Hand-on IoT Specialization - IoT Communications course

Introduction

The present work is the continuation of the IoT Devices course where I assembled the Freenove Smart Car 4WD. Please refer to this short video: https://youtu.be/d5gMhNuqcTo.

I will show how I have configured the different proposed aspects in the agenda of the course:

- Set up the Bluetooth communication between the Raspberry PI and the desktop computer
- 2. Set up the wifi communication between the Raspberry PI and the desktop computer
- 3. Start up the web application that uses ElectronJS in the front-end and the Wifi python server in the backend

Setting up the Bluetooth connection

The devices used for these activities are a Windows 10 computer and the Raspberry PI. Initially, I installed the server program (bt_server.py) in the Raspberry and tried to do the same with the client one in Windows, but due to libraries problems that I didn't manage to solve I had to switch to other alternatives for the client operating system. I tried later running Ubuntu in VirtualBox and also VMWare (as was proposed) but it didn't work either, in both cases due to the virtualization tool didn't recognize the Bluetooth device of my desktop computer.

Due to all these limitations, I ran Ubuntu bare metal on the Desktop computer using a bootable flash USB stick, without installing the system, but configuring the package manager to install all the needed dependencies to be able to have Python, development libraries, and network utilities.

In such a way, I managed to run an operating system in the desktop computer able to run the python client using the pybluez library without problems and also recognizing the Bluetooth device (using bluetoothctl). And then I managed to run the client app connected to the server one in the Raspberry.

Something else to mention, it was necessary to pick some other port for the connection and configure properly the IDs of the server Bluetooth device in both sides. For this experiment, I chose port 10000 (and of course I had to allow the incoming connections from the firewall using ufw).

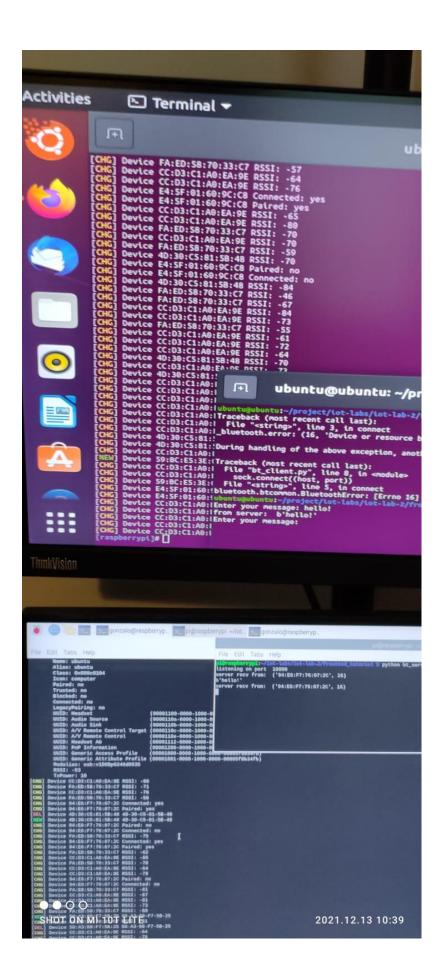
Pictures:

Running bluetoothctl on the desktop computer we can see that now the bluetooth device is recognized and we can also explore the near devices.

On the other hand, we can see the Ubuntu bluetooth device on the Raspberry PI

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Then, as required, we can run the server on the Raspberry and the client on the Ubuntu desktop...



Or in the other way round, the client on the Raspberry and the server on the Ubuntu desktop..



Wireless connection

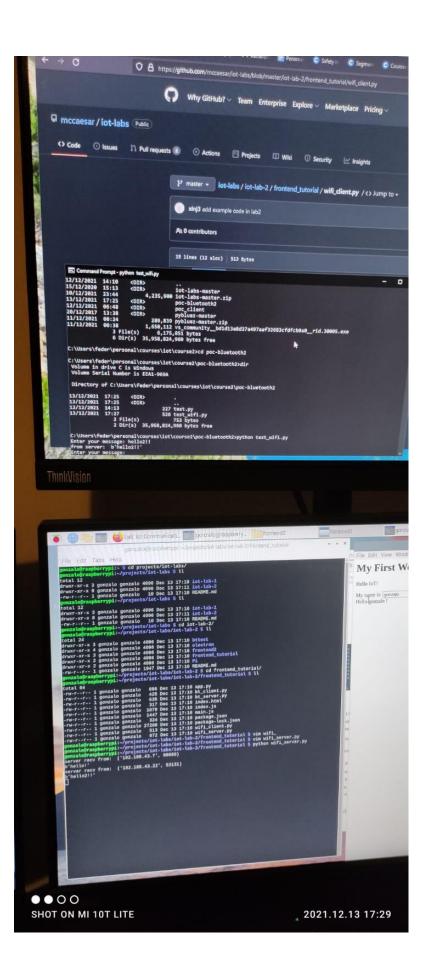
For setting up the socket communication over the TCP-IP WiFi connection I just had to install the socket library on Windows and Raspbian, configure the right IP addresses in the python code, and allow the incoming connections to the port. Other than that the connection was quite straightforward.

<u>Pictures</u>

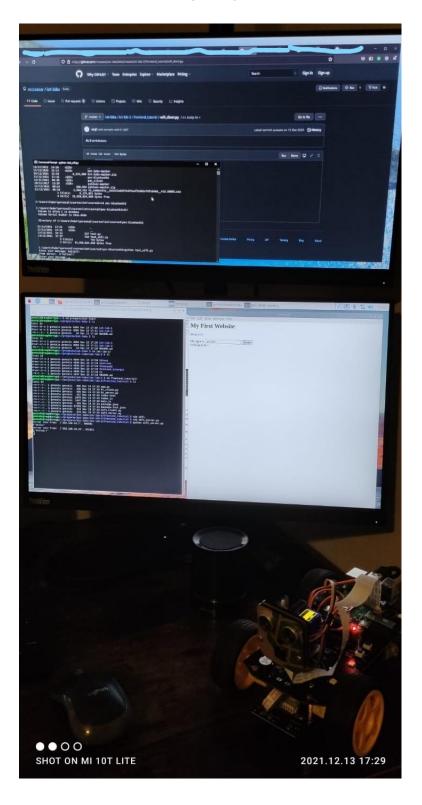
First I ran both programs on the Raspberry PI to do a quick test...

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And later I ran the client one on Windows...



And another picture with my lovely Smart Car ^^ (isn't it cute?)



Web Frontend using Node.js and ElectronJs

To start up the web frontend I first cloned the indicated repository and ran the commands for installing the node dependencies and starting up the server (npm install & npm start). This didn't work quite well then I followed the steps for creating the app from scratch but adding the files of the mentioned repository.

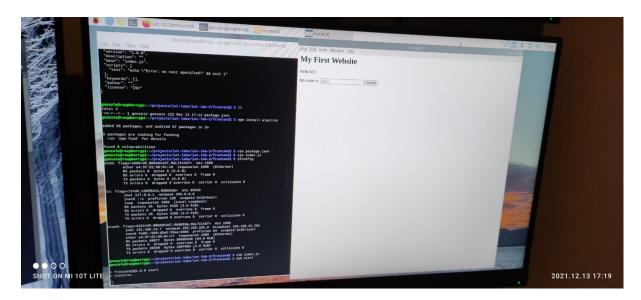
Then I ran:

\$ npm init -y

\$ npm install electron

\$ npm start

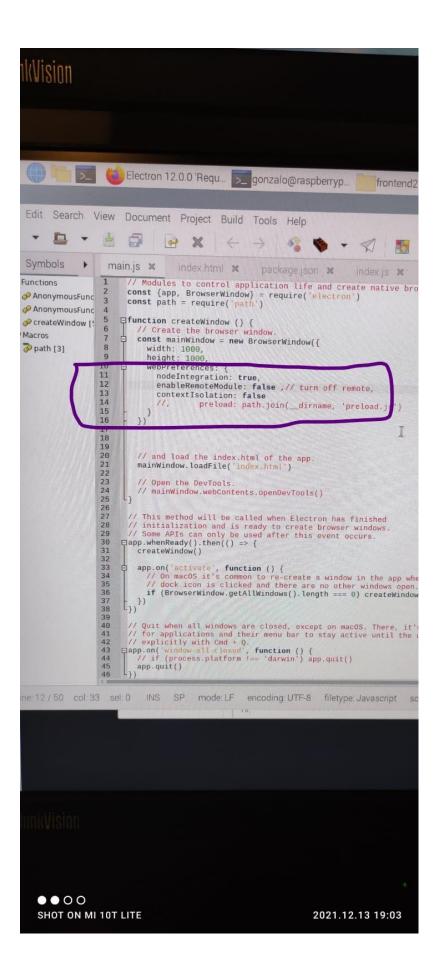
After adding the files of the iot-labs-2 folder in my npm project I managed to start up the web app (the hello world one).



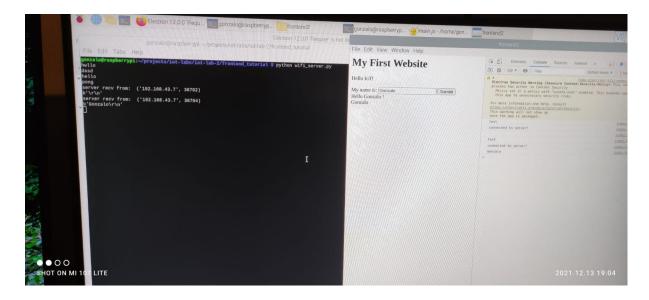
Then I configured the right IP addresses in the index.js and wifi_server.py files to establish the backend socket communication.

I had some problems at this point due to some runtime behavior of ElectronJS. I haven't used this framework before then I had to research a bit. The problem was that even in node is quite common to use the verb 'require' to include libraries and other modules, it just runs in the node server (the backend). Here in this application, it seems that ElectronJS is a front-end framework that is embedding the web application in sort of desktop application without using the browser for the renderization (just the engine of the browser) and it also uses the 'require' verb everywhere. Anyway, even this is normal for ElectronJS the renderization engine was throwing an error that 'require is not defined'.

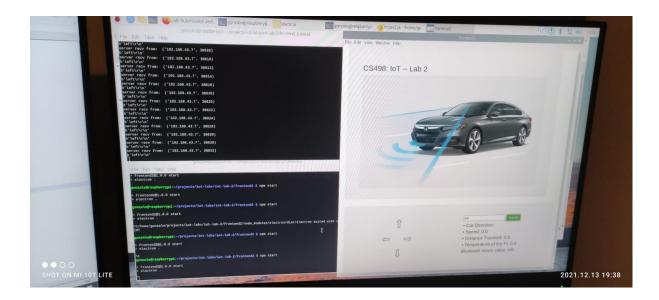
After googling a bit and trying different alternatives I solved just including one line of code in the configuration of Electron setting 'contextIsolation' to 'false'.



After doing that, the web app started up without problems and I managed to conclude the communication between the hello world page and the python server app.



Finally for starting up the proper Car Web frontend and send instructions to the car I just moved the files from the electron folder to the current one, configured the IP addresses again and again ran npm start and then in the new frontend just indicating the directions to execute 'left', 'right', etc, that was sent to the python backend that is able to communicate with the Raspberry PI drivers and execute it on the car.



Conclusions

The Bluetooth part was a bit challenging essentially due to the problems of the pybluez libraries in Windows and the lack of an easy way of running a virtual operating system that just recognizes the Bluetooth device of the host. Other than that, the Bluetooth protocol didn't present great challenges, it was just a matter of running the client and server programs

a few times -and maybe struggling a bit with the bluetoothctl tool to pair, connect, disconnect, etc- till find the point where the connection is established. The wifi part wasn't challenging at all. And finally the web frontend part it was a bit tricky essentially due to the behavior of ElectronJS.