC registers (inside infinite loop):

```
HAL_I2C_Master_Transmit(&hi2c1, 0xD0, yearbuffer, 1, 10);
HAL_I2C_Master_Receive(&hi2c1, 0xD1, yearbuffer+1, 1, 10);

out[9] = hexToAscii(yearbuffer[1] >> 4 );
out[10] = hexToAscii(yearbuffer[1] & 0x0F);

HAL_I2C_Master_Transmit(&hi2c1, 0xD0, monthbuffer, 1, 10);
HAL_I2C_Master_Receive(&hi2c1, 0xD1, monthbuffer+1, 1, 10);

out[6] = hexToAscii(monthbuffer[1] >> 4 );
out[7] = hexToAscii(monthbuffer[1] & 0x0F);
```

This is an example of how the date/ time is read from the registers. This is done in the infinite loop. The read data is then added to the output buffer to be transmitted through the UART.

# STM32 Module Code Walkthrough [3]

The STM32 will be doing any of the following three options:

1. Turn the LED on.
2. Turn the LED off.
3. Get current date/time.

```
// transmit/receive to/from UART

HAL_UART_Receive(&huart1,&choice, sizeof(choice),500);

if (choice == '1') //transmit date/time
{
    HAL_UART_Transmit(&huart1,out, sizeof(out),500);
    choice = '\0';
}

else if (choice == '2') //led on
{
    HAL_GPIO_WritePin(GPIOB, GPIO_PIN_3,1);
    HAL_UART_Transmit(&huart2,&choice, sizeof(choice),500);
    choice = '\0';
}

else if (choice == '3') //led off
{
    HAL_GPIO_WritePin(GPIOB, GPIO_PIN_3,0);
    HAL_UART_Transmit(&huart2,&choice, sizeof(choice),500);
    choice = '\0';
}
```



# ESP8266 Module Code Walkthrough [1]

When setting the ESP8266 module in Access Point mode, it will create a WiFi network. Hence, we need to set its SSID, Password, IP address, IP subnet mask and IP gateway.

```
/* Put your SSID & Password */  
const char* ssid = "Embedded Project"; // Enter SSID here  
const char* password = "12345678"; //Enter Password here  
  
/* Put IP Address details */  
IPAddress local_ip(192,168,1,1);  
IPAddress gateway(192,168,1,1);  
IPAddress subnet(255,255,255,0);
```

# ESP8266 Module Code Walkthrough [2]

Then, we declare an object of ESP8266WebServer library, so we can access its functions. The constructor of this object takes port (where the server will be listening to) as a parameter. Since 80 is the default port for HTTP, we will use this value.

Now you can access the server without needing to specify the port in the URL.

```
ESP8266WebServer server(80);
```

# ESP8266 Module Code Walkthrough [3]

## setup () Function:

Serial.begin() specifies the baud rate. Then, we set up a soft access point to establish a Wi-Fi network by providing SSID, Password, IP address, IP subnet mask and IP gateway.

```
void setup() {  
    Serial.begin(9600);  
  
    WiFi.softAP(ssid, password);  
    WiFi.softAPConfig(local_ip, gateway, subnet);  
}
```

# ESP8266 Module Code Walkthrough [4]

## setup () Function:

In order to handle incoming HTTP requests, we need to specify which code to execute when a particular URL is hit. To do so, we use on method. This method takes two parameters. First one is a URL path and second one is the name of function which we want to execute when that URL is hit.

For example, the first line of below code snippet indicates that when a server receives an HTTP request on the root (/) path, it will trigger the handle\_OnConnect() function. Note that the URL specified is a relative path.

```
server.on("/", handle_OnConnect);  
server.on("/ledon", handle_ledon);  
server.on("/ledoff", handle_ledoff);  
server.on("/date_time", handle_datetime);  
server.onNotFound(handle_NotFound);
```

Now, to start our server, we call the begin method on the server object.

```
server.begin();
```

# ESP8266 Module Code Walkthrough [5]

## loop () Function:

To handle the actual incoming HTTP requests, we need to call the **handle\_Client()** method on the server object.

```
void loop() {  
    server.handleClient();  
}
```

In order to handle the requests, the following functions were made.

The **Serial.print()** function is used to transmit the desired request to the STM32 module.

```
void handle_OnConnect() {  
    LEDstatus = LOW;  
    Serial.print('3');  
    server.send(200, "text/html", SendHTML());  
    delay(1000);  
}  
  
void handle_ledon() {  
    LEDstatus = HIGH;  
    Serial.print('2');  
    server.send(200, "text/html", SendHTML());  
    delay(1000);  
}  
  
void handle_ledoff() {  
    LEDstatus = LOW;  
    Serial.print('3');  
    server.send(200, "text/html", SendHTML());  
    delay(1000);  
}  
  
void handle_datetime() {  
    dt1 = HIGH;  
    dt2 = HIGH;  
    server.send(200, "text/html", SendHTML());  
    delay(1000);  
}  
  
void handle_NotFound(){  
    server.send(404, "text/plain", "Not found");  
}
```

# ESP8266 Module Code Walkthrough [6]

## get\_date\_time () Function:

In this function, a request is sent to the STM32 module in order to get the current date/time. Until the STM32 module replies back, a delay is made. The receiving buffer is then looped on and the date/time is retrieved.

```
String get_date_time()
{
    String date_time = "";

    Serial.print('1');
    delay (1000);
    while(Serial.available() > 0)    //Checks is there any data in buffer
    {
        date_time += char(Serial.read()); //Read serial data byte
    }
    return date_time;
}
```

# ESP8266 Module Code Walkthrough [7]

## SendHTML () Function:

This function is responsible for generating a web page whenever the ESP8266 web server gets a request from a web client. It merely concatenates HTML code into a big string and returns to the [server.send\(\)](#) function. It also changes some of the webpage information based on the program flags.

```
String SendHTML(){
  String date_time = "";
  if (dt1 == HIGH)
  {
    date_time = get_date_time();
  }

  String ptr = "<!DOCTYPE html> <html>\n";
  ptr += "<head><meta name=\"viewport\" content=\"width=device-width, initial-scale=1.0, user-scalable=no\">\n";
  ptr += "<title>LED Control</title>\n";
  ptr += "<style>html { font-family: Helvetica; display: inline-block; margin: 0px auto; text-align: center;}\n";
  ptr += "body{margin-top: 50px;} h1 {color: #444444;margin: 50px auto 30px;} h3 {color: #444444;margin-bottom: 50px;}\n";
  ptr += ".button {display: block;width: 80px;background-color: #1abc9c;border: none;color: white;padding: 13px 30px;text-decoration: none;font-size: 25px;margin: 0px auto 35px;cursor: pointer;border-radius: 4px;}\n";
  ptr += ".button-on {background-color: #1abc9c;}\n";
  ptr += ".button-on:active {background-color: #16a085;}\n";
  ptr += ".button-off {background-color: #34495e;}\n";
  ptr += ".button-off:active {background-color: #2c3e50;}\n";
  ptr += "p {font-size: 14px;color: #888;margin-bottom: 10px;}\n";
  ptr += "</style>\n";
  ptr += "</head>\n";
  ptr += "<body>\n";
  ptr += "<h1>Embedded Project</h1>\n";
  ptr += "<h3>Demo</h3>\n";

  if(LEDstatus == HIGH)
  {ptr += "<p><p>LED Status: ON</p><a class=\"button button-off\" href=\"/ledoff\">OFF</a>\n";}
  else
  {ptr += "<p><p>LED Status: OFF</p><a class=\"button button-on\" href=\"/ledon\">ON</a>\n";}

  ptr += "<a class=\"button\" href=\"/date_time\">Get Date & Time</a>\n";
```

# ESP8266 Module Code Walkthrough [8]

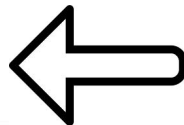
## SendHTML () Function:

This part of the function shows how the date and time was formatted and displayed.

```
if(dt2 == HIGH)
{
    String date = "<p>Date: " + day + ", " + month + " " + day_month + ", 20" + year + "</p>";
    String timee = "<p>Time: " + hour + ":" + minute + ":" + second + "</p>\n";

    ptr+=date;
    ptr+=timee;
}

ptr += "</body>\n";
ptr += "</html>\n";
return ptr;
```



```
ptr += "<a class=\"button\" href=\"/date_time\">Get Date & Time</a>\n";

if (dt1 == HIGH)
{
    day = date_time.substring(0,2);
    day_month = date_time.substring(3,5);
    month = date_time.substring(6,8);
    year = date_time.substring(9,11);
    hour = date_time.substring(12,14);
    minute = date_time.substring(15,17);
    second = date_time.substring(18,20);

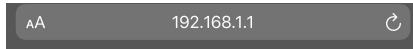
    switch (day[1])
    {
        case '1':
            day = "Sunday";
            break;
        case '2':
            day = "Monday";
            break;
        case '3':
            day = "Tuesday";
            break;
        case '4':
            day = "Wednesday";
            break;
        case '5':
            day = "Thursday";
            break;
        case '6':
            day = "Friday";
            break;
        case '7':
            day = "Saturday";
            break;
    }

    if (month == "01")
    {
        month = "January";
    }
}
```



# Some Screenshots

Here are some screenshots showing what could be seen on the webpage:



## Embedded Project

Demo

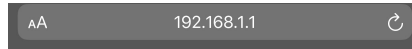
LED Status: OFF

ON

Get  
Date &  
Time

Date: Tuesday, May 26, 2020

Time: 09:00:22



## Embedded Project

Demo

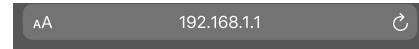
LED Status: ON

OFF

Get  
Date &  
Time

Date: Tuesday, May 26, 2020

Time: 09:00:22



## Embedded Project

Demo

LED Status: ON

OFF

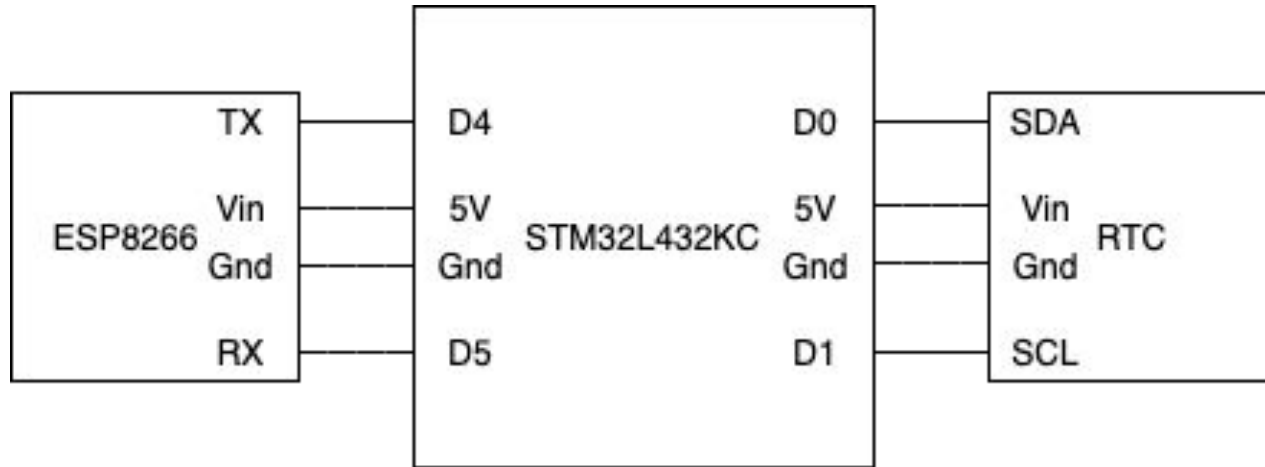
Get  
Date &  
Time

Date: Tuesday, May 26, 2020

Time: 09:00:31

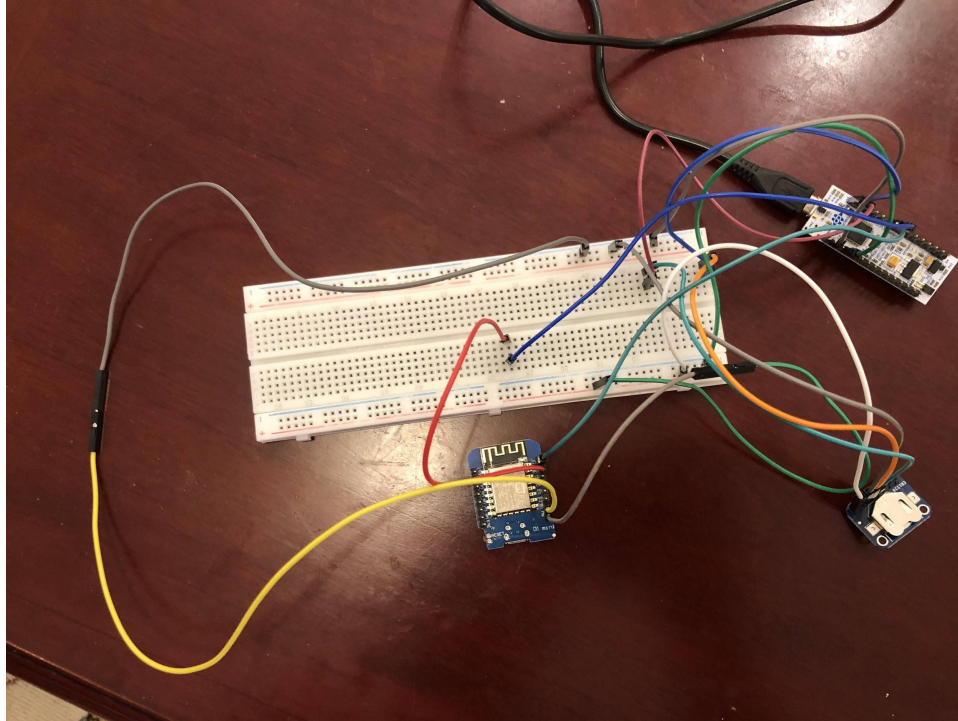


# Circuit Connections



# Demo

[https://drive.google.com/file/d/1buJrjO16JRljvoi-9w4ytanVHjY\\_ZoTu/view?usp=sharing](https://drive.google.com/file/d/1buJrjO16JRljvoi-9w4ytanVHjY_ZoTu/view?usp=sharing)



# Future Plans

- User requesting current temperature from webpage (since RTC Module could measure temperature as well).
- Sending any type of beneficial information to the webpage.
  - For example, collecting distance information from ultrasonic sensor.

Coming Soon...

# References

RTC module Datasheet: <https://datasheetspdf.com/pdf-file/1081920/MaximIntegrated/DS3231/1>

STM32L432KC Datasheet: <https://datasheetspdf.com/pdf-file/1349053/STMicroelectronics/STM32L432KC/1>

ESP8266 module Datasheet:

[https://www.openimpulse.com/blog/wp-content/uploads/wpsc/downloadables/0A-ESP8266\\_Datasheet\\_EN\\_v4.3.pdf](https://www.openimpulse.com/blog/wp-content/uploads/wpsc/downloadables/0A-ESP8266_Datasheet_EN_v4.3.pdf)

Arduino code resource: <https://lastminuteengineers.com/creating-esp8266-web-server-arduino-ide/>