



# IoT Lab 3: OTA Firmware Update

## Overview

This lab focuses on implementing an Over-the-Air (OTA) firmware update mechanism for IoT devices, for example: a temperature and humidity monitoring system. The goal is to enable remote firmware updates without physical access to the hardware, ensuring easy maintenance and feature upgrades.

## Requirements

Design and implement an OTA update system for an IoT device based on Core-IoT platform.

## Hardware:

- ESP32 or ESP32 S3 Development board.
- DHT20 or DHT11 temperature and humidity sensors.
- Connectors.

## Technical Risks:

## Test Plan

### Test Cases:

- Firmware Upload Test: Upload a new firmware version to the server and trigger an OTA update.
- Data Integrity Check: Verify that temperature and humidity data continue to be sent correctly after an update.



## Approach

- Set up the ESP32 with basic firmware that reads sensor data and transmits it to an IoT dashboard.
- Implement an OTA update mechanism using either HTTP or MQTT.
- Upload a new firmware version and trigger the update remotely.

## Questions

- What are some security measures you can implement to prevent unauthorized OTA updates?
- How does your OTA update mechanism handle network interruptions?
- What methods can be used to verify the integrity of the new firmware before applying it?

## Instructions:

- Initial Setup:
  - Run a "Hello World" example to verify that the ESP32 is functional.
  - Run a DHT20 example to ensure the sensor is working correctly.
- Implement OTA Update:
  - Configure the ESP32 to check for firmware updates over HTTP or MQTT.
  - Deploy an update server and host a new firmware version.
- Test the Update Process:
  - Trigger an OTA update and monitor the process.
  - Verify that the new firmware is running correctly after the update.
- Enhance Security (You only need to write down your solutions; no implementation is required).
  - Implement firmware signing and validation before installation.
  - Use authentication mechanisms to prevent unauthorized updates.

## Resources