

Your Own JavaScript Army

(prototyping devices doesn't have
to suck)

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hardware enthusiast

If you dare

```
git clone https://github.com/noopkat/blend-micro-io.git  
npm install  
node test.js
```

edit test.js for fun!

NodeJS/npm assumed to be installed already

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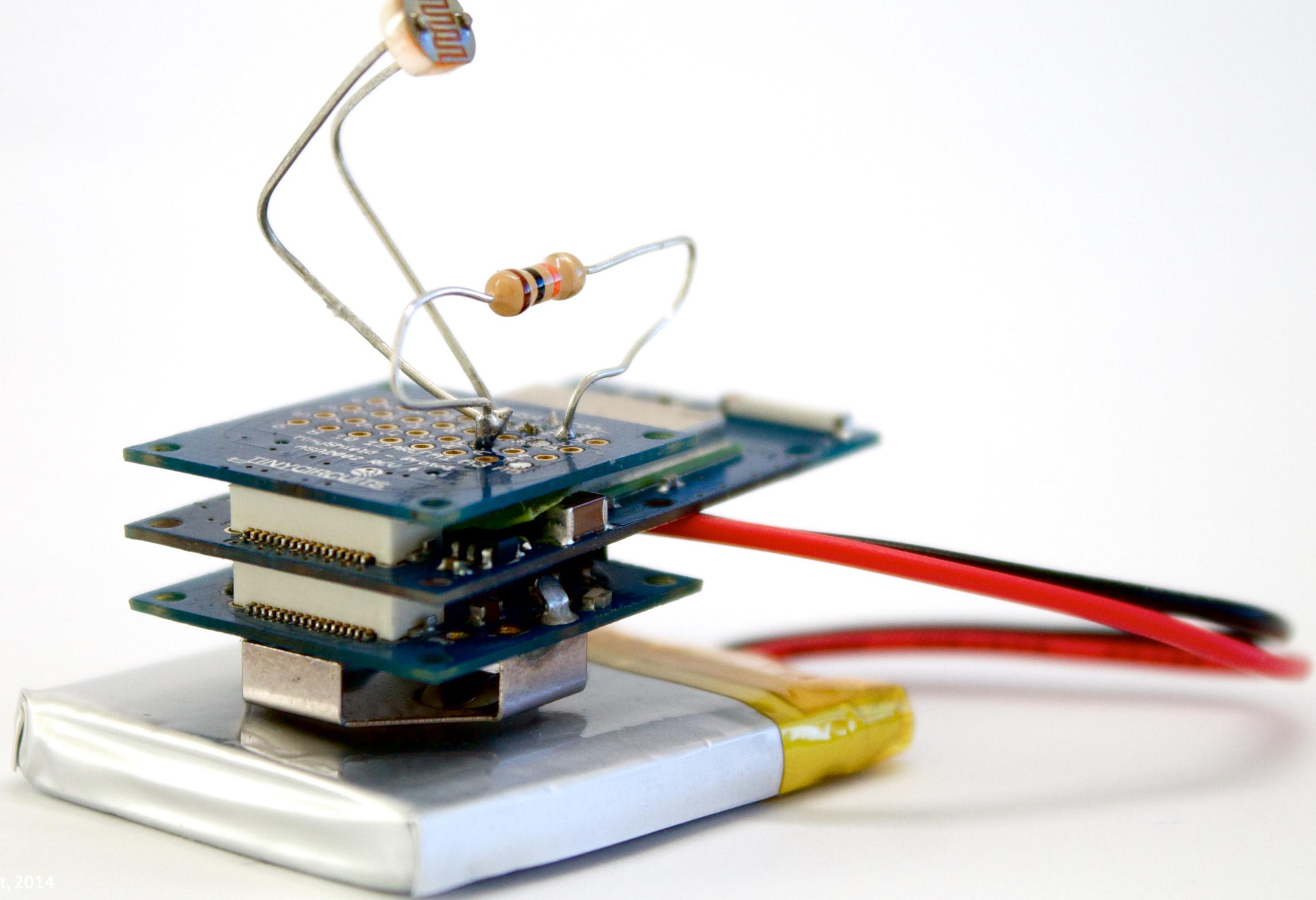
I like to make stuff

...

I like to make fun stuff









IoT

- Application code
- Data
- Security

IoT

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- Data
- Security
- Devices

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Internet of Things

...

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...

Building hardware

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Standard Prototyping Workflow

1. Arduino

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3. Write C, or loosely related language

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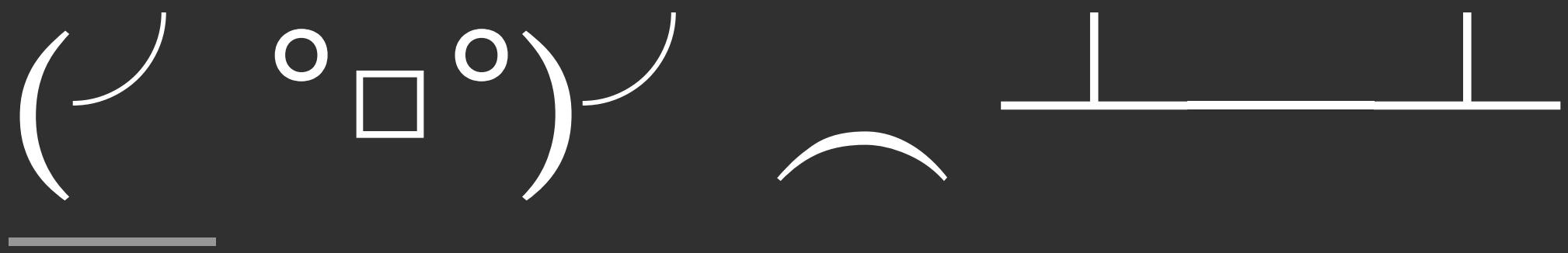
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2. Sensors/hardware
3. Write C, or loosely related language
4. Write -> compile -> upload

Standard Prototyping Workflow

1. Arduino
2. Sensors/hardware
3. Write C, or loosely related language
4. **Write -> compile -> upload**
5. **Write -> compile -> upload**
6. **Write -> compile -> upload**

More Pain

- Dependency management
- fragmented library sources



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(this is actually supposed to
be more fun)

NodeJS

- platform built on Chrome's JavaScript runtime (V8)
- build services with JavaScript
- event driven, ideal for handling external events, such as those from devices
- small module mentality (over 100k packages available for d/l)

Johnny-Five

- Library for interacting with hardware in NodeJS
- Rich, easy to use API
- Fast to get up and running with Arduino

Getting started

```
npm install johnny-five
```

Getting started

```
var five = require("johnny-five"),
  board = new five.Board();

board.on("ready", function() {
  // do Arduino things here
});
```

The 'Hello World' of hardware

```
var five = require("johnny-five"),
  board = new five.Board();

board.on("ready", function() {

  var myLed = new five.Led(13);
  myLed.strobe();

});
```

Can I prototype "real things" with this?

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- yes!

What's in an off the shelf device?



Fitness Device

1. 3 axis accelerometer

Fitness Device

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2. Vibration motor

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3. OLED screen

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Fitness Device

1. 3 axis accelerometer
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5. Bluetooth enabled micro-controller

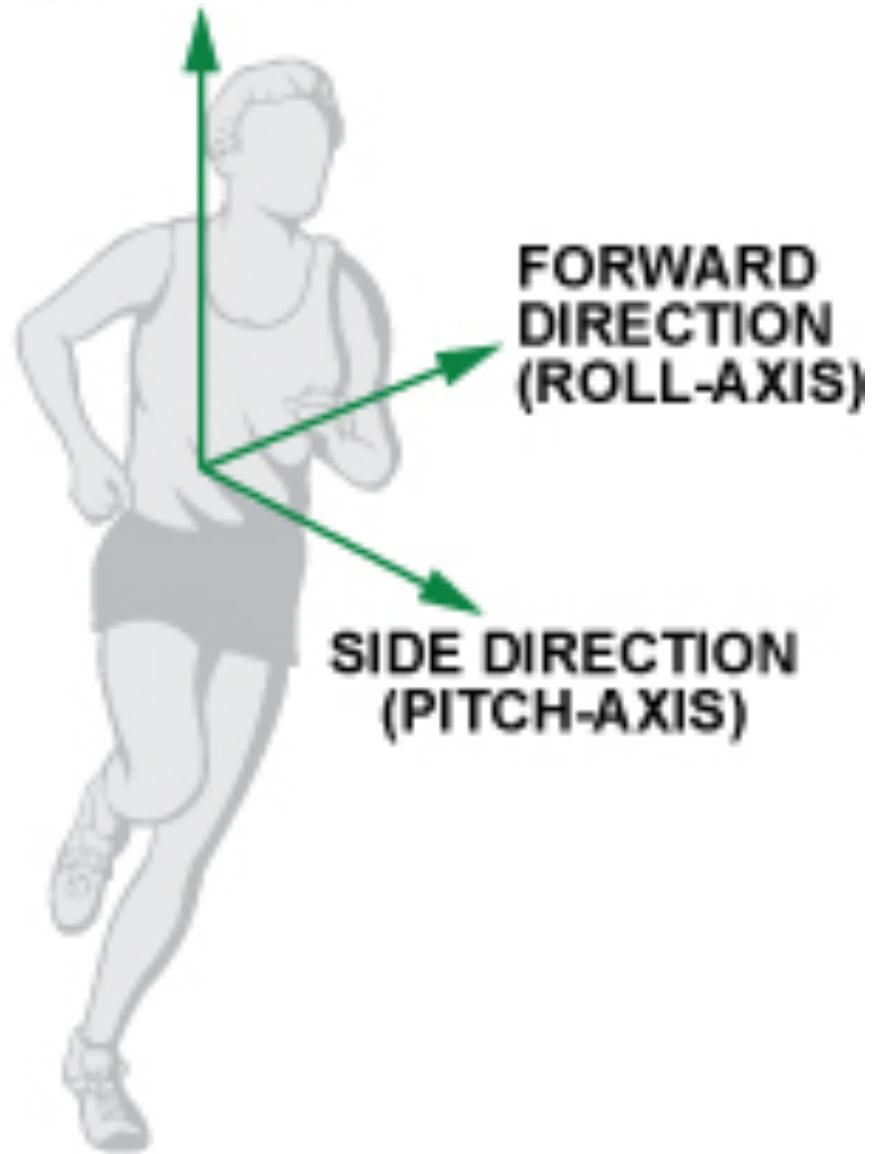
Fitness Device

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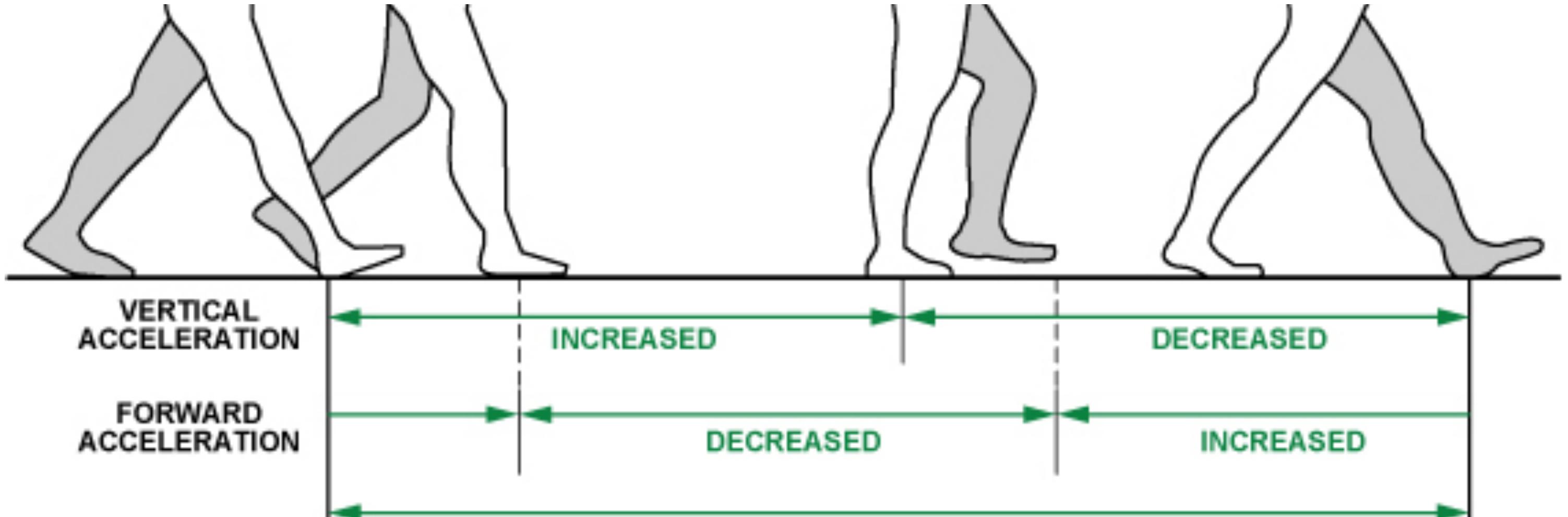
Accelerometer

```
board.on("ready", function() {  
  
  var accel = new five.Accelerometer({  
    pins: ["A3", "A4", "A5"],  
    sensitivity: 96, // mV/degree/seconds  
    zeroV: 478 // volts in ADC  
  });  
  
  accel.on("data", function(data) {  
    console.log("raw: ", data);  
  });
```

**VERTICAL DIRECTION
(YAW-AXIS)**



credit: analog.com



credit: analog.com

check out: <http://www.analog.com/library/>

analogdialogue/archives/44-06/pedometer.html

OLED display

```
var Oled = require("oled-js");

board.on("ready", function() {

  var oled = new Oled(board, five, 128, 32, 0x3C, "I2C");

});
```

Bluetooth Low Energy

```
var BLEFirmata = require("./");

var board = new five.Board({
  io: new BLEFirmata({"name": "BlendMicro"})
});

board.on("ready", function() {
  // carry on as normal here
});
```

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Building hardware

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Don't let hardware scare
you

photo credit: jmorgan via Flickr

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Build things for the fun of it

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(Thank you)