

SOLAIRE

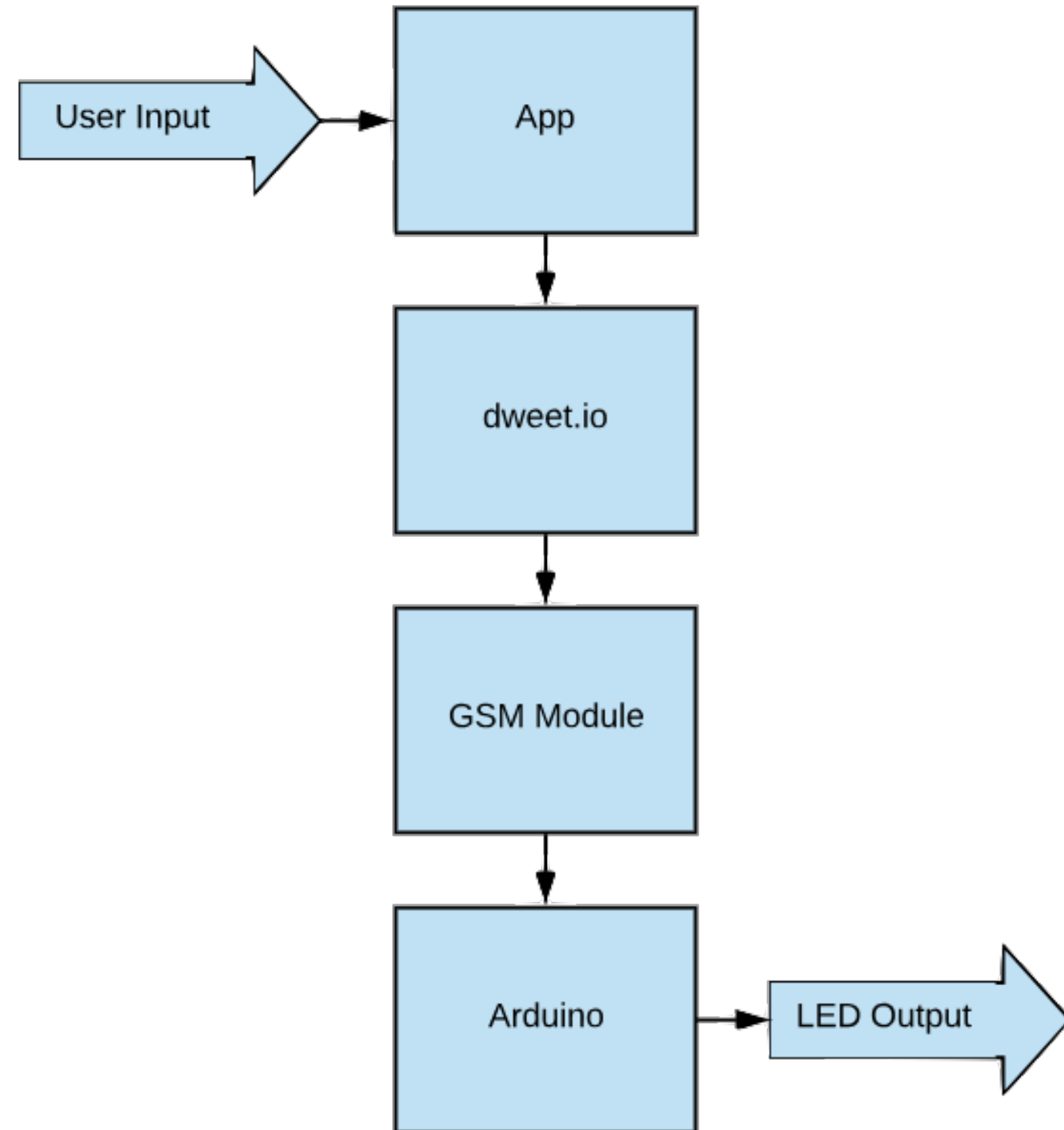
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**TEAM EE**

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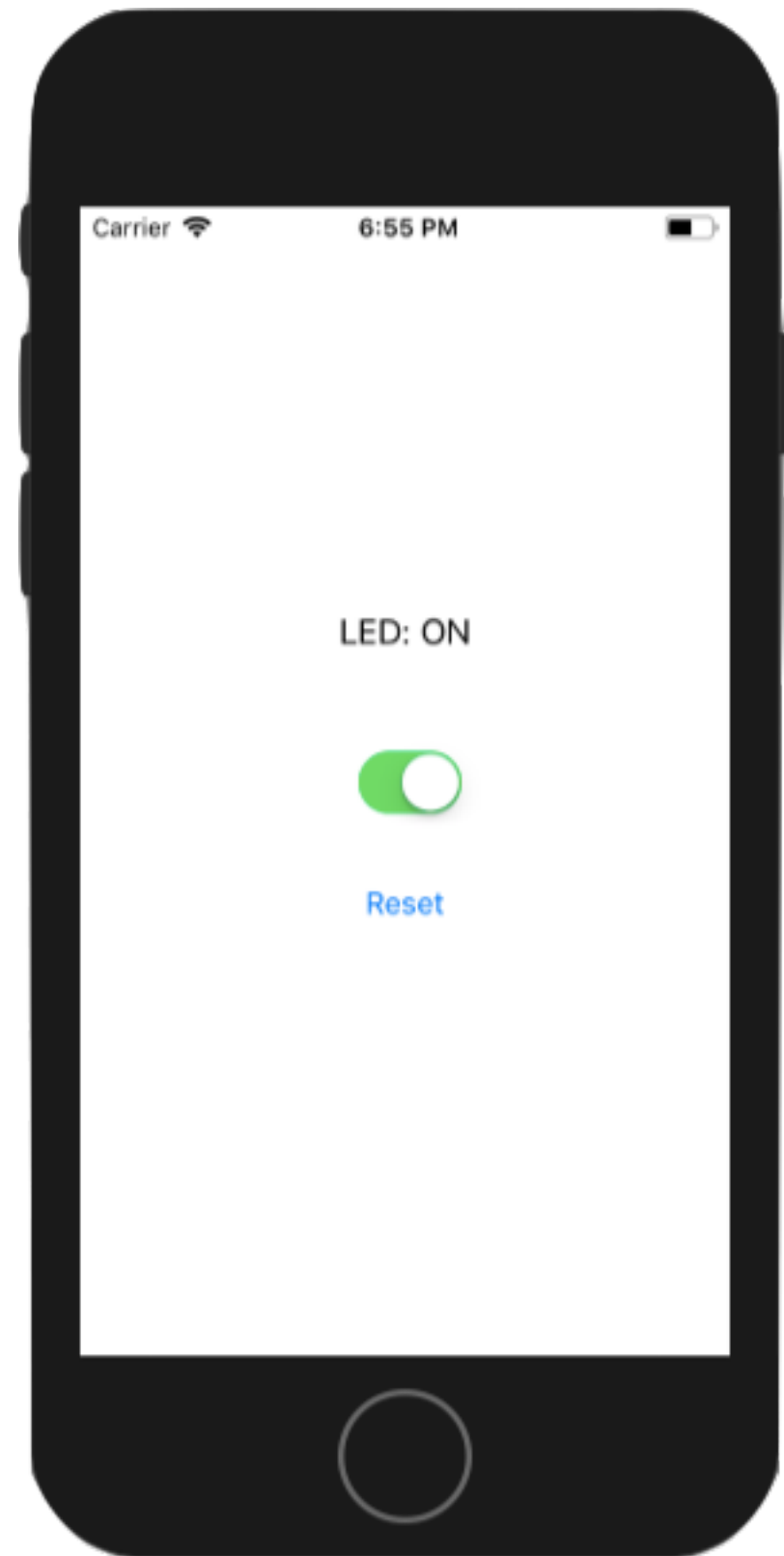
## OVERVIEW

- ▶ Solaire is an iOS based app that communicates with a GSM cellular module in conjunction with an Arduino that allows users to control an onboard LED
- ▶ Our goal for this project was to implement wireless technology to our circuits in place of manual switches and buttons with a simple app to control it



## PHASE 1: THE APP

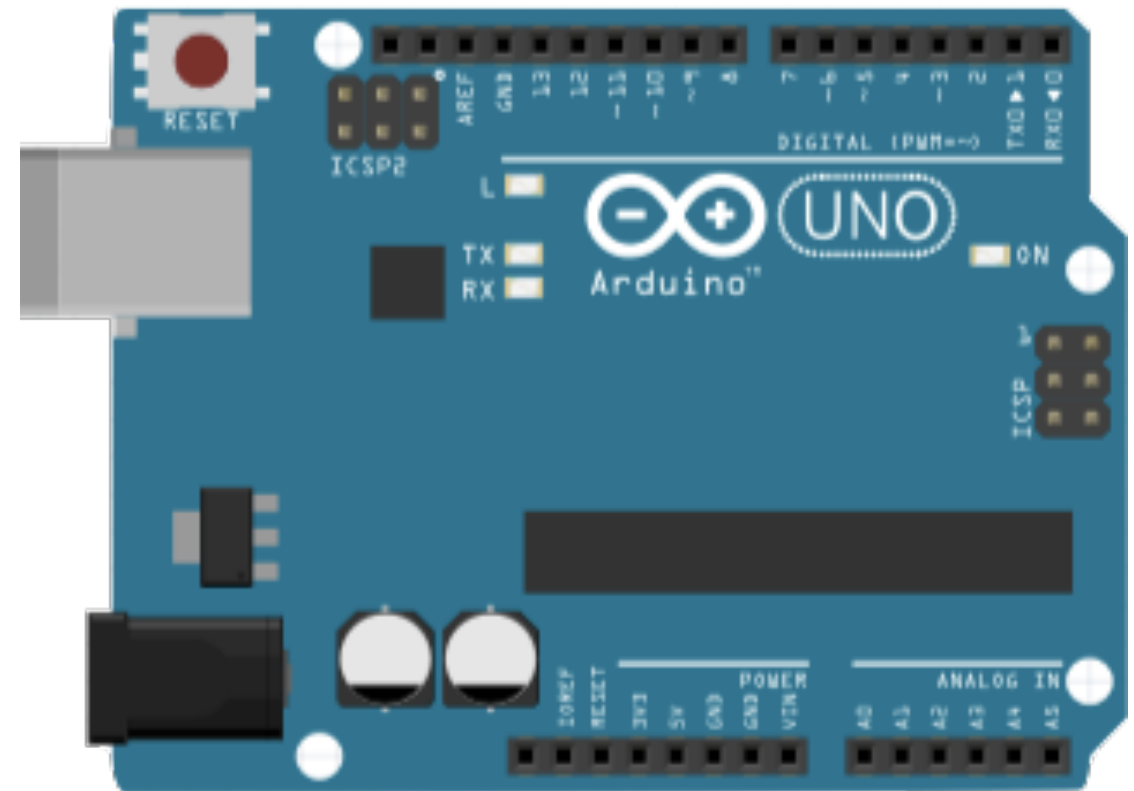
- ▶ Tools: Xcode, Swift, dweet.io
- ▶ UI: A switch and reset button that would allow users to send on, off, and reset requests to the GSM module
- ▶ Implementation: The app communicates with dweet.io by utilizing its web based RESTful API. User input on the switches and buttons are linked to codes that carry out the respective GET requests which are then sent as a JSON response to be received by the GSM module



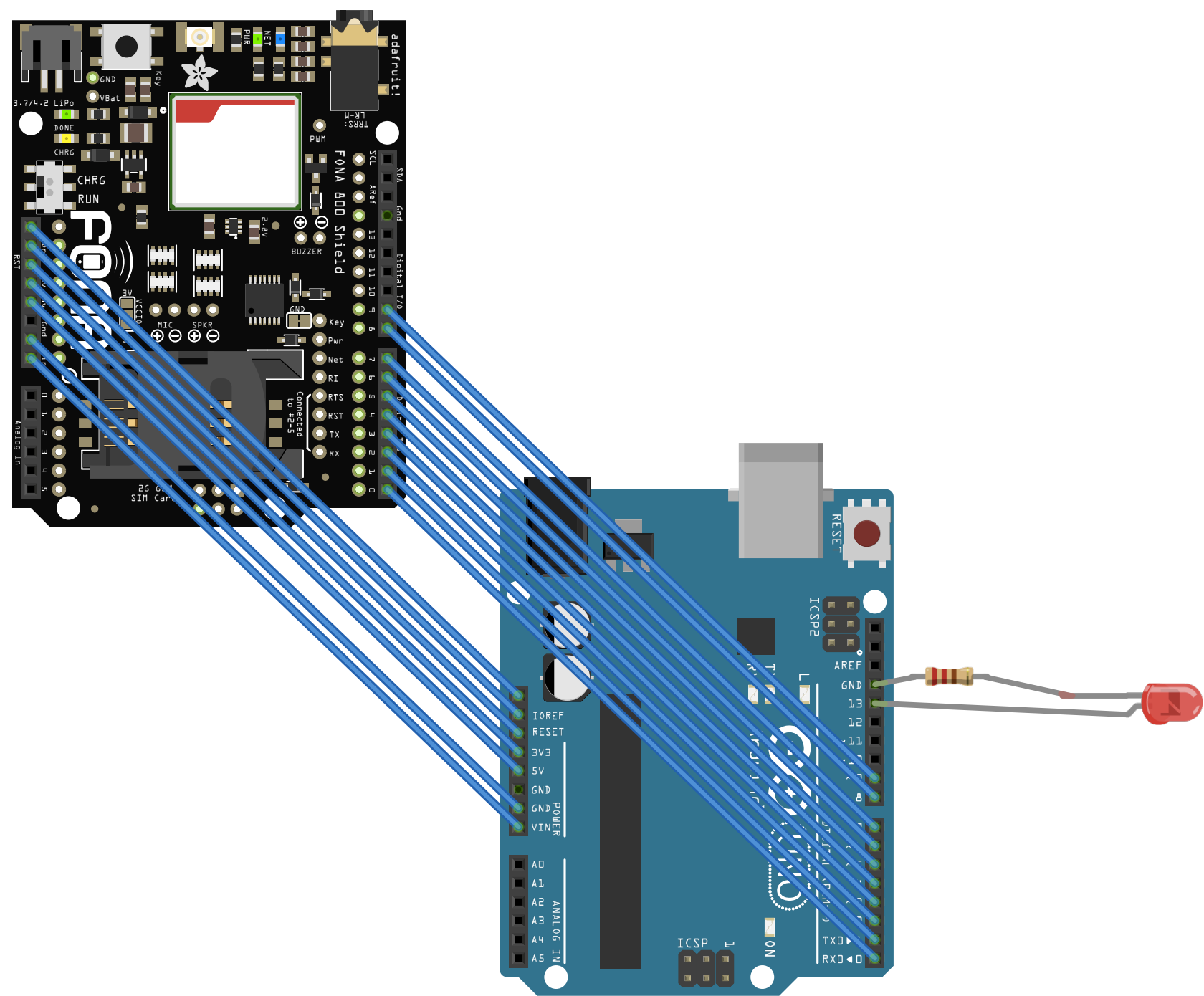
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## PHASE 3: THE ARDUINO

- ▶ Tools: Arduino IDE, Arduino UNO, LED
- ▶ Assembly: The Arduino Uno connects the information incoming from the GSM module to the micro-controller that carries out the on/off switching of the LED. The LED itself is placed in series with a resistor to a desired port on the micro-controller
- ▶ Implementation: Information relayed from the GSM module comes in the form of a JSON response which is parsed as a string in the serial monitor. If/else statements are put in place to detect the correct substring and the respective functionality that needs to be carried out is reflected in the state of the LED



# GSM MODULE TO ARDUINO CONNECTION



## FUTURE APPLICATIONS AND IMPROVEMENTS

- ▶ The project is a proof of concept that could be expanded to accommodate more device elements and relay information back and forth
- ▶ The app could be improved upon by allowing the user to tune device elements (ex. brightness)
- ▶ The UI itself can update when new devices are placed into the circuit, displaying information such as installed port

SOLAIRE

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**END**

**THANK YOU**