

Today! Internet of Things (IoT) Hands-on Activities

- Introduction
- Download Folders
 - (1) Github Repository (Recommended)
https://github.com/muratkuzlu/ODU_BLAST2021
 - (2) Google Drive:
https://drive.google.com/drive/folders/0B2WhaJ0_Fq-5fi01TWJVRzdZeW9VeW5STUJXQzJNbUxOcDlqQl9tUzNDNDFCWVRSNmlwdlE?resourcekey=0-YgSICYySE9kjPWY2USWIg
- Presentation (Summary)
- Hands-on Activities
- Q&A



Building Leaders for Advancing Science and Technology (BLAST) 2021 (Summary)

Internet of Things (IoT) Hands-on Activities with Arduino

Dr. Murat Kuzlu
Department of Engineering Technology

Outline

- Internet
- Internet of Things (IoT)
- Arduino
- ThingSpeak
- Hands-on Activities



<https://medium.com/@otavioguastamacchia/creating-a-simple-iot-case-8102f22908a7>

What is the Internet?



<https://www.connexusuk.com/high-speed-internet/>



- The Internet is a global web of computers connected to each by communication lines (wired or wireless).

- If you look at a map of big cities, smaller towns, and scattered houses, each is connected together with roads, railways, etc. This is similar to the Internet, except with the Internet, wires connect computers.

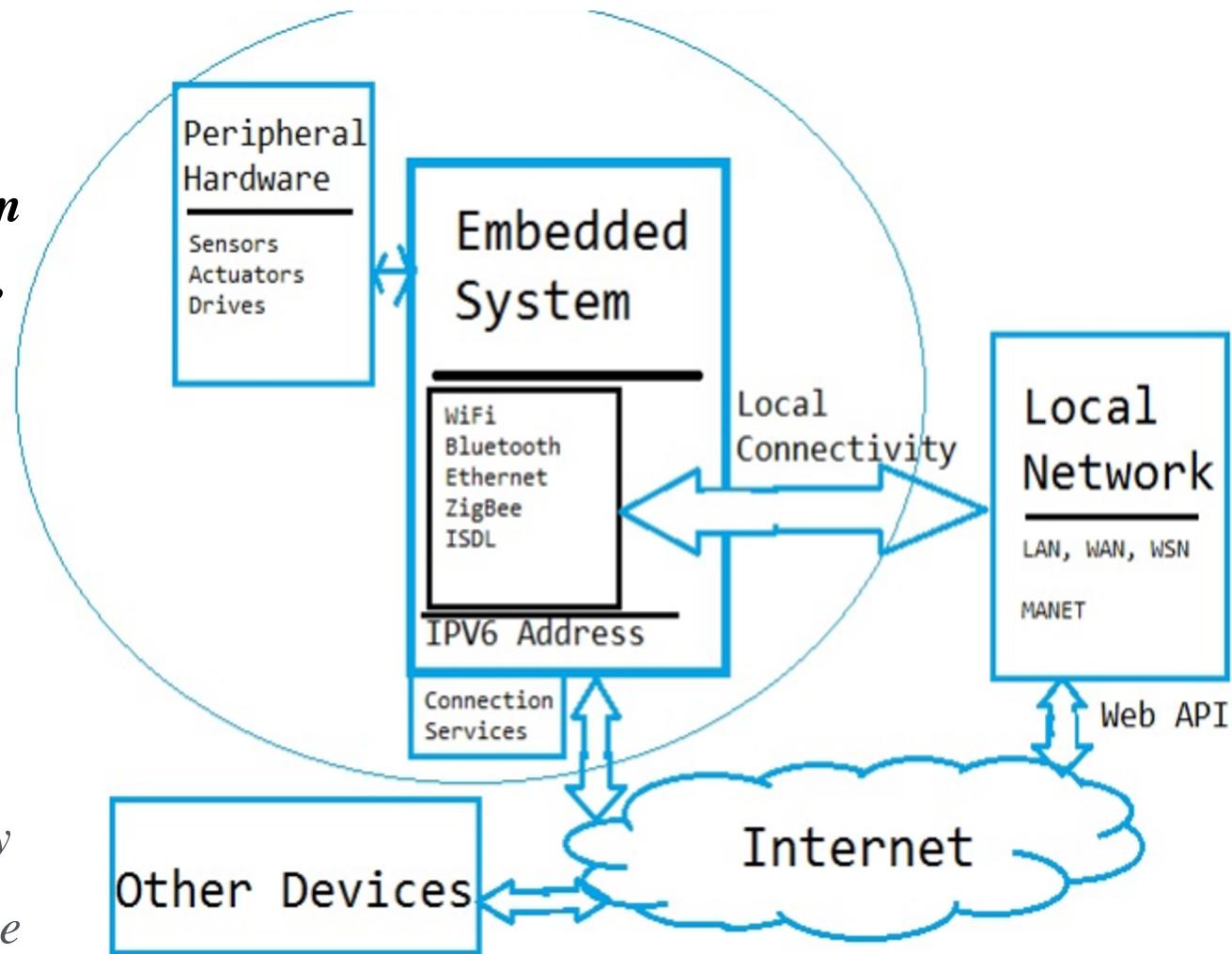
The Internet is a superhighway.

<http://mediatechnologyeducation.pbworks.com/w/page/20693030/The%20Information%20Superhighway>

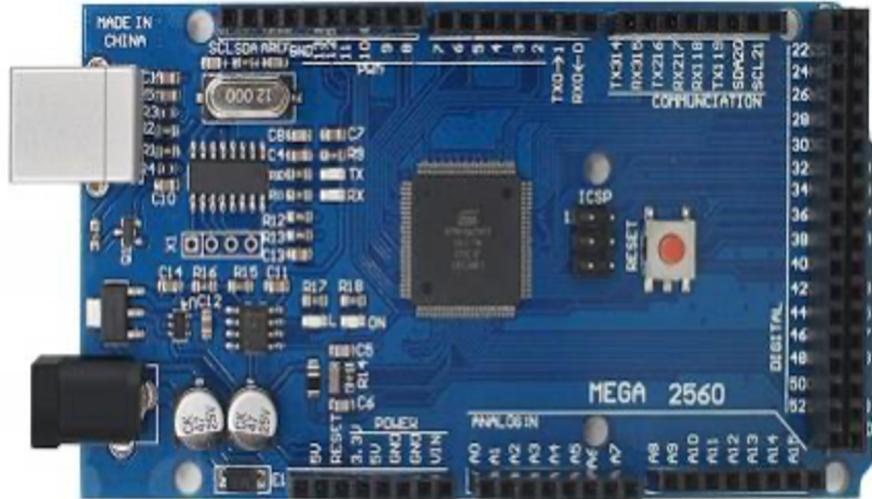
The Internet of Things (IoT)

IoT: You can access anything (devices) from anywhere (through the INTERNET)!

- *Network of physical objects*
- *Embedded System*
- *Network connectivity*
- *Collect and exchange data*



Arduino

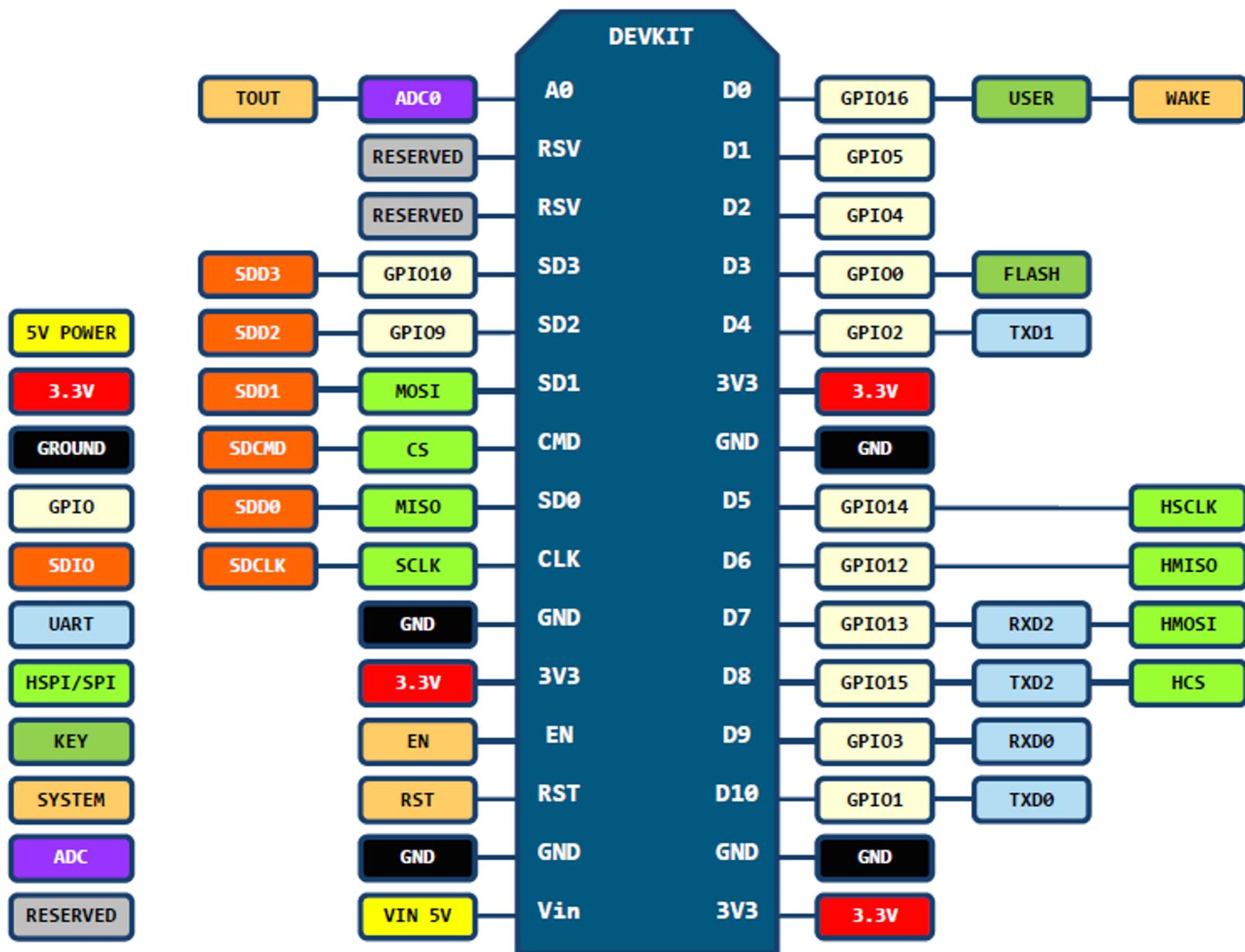


Mega2560 R3 ATmega2560-16AU
CH340 Development Board



ESP8266 **NodeMCU** LUA
CP2102 ESP-12E

NodeMCU ESP8266 ESP-12E Pinout



What is ThingSpeak?

- **What is ThingSpeak:**

ThingSpeak is an IoT analytics platform service that lets you collect and store sensor data in the cloud and develop Internet of Things applications.

- <https://thingspeak.com>

- **ThingSpeak Channel:**

‘ThingSpeak Channel’ is the core element of the ThingSpeak platform. This channel is used to store the real-time data, or the data transferred through various sensors and embedded systems. Data stored at the channel is further used for analysis and visualization.

- Software Requirement: Internet
- Hardware Requirement: Arduino.



ThingSpeak Features

- Collect data in private channels
- Share data with public channels
- RESTful and MQTT APIs
- MATLAB® analytics and visualizations

Works With

- Arduino®
- Particle Photon and Electron
- ESP8266 Wifi Module
- Raspberry Pi™

- Mobile and web apps
- Twitter®
- Twilio®
- MATLAB®

Creating A Channel

- <https://thingspeak.com>
- Before creating a channel, you need to sign into things speak. You can easily sign in either using your either ThingSpeak account or mathswork account, or create a new mathswork account via following link:
- https://thingspeak.com/users/sign_up
- Login Page
- Email: mkuzlu@hotmail.com
- Password: ODU_Blast2000

Create MathWorks Account

Email Address

Missing required information !

To access your organization's MATLAB license, use your school or work email.

Location

First Name

Last Name

Log in to ThingSpeak

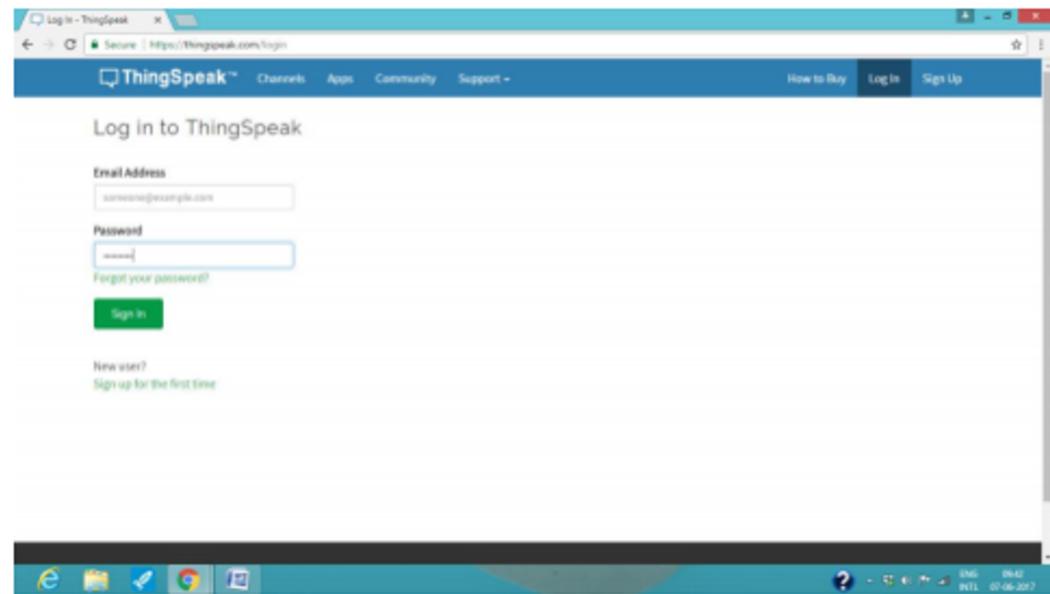
Email Address

Password

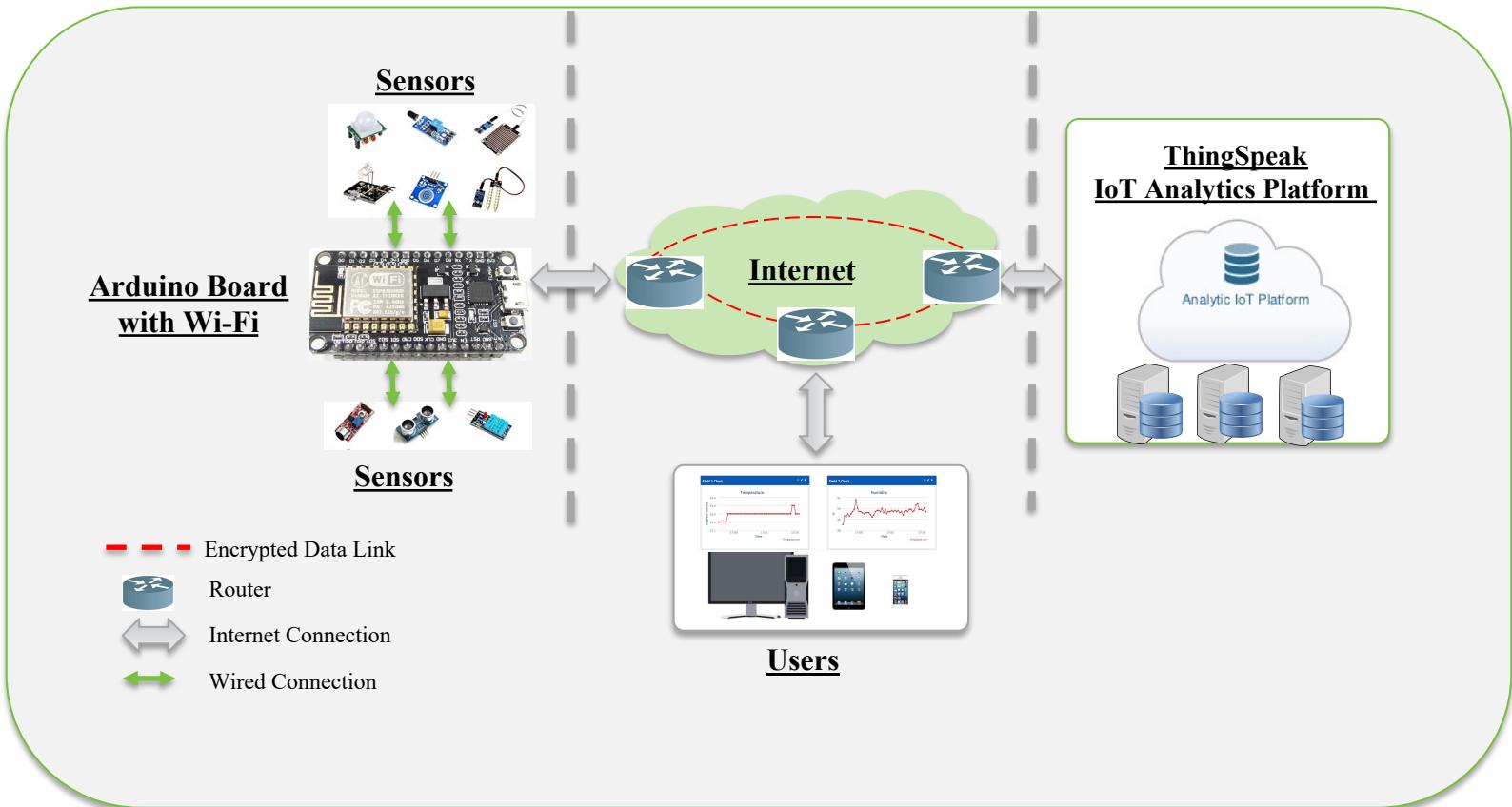
[Forgot your password?](#)

Sign In

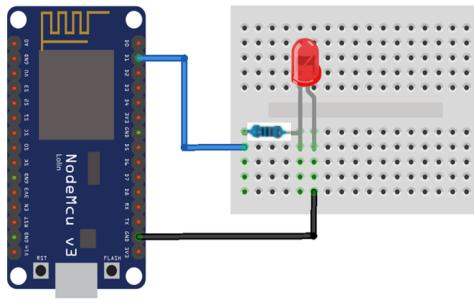
New user?
[Sign up for the first time](#)



Architecture of an IoT-based System



Hands-on Activities

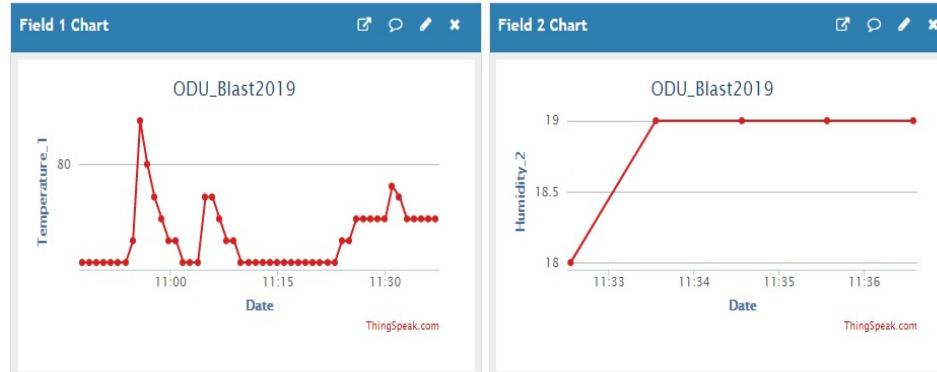
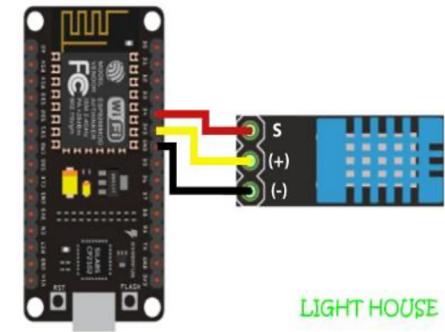


```
#define LED D1 // Led in NodeMCU at pin GPIO5 (D1).
```

```
void setup()
{
pinMode(LED, OUTPUT); // set the digital pin as output.

}

void loop()
{
digitalWrite(LED, HIGH); // turn the LED off.
delay(1000); // wait for 1 second.
digitalWrite(LED, LOW); // turn the LED on.
delay(1000); // wait for 1 second.
}
```

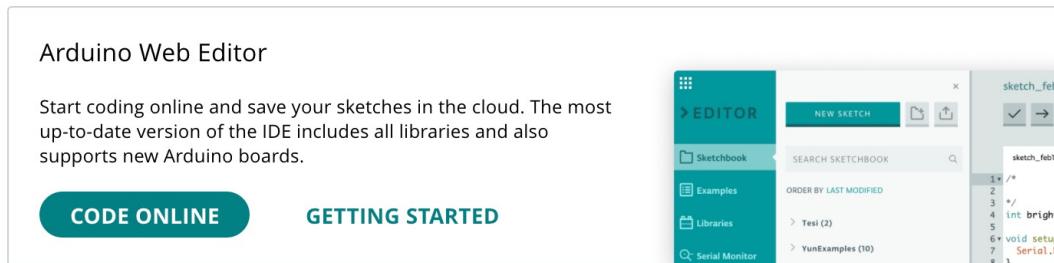


Preparation!

Step 1 - Installing IDE

Installing IDE

- The Arduino Integrated Development Environment (IDE) is the software side of the Arduino platform.
- Go to <https://www.arduino.cc/en/software>



The screenshot shows the Arduino Web Editor interface. On the left, there's a sidebar with 'EDITOR' at the top, followed by 'Sketchbook', 'Examples', 'Libraries', and 'Serial Monitor'. Below the sidebar, there are buttons for 'NEW SKETCH', 'SEARCH SKETCHBOOK', 'ORDER BY LAST MODIFIED', and a list of sketches: 'Tesi (2)' and 'YunExamples (10)'. The main area is a code editor with the file 'sketch_feb19a.ino' open, displaying the following code:

```
1 //  
2 //  
3 //  
4 int brightness;  
5  
6 void setup() {  
7   Serial.begin(9600);  
8 }
```

To the right of the editor, there's a promotional image for 'The Arduino® Student Kit: bring the buzz home' featuring a laptop, a breadboard, and other electronic components.

Downloads



The screenshot shows the Arduino IDE download page. It features a large 'Arduino IDE 1.8.15' heading with a teal icon containing a white infinity symbol and a plus sign. Below the heading, a text block says: 'The open-source Arduino Software (IDE) makes it easy to write code and upload it to the board. This software can be used with any Arduino board.' A link to the 'Getting Started' page is provided for installation instructions. At the bottom, there's a 'SOURCE CODE' section with a note about active development on GitHub and instructions for building the code.

DOWNLOAD OPTIONS

Windows Win 7 and newer
Windows ZIP file

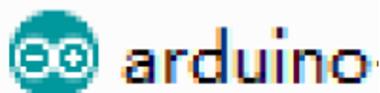
Windows app Win 8.1 or 10 [Get](#)

Linux 32 bits
Linux 64 bits
Linux ARM 32 bits
Linux ARM 64 bits

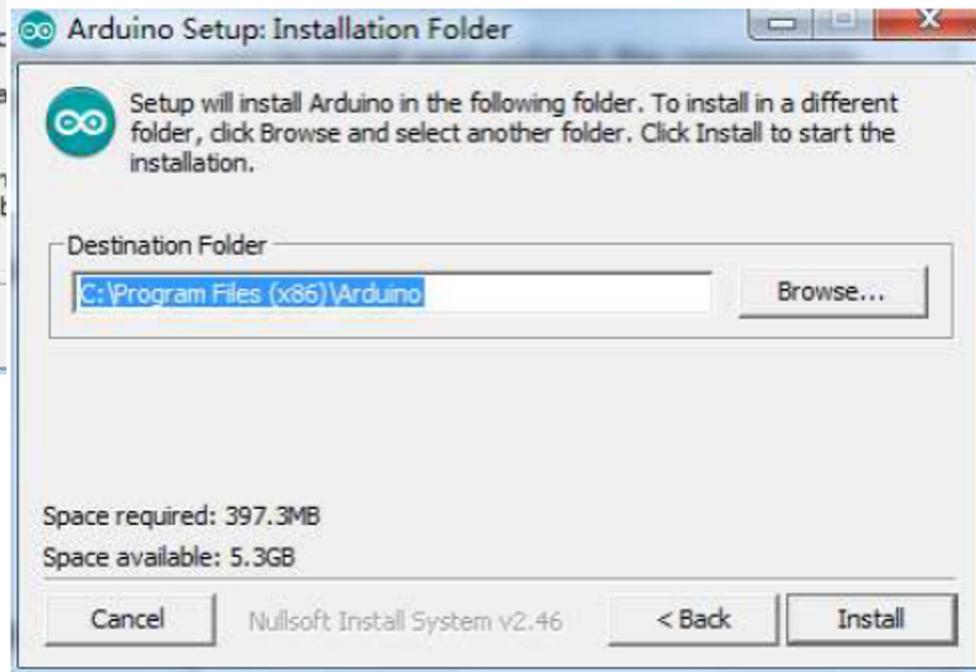
Mac OS X 10.10 or newer

[Release Notes](#) [Checksums \(sha512\)](#)

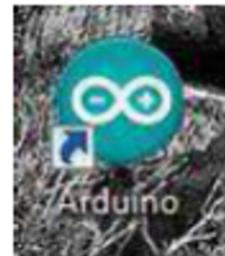
Installing Arduino (Windows)



Click Agree and Install...

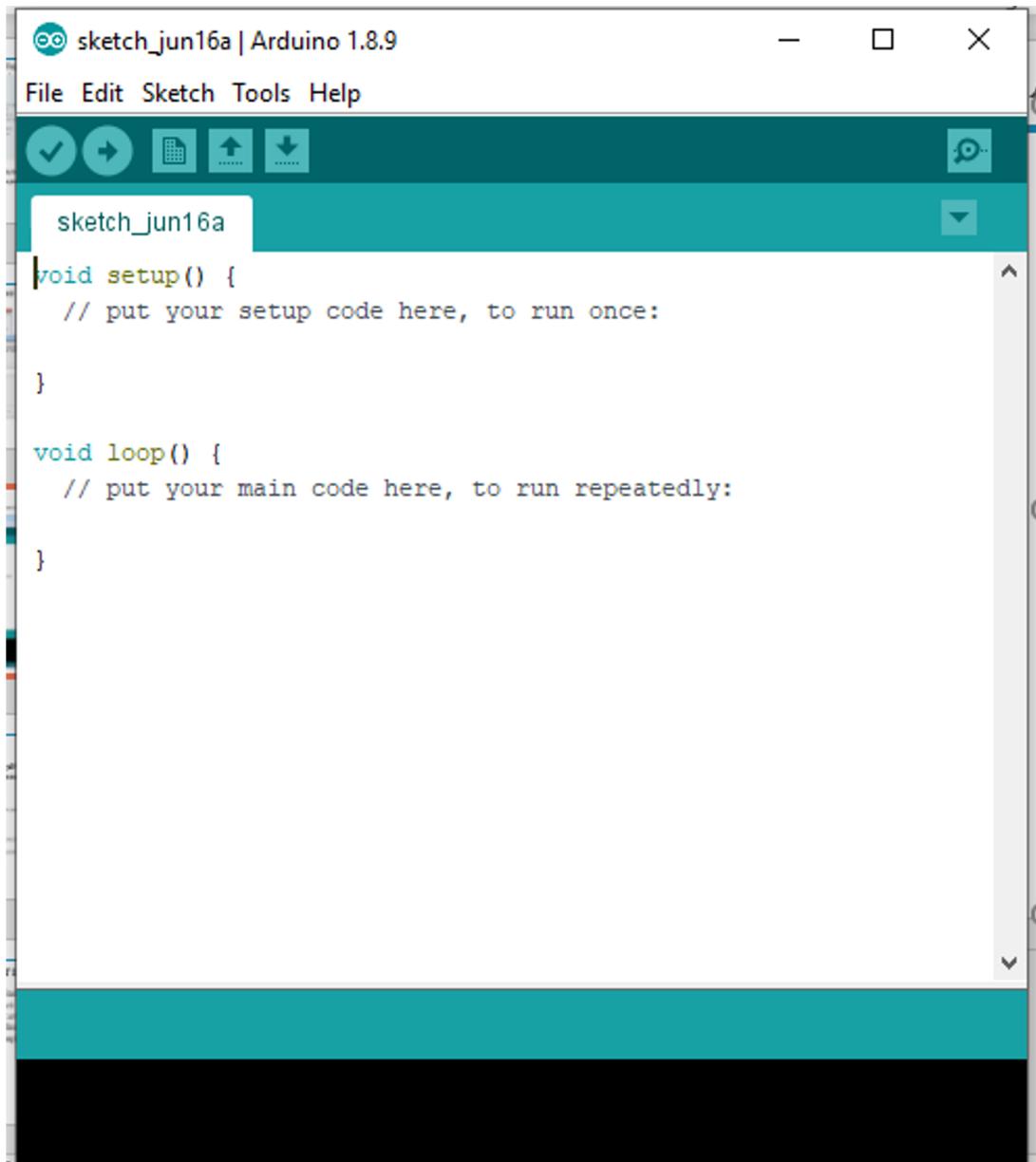


The following Icon appears on the desktop



Arduino IDE

Double-click to enter the
desired development
environment



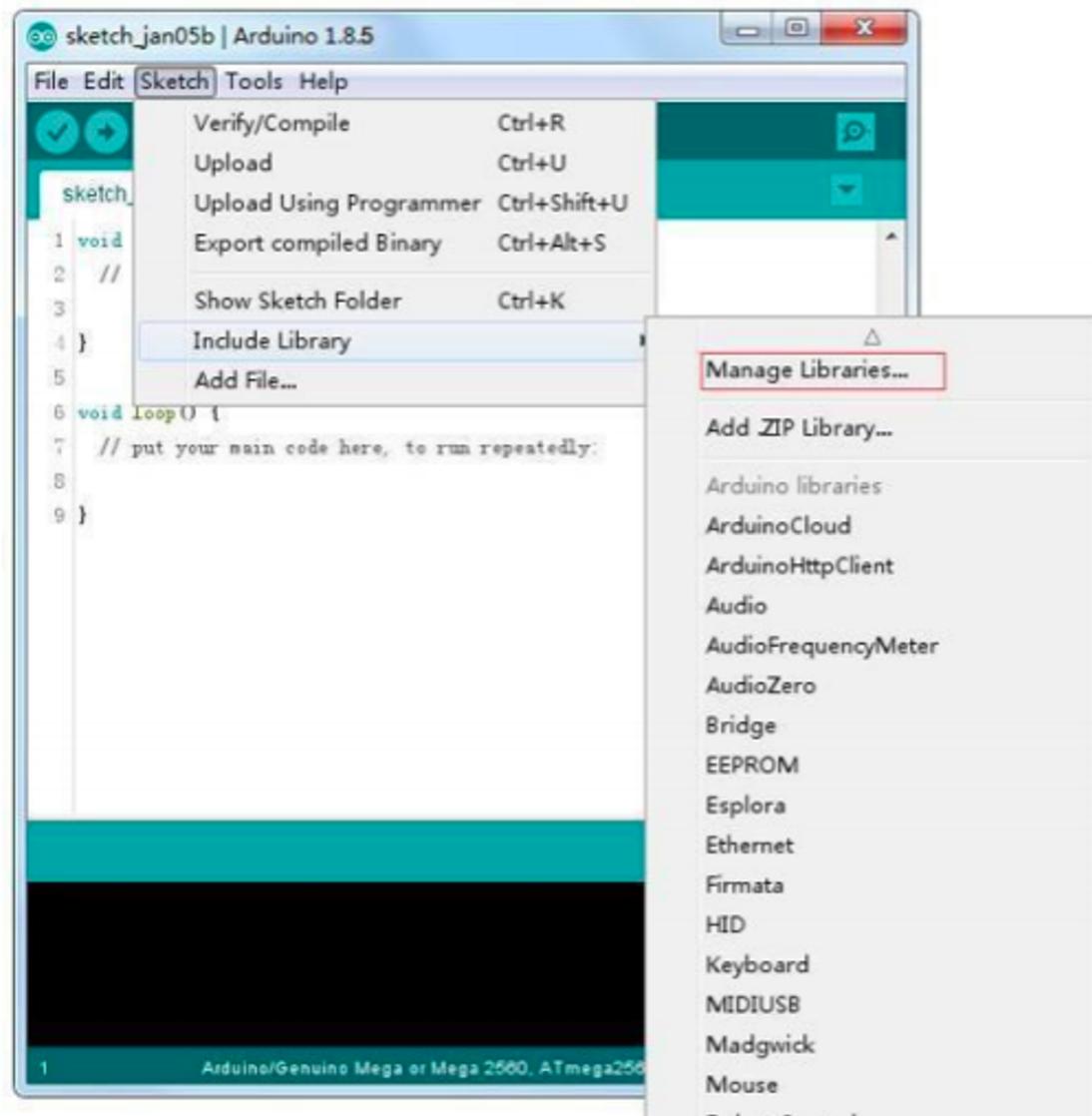
Step 2 - Add Libraries

Add Libraries

How to Install a Library?

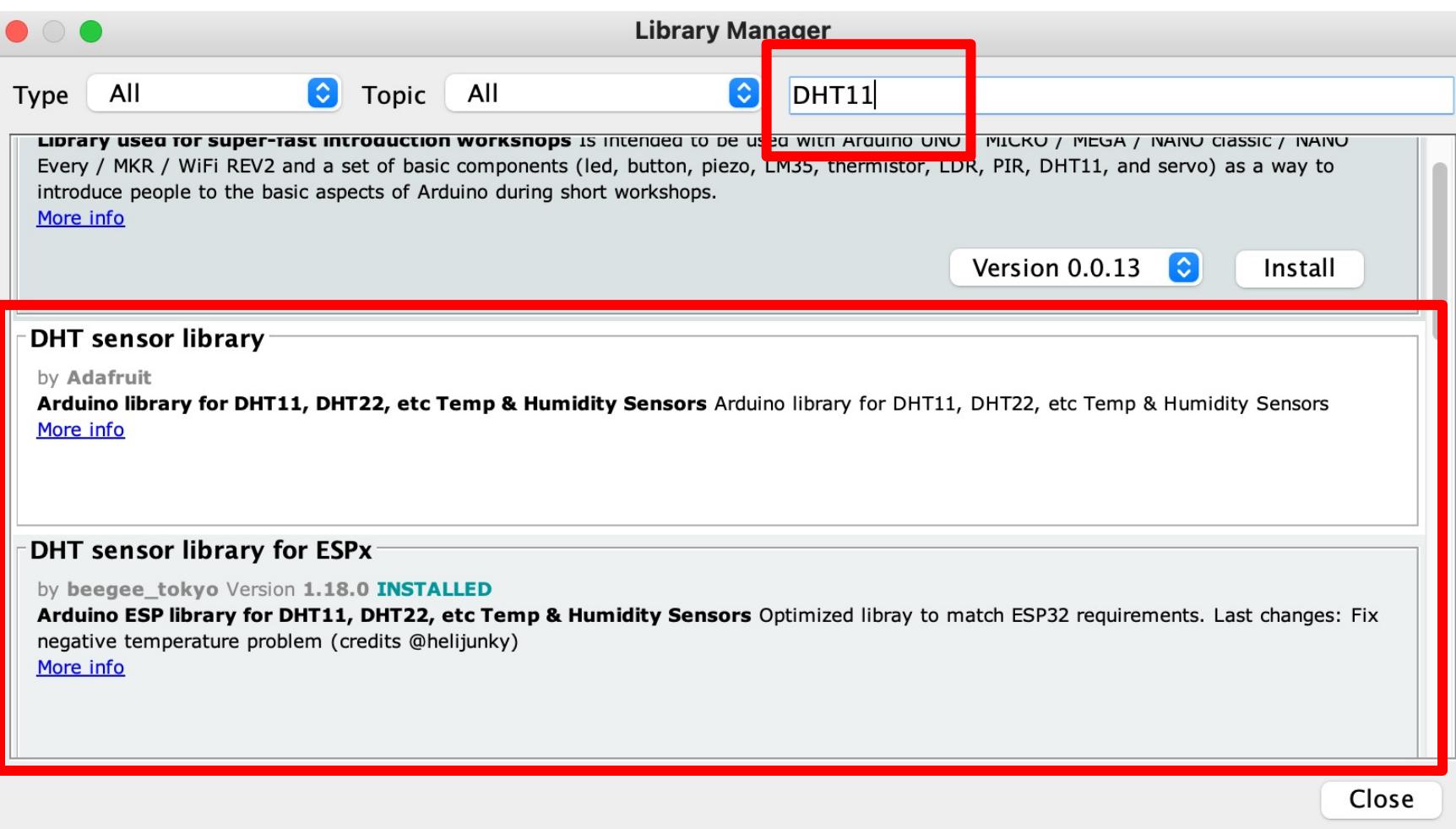
Using the Library Manager
To install a new library into your Arduino IDE you can use the Library Manager (available from IDE version 1.8.0).

Open the IDE and click to the "Sketch" menu and then Include Library > Manage Libraries.



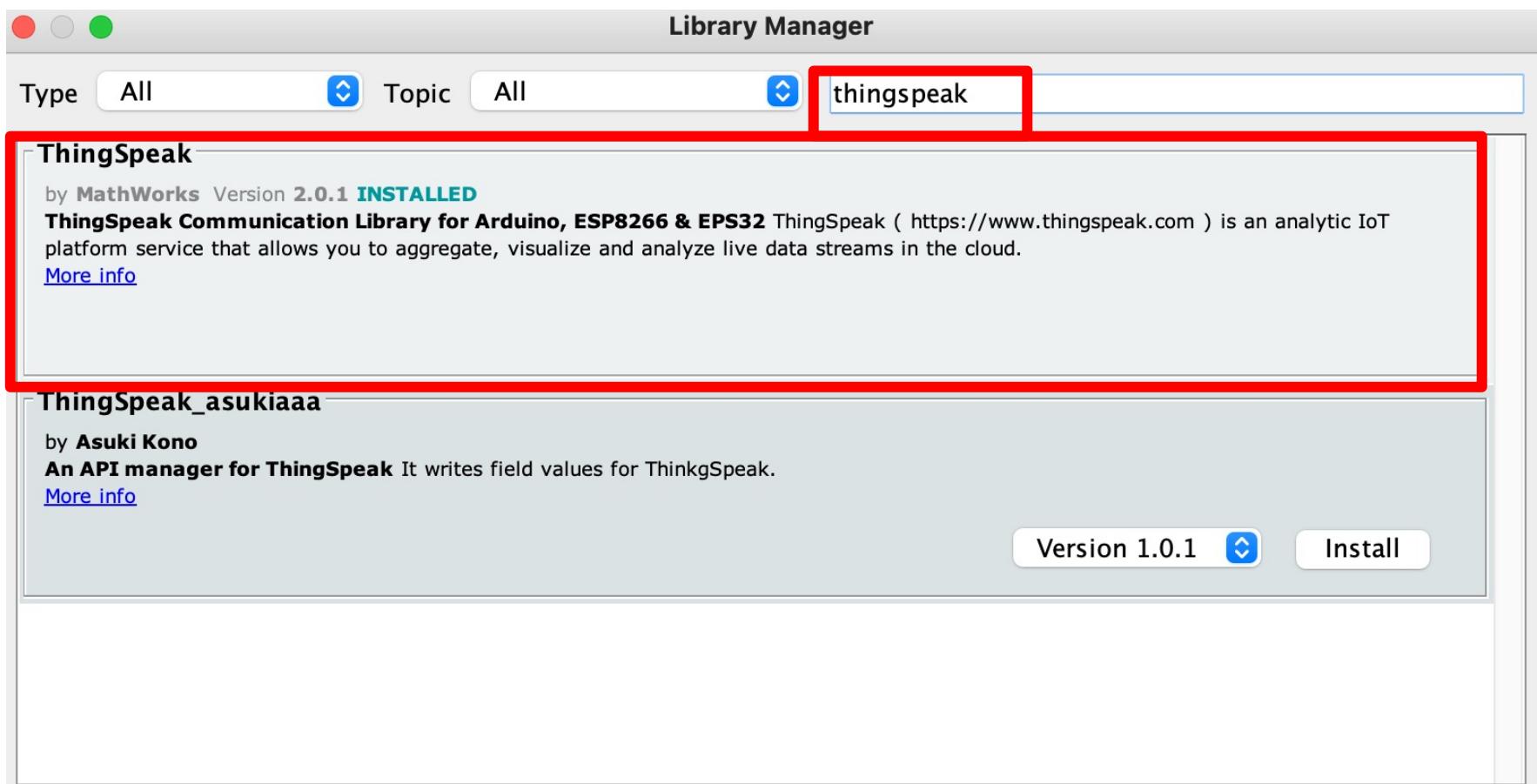
Add Libraries- DHT11

Open the IDE and click to the "Sketch" menu and then Include Library > Manage Libraries > Type “DHT11” > Install “DHT sensor library” and “DHT sensor library for ESPx”



Add Libraries- Arduino

- The Arduino IDE needs to have the ThingSpeak library installed in order for your devices to know how to send data to ThingSpeak. In the Arduino IDE, choose Sketch, Include Library, and Manage Libraries. Search for “thingspeak” and click Install.



Step 3 - NodeMCU Setup

NodeMCU Setup

- *Additional Board Manager URL:*
 - http://arduino.esp8266.com/stable/package_esp8266com_index.json

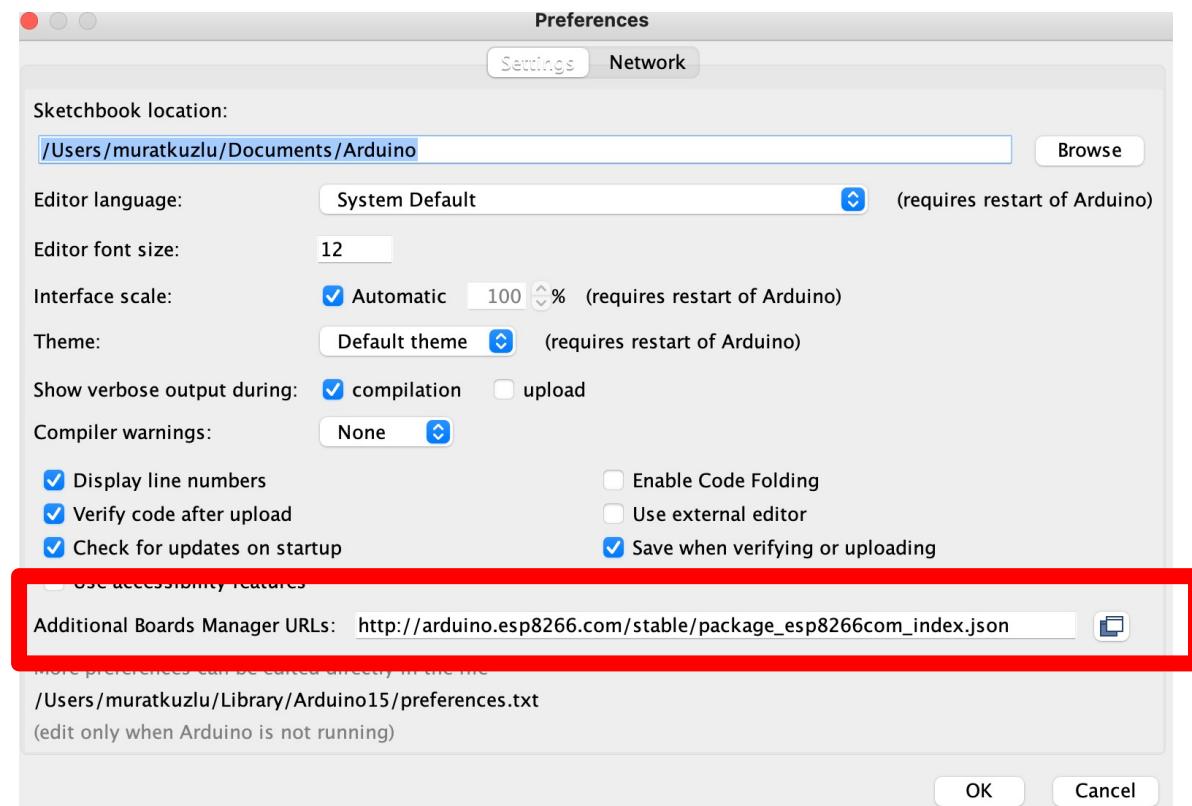
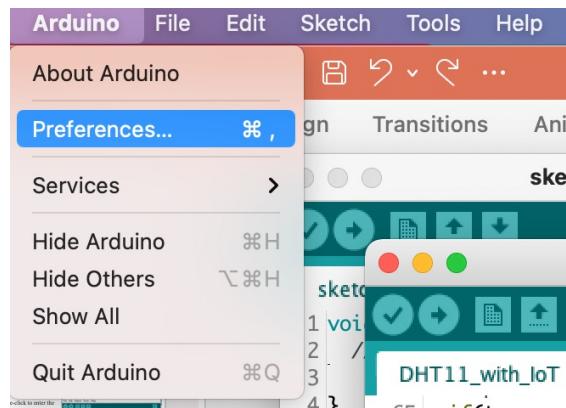
Installing with Boards Manager

Starting with 1.6.4, Arduino allows installation of third-party platform packages using Boards Manager. We have packages available for Windows, Mac OS, and Linux (32 and 64 bit).

- Install Arduino 1.6.8 from the [Arduino website](#).
- Start Arduino and open Preferences window.
- Enter `http://arduino.esp8266.com/stable/package_esp8266com_index.json` into *Additional Board Manager URLs* field.
You can add multiple URLs, separating them with commas.
- Open Boards Manager from Tools > Board menu and install esp8266 platform (and don't forget to select your ESP8266 board from Tools > Board menu after installation).

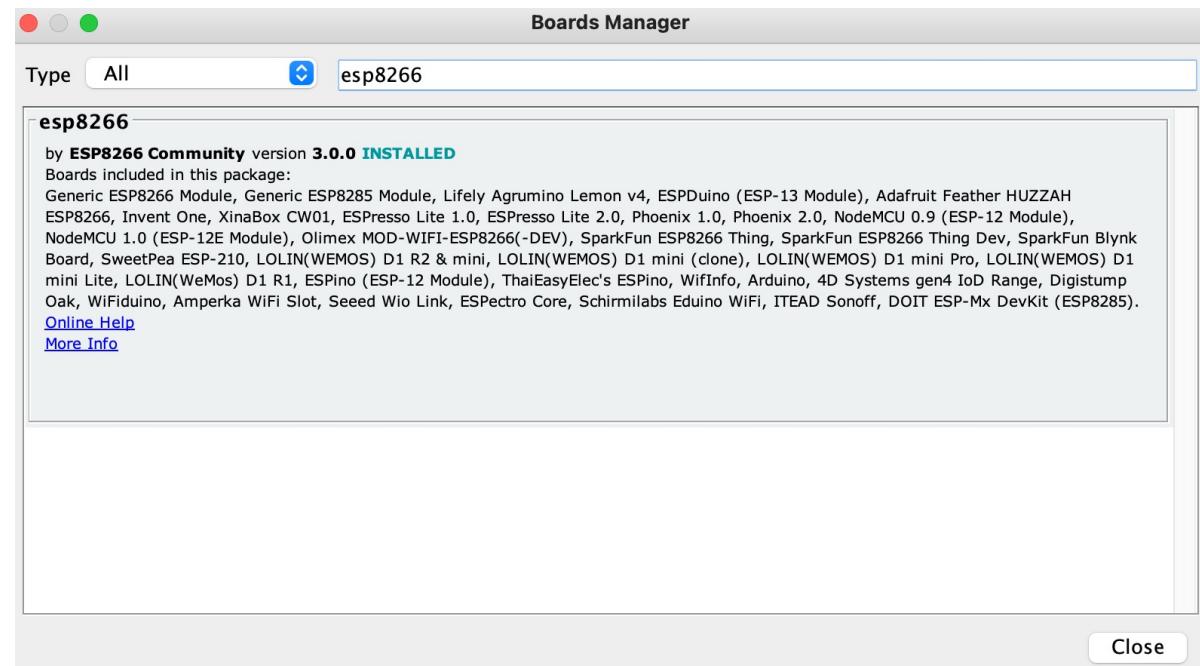
NodeMCU Setup

- Add the link to the *Additional Board Manager URLs*



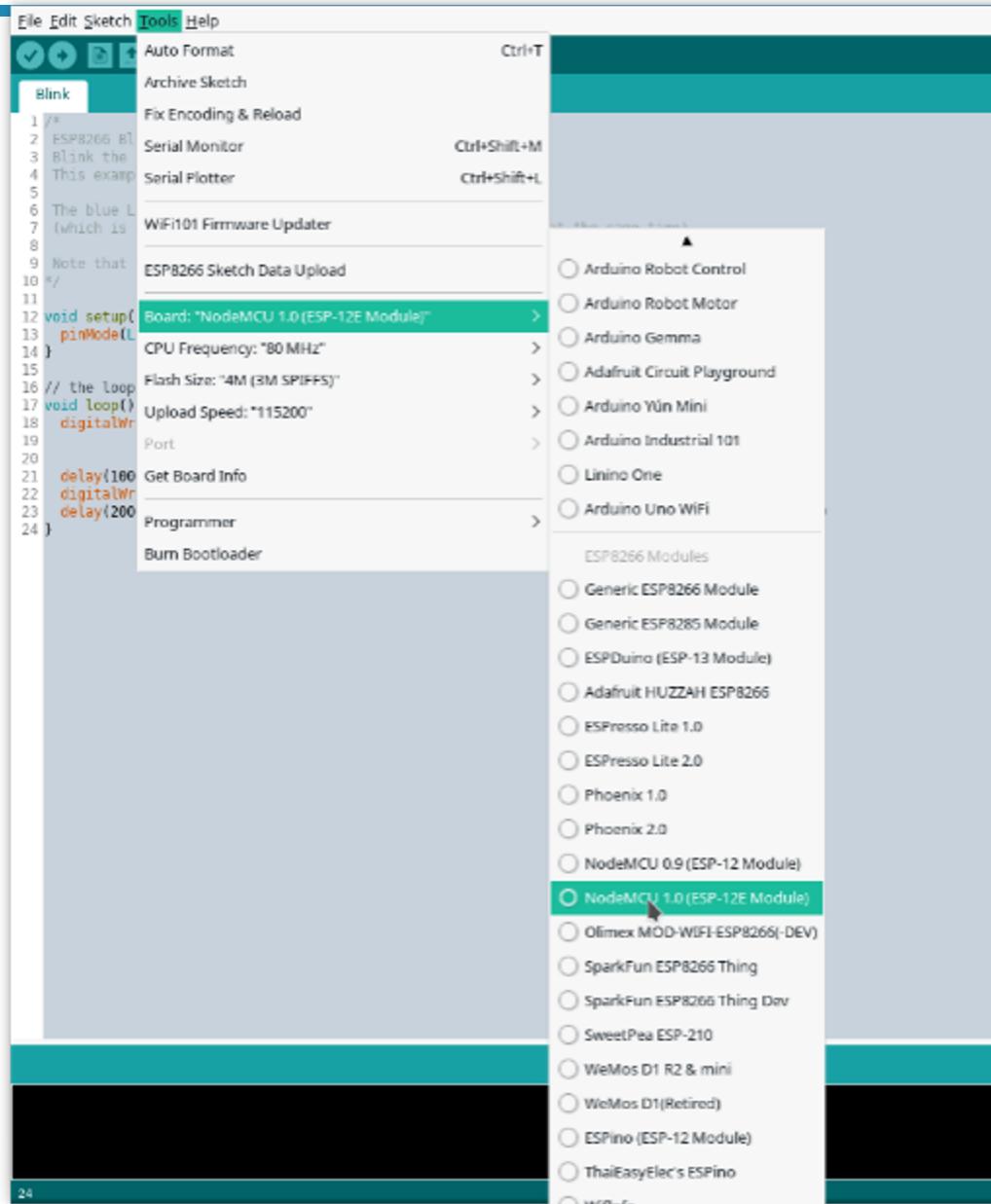
NodeMCU Setup

- Search the board manager for *esp8266*
- Install the ESP8266 library



NodeMCU Setup

- Select the NodeMCU 2.0 as your board
- Additional settings appear under the board menu
- They can be left as they are
- Higher Upload Speed reduces your upload times

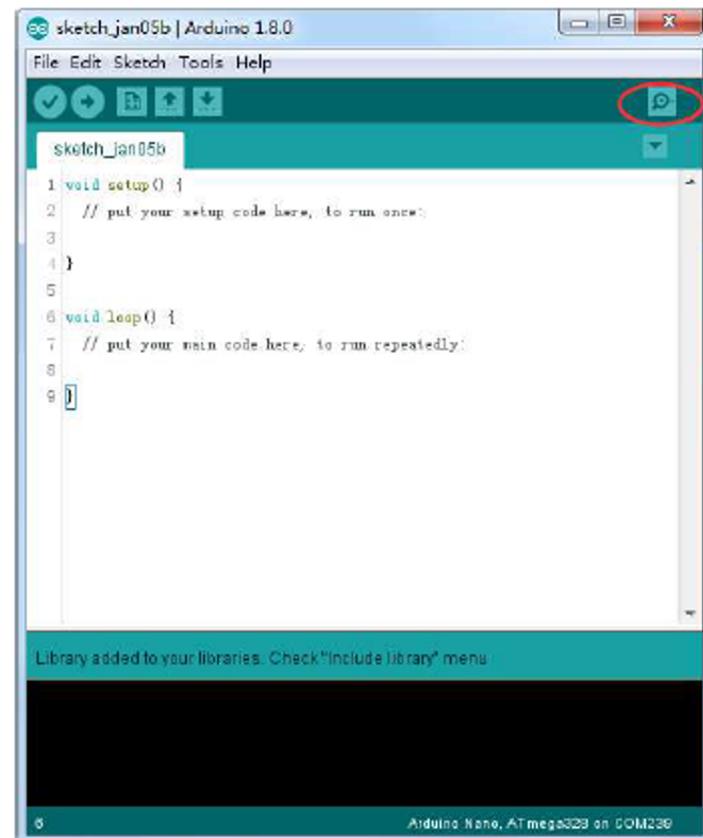
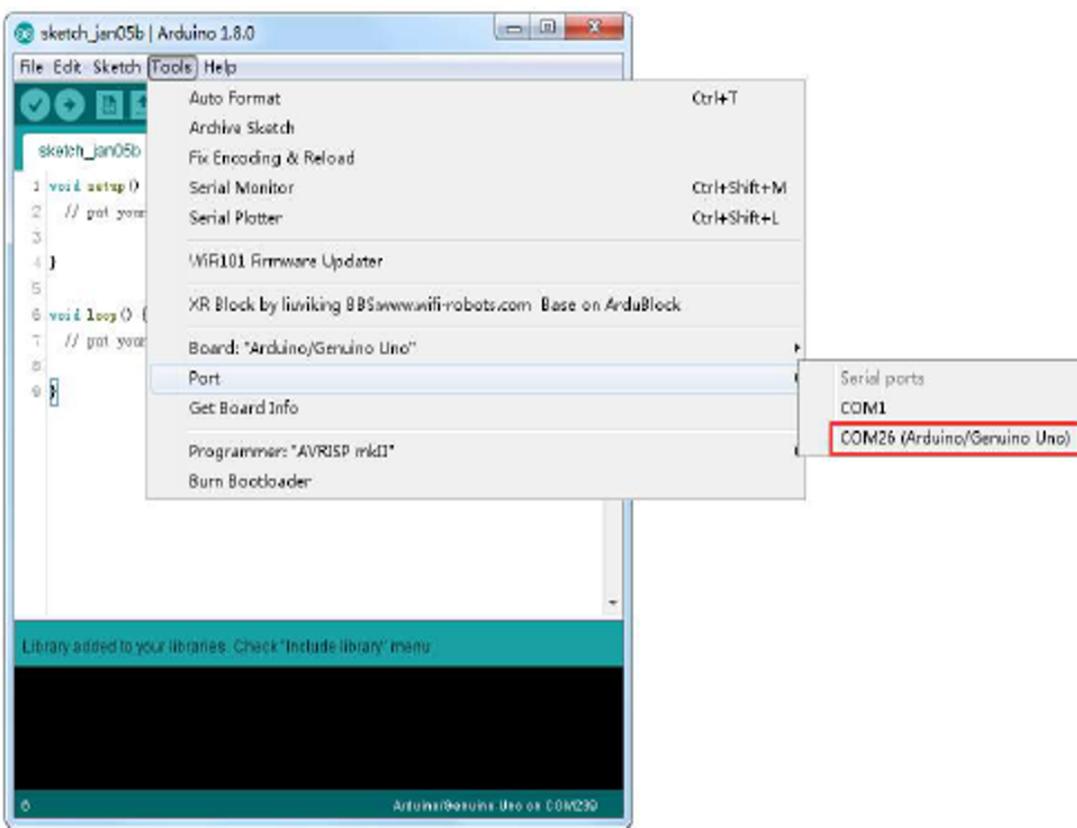


Step 4 - Open Serial Monitor

Open Serial Monitor

Arduino Serial Monitor (Windows, Mac, Linux) and Make a Serial Connection

The Arduino Integrated Development Environment (IDE) is the software side of the Arduino platform. And, because using a terminal is such a big part of working with Arduinos and other microcontrollers, they decided to include a serial terminal with the software. Within the Arduino environment, this is called the Serial Monitor.



Check Serial Monitor and Baud Rate

sketch_jun22e | Arduino 1.8.13

```
sketch_jun22e
1 void setup() {
2 // put your setup code here, to run once:
3
4 }
5
6 void loop() {
7 // put your main code here, to run repeatedly:
8
9 }
```

Rate

/dev/cu.usbserial-0001

Send

16:44:45.826 -> Temperature Value is :77.90F
16:44:45.826 -> Humidity Value is :48.00%
16:44:50.817 -> Temperature Value is :78.08F
16:44:50.855 -> humidity value is :48.00%
16:44:55.857 -> ??????((??A? L ??????!!??FB ? A???? ??!(??C? BTemperature Value is :78.08F
16:45:05.889 -> Humidity Value is :48.00%
16:45:10.914 -> Temperature Value is :78.08F
16:45:10.914 -> Humidity Value is :48.00%
16:45:15.943 -> Temperature Value is :78.08F
16:45:15.943 -> Humidity Value is :48.00%

Baud Rate is NOT CORRECT!

Autoscroll Show timestamp Newline 115200 baud Clear output

Step 5 - Connect ThingSpeak

Connect ThingSpeak

<https://thingspeak.com/>

- Login Page
- Email: mkuzlu@hotmail.com
- Password: ODU_Blast2000

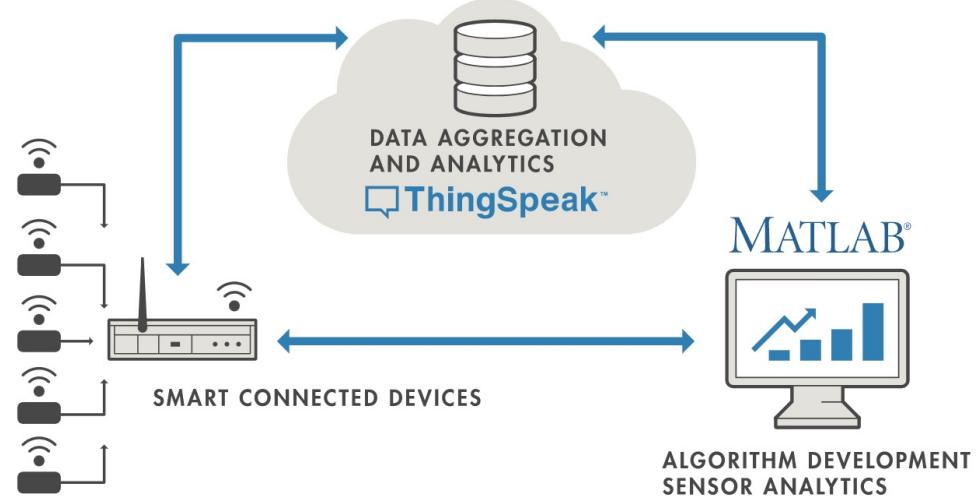


Email

No account? [Create one!](#)

By signing in you agree to our [privacy policy](#).

Next



Creating A Channel

See My Channels

My Channels

[New Channel](#)

Search by tag



Name	Created	Updated
ODU_Blast2000	2019-06-17	2021-06-03 22:36
Channel_Test	2021-06-22	2021-06-22 20:14

Private View-- It displays the information about your channel that is only visible to you (Recommended)

This screenshot shows the 'Private View' of a channel on ThingSpeak. At the top, there are tabs for 'Private View', 'Public View', 'Channel Settings', 'API Keys', and 'Data Import / Export'. Below these are buttons for 'Add Visualizations' and 'Data Export'. The main area is titled 'Channel Stats' and shows the creation date as '27 minutes ago'. Under 'Field 1 Chart' and 'Field 2 Chart', there are two separate charts, each titled 'wheather calculation'. The charts have a single data series labeled 'humidity' on the Y-axis and 'Date' on the X-axis. The bottom of the screen shows a Windows taskbar with icons for Internet Explorer, File Explorer, and Google Chrome.

Public View- if you have chosen to make your channel publicly visible then it will display the selected fields and information

This screenshot shows the 'Public View' of the same channel on ThingSpeak. The interface is identical to the private view, with tabs for 'Private View', 'Public View', 'Channel Settings', 'API Keys', and 'Data Import / Export'. The 'Public View' tab is active. Below the tabs, there are three charts titled 'Field 1 Chart', 'Field 2 Chart', and 'Field 3 Chart', all titled 'wheather calculation'. Each chart has a single data series for 'humidity' over time. In the bottom right corner, there is a map titled 'Channel Location' showing the geographical area around Nigeria, with a red dot indicating the location. The bottom of the screen shows a Windows taskbar with icons for Internet Explorer, File Explorer, and Google Chrome.

Step 6 - Hands on Activities and Source Code

Hands on Activities and Source Code

Copy&Paste or Download examples, from GitHub:

- Full: https://github.com/muratkuzlu/ODU_BLAST2021
- DHT11 (Recommended):
https://github.com/muratkuzlu/ODU_BLAST2021/tree/main/Projects/4_DHT11

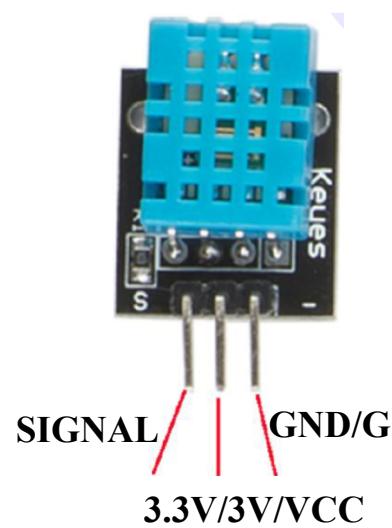
Focus on **end-to-end results, not details**

Start!
Hands-on!

Temperature & Humidity Sensor DHT11

The DHT11 sensor can detect temperature (C and F) & humidity.

The DHT11 detects water vapor by measuring the electrical resistance between two electrodes. The humidity sensing component is a moisture holding substrate with electrodes applied to the surface. It has everything it requires built into it, so it will work very well with the NodeMCU. This sensor is used in conjunction with the DHT11 Library.



Wiring a switch with Arduino

We will learn how to set up the DHT11 Humidity and Temperature sensor on your NodeMCU. And learn about how the Humidity sensor works, and how to check output readings from the Serial monitor.

Hardware

- NodeMCU
- DHT11 Humidity and Temperature sensor
- Breadboard
- Jumper Wires (Optional)
- Micro USB Cable

Software

- [Arduino IDE\(version 1.6.4+\)](#)
- [https://github.com/muratkuzlu/ODU_BLAST2021/
tree/main/Projects/4_DHT11](https://github.com/muratkuzlu/ODU_BLAST2021/tree/main/Projects/4_DHT11)

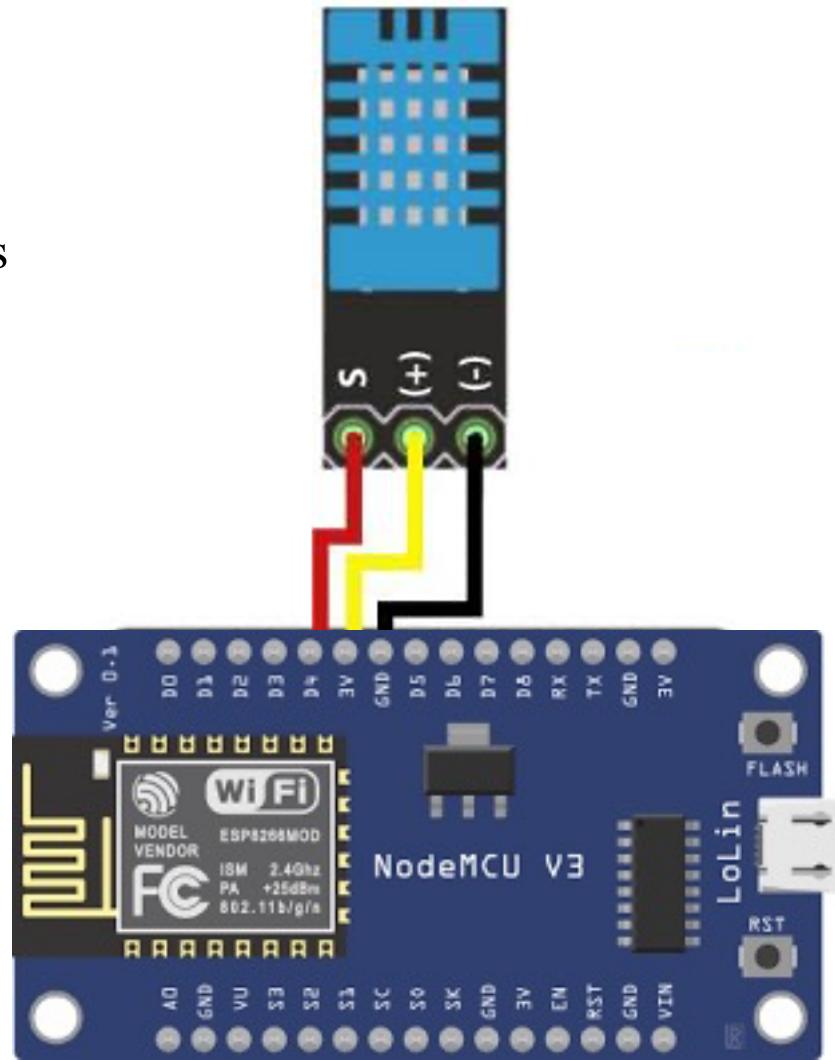
Digital input with Arduino

Set up

Wiring the **DHT11** to the NodeMCU is really easy, but the connections are different depending on which type you have either 3-pins or 4-pins

The **wiring connections** are made as follows:

- **Pin 1 (S or SIG)** of the DHT11 goes into Digital Pin **D4** of the NodeMCU.
- **Pin 2 (VCC or +)** of the DHT11 goes into **+3.3v** of the NodeMCU.
- **Pin 3 (GND or -)** of the DHT11 goes into Ground Pin (**GND**) of the NodeMCU.



Without IoT

Digital input with Arduino

Code

→ Copy the following code to the IDE

Add the DHTesp.h library

Define Variables

Initialize variables.
Runs once

Used to actively control
the Arduino board. Run
repeatedly

```
#include "DHTesp.h"  
  
int temperature, humidity, k=0, l=0;  
  
#define DHTPIN D4      //pin where the dht11 is connected  
DHTesp dht;  
  
void setup()  
{  
    Serial.begin(115200);  
    delay(10);  
    //dht.begin();  
    dht.setup(DHTPIN, DHTesp::DHT11); // data pin 4  
}  
  
void loop()  
{  
    static boolean data_state = false;  
    float humidity = dht.getHumidity();  
    float temperature = dht.getTemperature();  
    temperature = CelsiusToFahrenheit(temperature);  
    Serial.print("Temperature Value is :");  
    Serial.print(temperature);  
    Serial.println("F");  
    Serial.print("Humidity Value is :");  
    Serial.print(humidity);  
    Serial.println("%");  
    delay(5000);  
}
```

Functions

//Functions

```
float FahrenheitToCelsius(float fahrenheit)
{
    float celsius;
    celsius = (fahrenheit - 32.0) * 5.0 / 9.0;
    return celsius;
}
```

```
float CelsiusToFahrenheit(float celsius)
{
    float fahrenheit;
    fahrenheit = (celsius * 9.0) / 5.0 + 32;
    return fahrenheit;
}
```

NOTE:

When you check the serial monitor make sure the baud rate and the serial begin number in your code is the same.

→ Upload

With IoT

Digital input with Arduino and IoT - I

Now we are going to connect to IoT

→ Copy the following code to a new IDE sketch

```
#include "DHTesp.h"
#include "ThingSpeak.h"
#include <ESP8266WiFi.h>

const char *ssid = "AS2L-Room"; // replace with your wifi ssid and wpa2 key
const char *pass = "as2l214c";
const char* server = "api.thingspeak.com";
const char * myWriteAPIKey = "3M0SBN71PI6UD1A4"; // Enter your Write API key from ThingSpeak
unsigned long myChannelNumber = 803487;
uint8_t temperature, humidity, k=0, l=0;

#define DHTPIN D4      //pin where the dht11 is connected
DHTesp dht;

WiFiClient client;
```

The image shows two screenshots of the ThingSpeak API Keys Settings page. The top screenshot displays the 'Write API Key' section, where a key value '3M0SBN71PI6UD1A4' is highlighted with a green arrow pointing from the corresponding line in the code. The bottom screenshot shows the 'Channel Settings' section for channel ID 803487, which includes fields for Name (ODU_Blast2019), Description (Hands-on IOT Activities), and three data fields (Temperature, Humidity, LED_Status) each with a checked checkbox.

Digital input with Arduino and IoT - II

```
void setup()
{
    Serial.begin(115200);
    delay(10);
    //dht.begin();
    dht.setup(DHTPIN, DHTesp::DHT11); // data pin 2
    Serial.println("Connecting to ");
    Serial.println(ssid);
    WiFi.begin(ssid, pass);
    while (WiFi.status() != WL_CONNECTED)
    {
        delay(500);
        Serial.print(".");
    }
    Serial.println("");
    Serial.println("WiFi connected");

    // Print the IP address
    Serial.println(WiFi.localIP());
    ThingSpeak.begin(client);
}
```

Digital input with Arduino and IoT - III

```
void loop()
{
    static boolean data_state = false;
    float humidity = dht.getHumidity();
    float temperature = dht.getTemperature();
    temperature = CelsiusToFahrenheit(temperature);
    Serial.print("Temperature Value is :");
    Serial.print(temperature);
    Serial.println("F");
    Serial.print("Humidity Value is :");
    Serial.print(humidity);
    Serial.println("%");
    // Write to ThingSpeak. There are up to 8 fields in a channel, allowing you to store up to 8 different pieces of information in a channel.
    Here, we write to field 1.
    if(temperature < 255)
    {
        k=temperature;
    }
    if(humidity < 255)
    {
        l=humidity;
    }
    if( data_state )
    {
        ThingSpeak.writeField(myChannelNumber, 1, k, myWriteAPIKey);
        data_state = false;
    }
    else
    {
        ThingSpeak.writeField(myChannelNumber, 2, l, myWriteAPIKey);
        data_state = true;
    }
    delay(30000); // ThingSpeak will only accept updates every 15 seconds.
}
```

→ Upload

⁴⁴ `delay(30000);` // ThingSpeak will only accept updates every 15 seconds.

Digital output with Arduino and IoT -IV

→ Check ThingSpeak

ODU_Blast2000

Channel ID: 803487
Author: mkuzlu123
Access: Public

Hands-on IOT Activities

Private View Public View Channel Settings Sharing API Keys Data Import / Export

Add Visualizations

Add Widgets

Export recent data

MATLAB Analysis

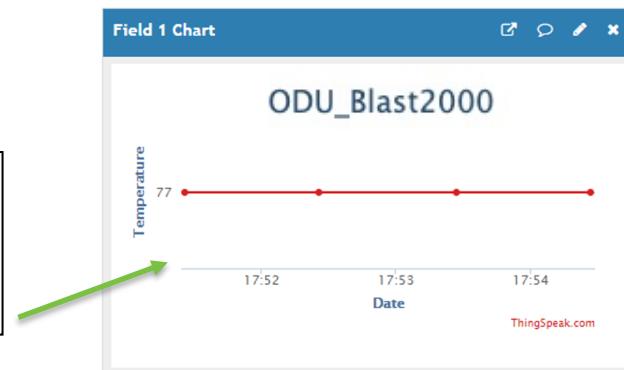
MATLAB Visualization

Channel Stats

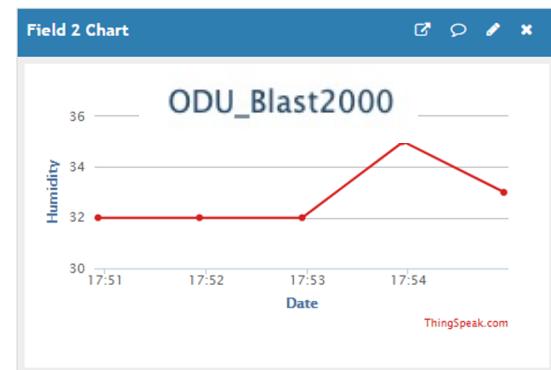
Created: about 24 hours ago

Last entry: 5 minutes ago

Entries: 64



Changes in
Temperature and
Humidity





Dr. Murat Kuzlu
mkuzlu@odu.edu