

Urządzenia czujniki

- DFRobot: FireBeetle ESP32 IOT Microcontroller(V3.0)
- DFRobot: FireBeetle Covers-Gravity IO
 Expansion Shield
- Gravity BMP388 Barometric Pressure Sensor
- Gravity: Analog SHT30 Temperature & Humidity Sensor
- Gravity: Analog Ambient Light Sensor
- Gravity: Analog Grayscale Sensor

Zastosowane technologie



- → C++14
- → Python 3.10.2
- → Google Cloud IoT Core
- → MQTT
- → JSON







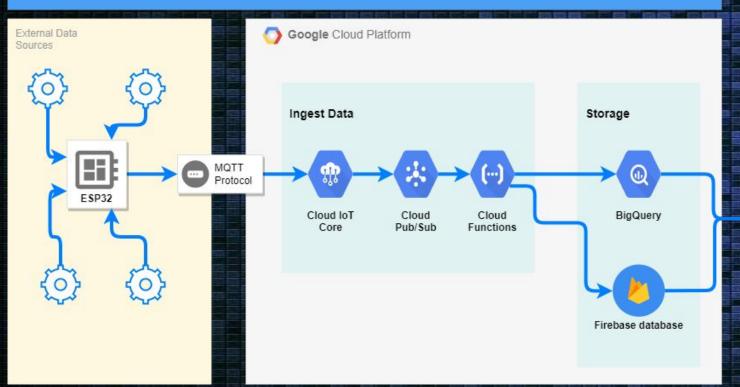








Architecture: Internet of Things > MQTT to PubSub Broker





remote weather station.ino

...

Main loop

github.com/nowek7/remote_weather_station

```
void loop()
// Start loop codes...
network::gcp::Config gcpConfig =
    .projectId = config["gcp"]["project_id"].as<const char*>(),
    .cloudRegion = config["gcp"]["cloud_region"].as<const char*>(),
    .registryId = config["gcp"]["registry_id"].as<const char*>(),
    .deviceId = config["gcp"]["device_id"].as<const char*>(),
    .mqttBridgeHostname = config["gcp"]["mqtt_bridge_hostname"].as<const char*>(),
    .mqttBridgePort = config["gcp"]["mqtt bridge port"].as<int>()
network::gcp::IoTClient iotClient(gcpConfig);
// Initializes sensor instances
// Create payload.
DynamicJsonDocument json(PAYLOAD SIZE);
json["temperature"] = temperatureSHT30.readValue();
json["humunidity"] = humuniditySHT30.readValue();
json["grayscale"] = grayscale.readValue();
json["lighscale"] = lighscale.readValue();
json["pressure"] = pressureBMP388.readValue();
// Generate the minified JSON and send it to the Serial port.
std::string payload;
const auto writtenBytes = serializeJson(json, payload);
iotClient.publish(payload);
// end loop codes...
```

Retrospekcja

Ograniczenia

- → Analogowe sensory
- → Brak testów jednostkowych
- → Dokładność pomiarów
- → Arduino

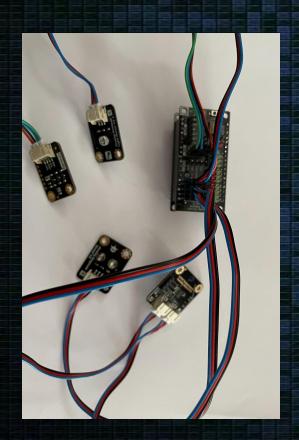
Napotkane problemy

- ★ Początkowy development w micropythonie
- ★ Problemy z wgraniem oprogramowania (Linux Ubuntu)
- ★ Konieczna modyfikacja bibliotekiGoogle Cloud IOT Core JWT na Arduino



- ★ RTOS (Zephyr, FreeRTOS)
- ★ Czujnik wiatru
- ★ Czujnik pyłu / czystości powietrza
- ★ Aplikacja iOS / Android

A obudowa?







Dziękuję



