

PROJECT

KEYLESS DOOR ENTRY

VIA BLUETOOTH TECHNOLOGY

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DATE

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CLIENT

MOBILE PAYMENTS, E-COMMERCE SECURITY, AND CRYPTOCURRENCY - 30319

Problem

- * We live in an increasing & ever evolving mobile world.
- * Yet some things are taking longer than other to catch up.



Implementation

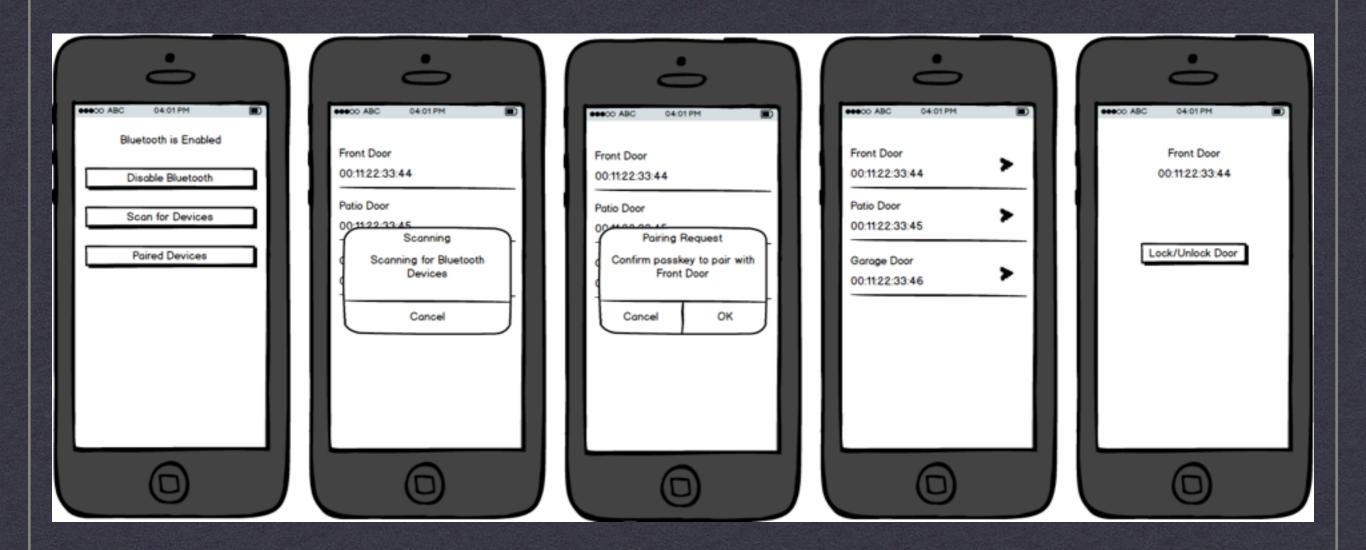
- * Bluetooth technology (NFC to follow)
- * Mobile app Android (iOS to follow)
- * Arduino (prototyping kit), microcontroller, bluetooth radio, servo
- * Existing single cylinder deadbolt lock.



HARDWARE

Hardware

- * Single Cylinder Deadbolt
- * Mobile Phone w/Integrated Bluetooth
- * Arduino
- * Bluetooth Module
- * Servo

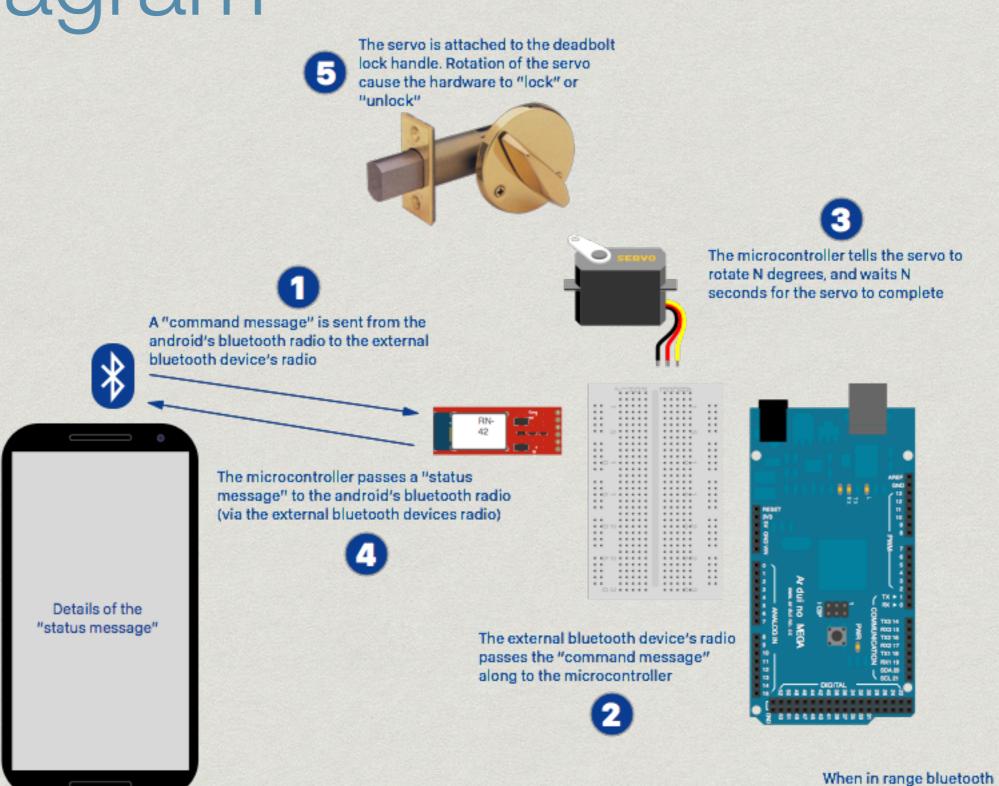


ANDROID APP

Android App

- * Scan for device(s)
- * Pair with device(s)
- * Lock/Unlock deadbolt

Diagram

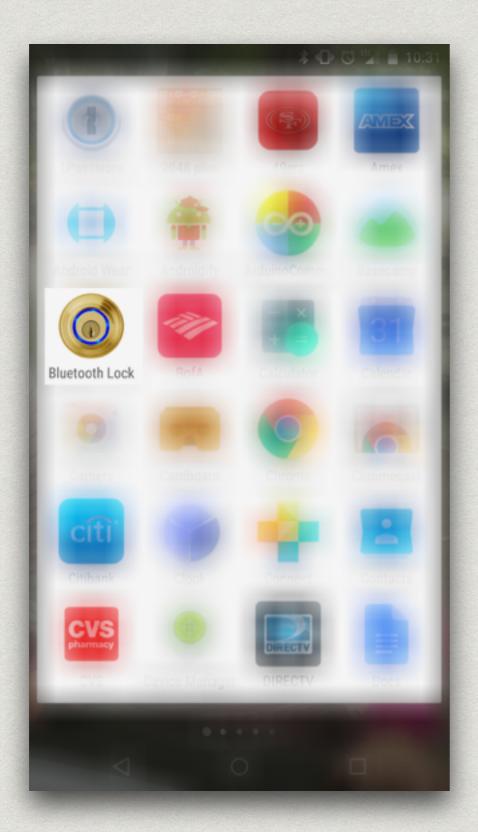


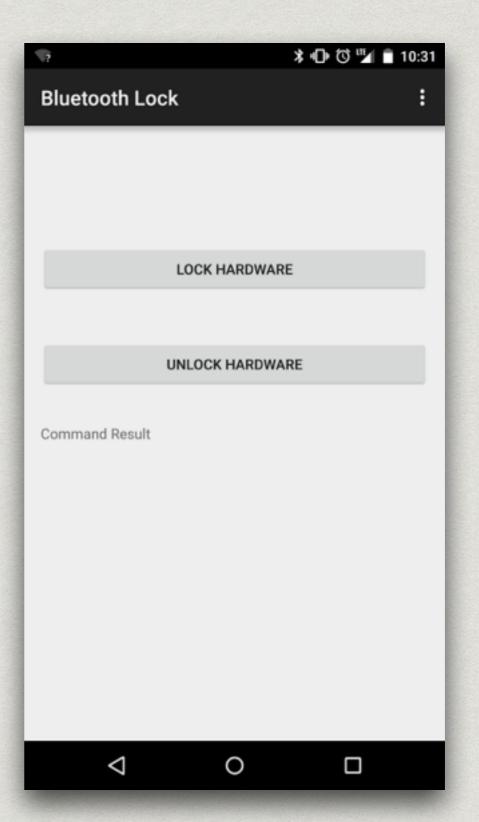
devices pair to each other

Write the Android app

* Open a socket to the bluetooth radio

```
public void openBTSocket() throws IOException {
   mBTSocket = mBTDevice.createRfcommSocketToServiceRecord(uuid);
   mBTSocket.connect();
   mOutputStream = mBTSocket.getOutputStream();
   mInputStream = mBTSocket.getInputStream();
   listenForIncomingBTData();
   Toast.makeText(getApplicationContext(), "Ready to send commands", Toast.LENGTH SHORT).show();
public void listenForIncomingBTData() {
 commandResult.setText(data);
public void sendLockCommandToBTHW(View view) throws IOException {
   mOutputStream.write(msg.getBytes());
   Toast.makeText(getApplicationContext(), "Lock Command Sent", Toast.LENGTH SHORT).show();
public void sendUnlockCommandToBTHW(View view) throws IOException {
   mOutputStream.write(msg.getBytes());
   Toast.makeText(getApplicationContext(), "Unlock Command Sent", Toast.LENGTH_SHORT).show();
```





Write the Arduino sketch

* Setup variables to store some key values.

```
int UNLOCK_POSITION = 0;
int LOCK_POSITION = 90;
int btRxPin = 10; // bt RX-I pin <--> arduino d10 pin (green jumper)
int btTxPin = 11; // bt TX-O pin <--> arduino d11 pin (yellow jumper)
int servoPin = 9; // servo pin <--> arduino d9 pin (yellow jumper)
int servoPos = UNLOCK_POSITION;
```

* Listen for input from a paired bluetooth device.

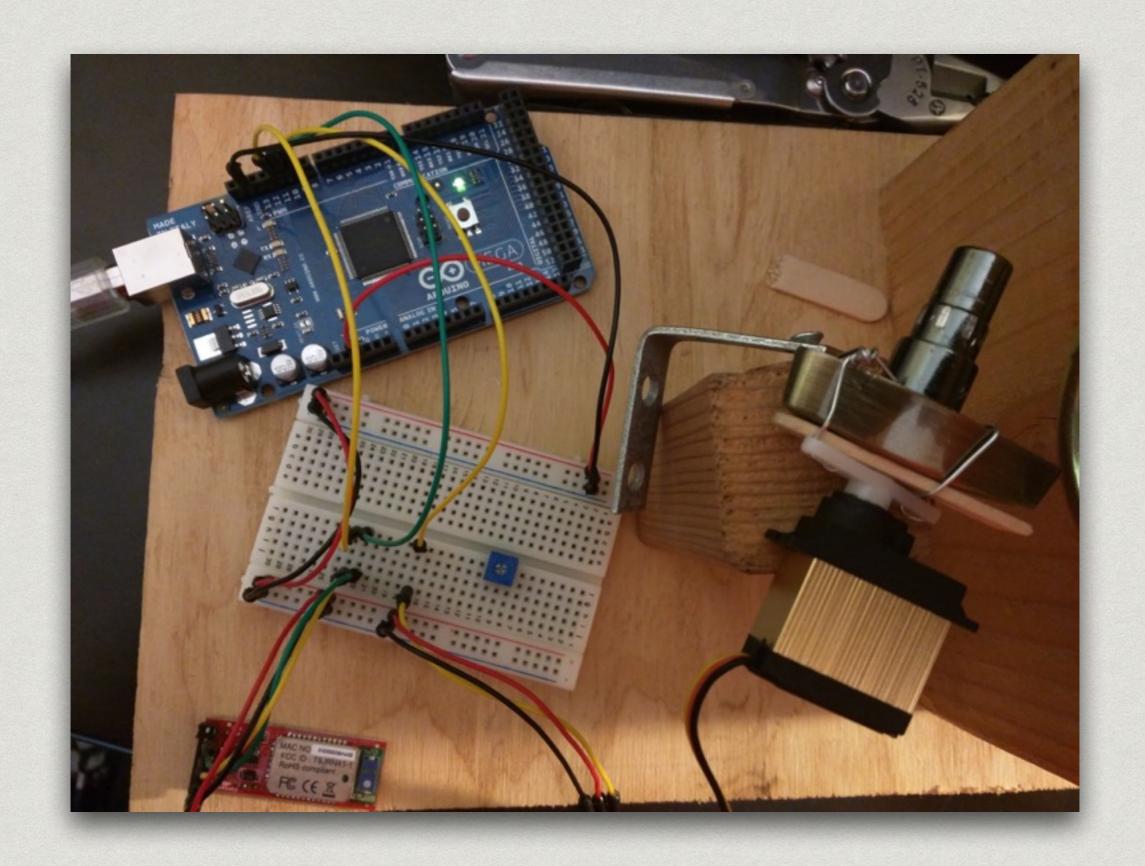
```
void listenForCommands() {
   if (btSerial.available()) {
     handleBluetoothCommand();
   } else if (Serial.available() > 0) {
     handleSerialCommand();
   } else {
     //Serial.println("UNKNOWN HANDLER");
   }
}
```

* Handle a "LOCK" command

```
void lockHardware() {
  if (servoPos != LOCK_POSITION) {
    for (servoPos = 0; servoPos < LOCK_POSITION; servoPos++) {
        servo.write(servoPos);
        delay(5);
    }
    servoPos = LOCK_POSITION;
  }
}</pre>
```

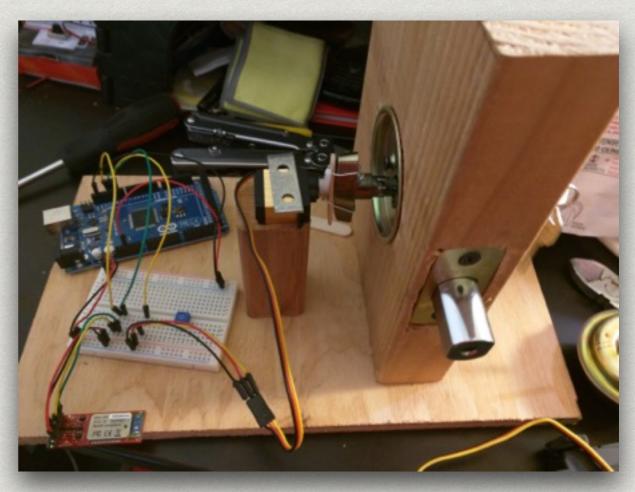
* Handle an "UNLOCK" command

```
void unlockHardware() {
  if (servoPos != UNLOCK_POSITION) {
    for (servoPos = LOCK_POSITION; servoPos > UNLOCK_POSITION; servoPos--) {
        servo.write(servoPos);
        delay(5);
    }
    servoPos = UNLOCK_POSITION;
}
```



Support frame to hold the Lock & Electronics





...and now the moment we've all been waiting for



Challenges Faced

- * No experience developing with bluetooth technologies.
- * No Arduino experience, but the community is very helpful.
- * Servos... I went through 3 of them (stripped the gears)
- * Prototype Costs \$\$\$

Android Wear (coming soon).

