

LABORATORY MANUAL

INTERNET OF THINGS

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CHINAAMIRAM::BHIMAVARAM

CSE 4.1.9	INTERNET OF THINGS LAB	
Instruction: 3 Periods	Univ. Exam: 3 Hours	Credits: 2
Internal: 50 Marks	University Exam: 50 Marks	Total: 100 Marks

Contents

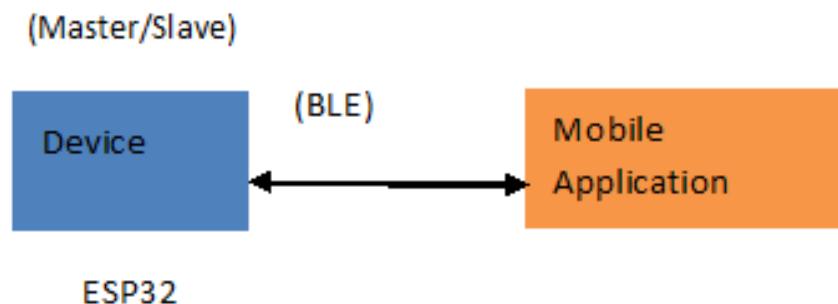
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Experiment -1: Application of Bluetooth in IoT Systems

Aim: To study the applications of Bluetooth in Internet of Things (IoT) where to connect the Bluetooth to devices for authentication and send the commands to operate the appliances as per the requirements and the state of Bluetooth is enabled by programming.

Objectives: Student should get the knowledge of Bluetooth communication devices by designing Mobile App.

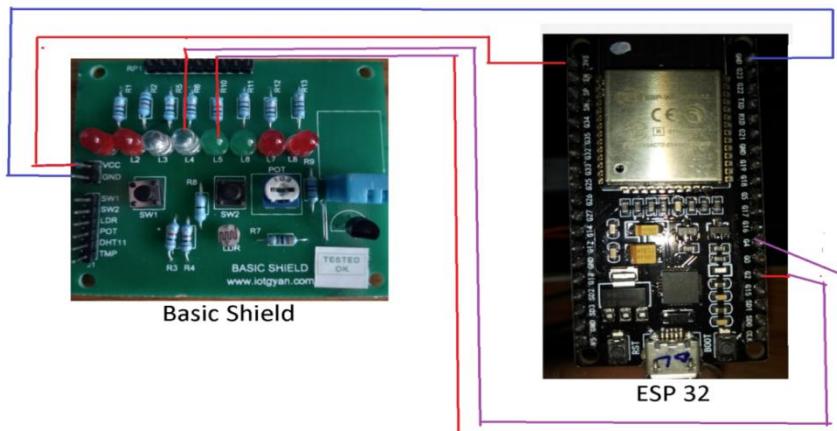
Outcomes: Student will be aware of communication by the Bluetooth background devices by using Mobile App.

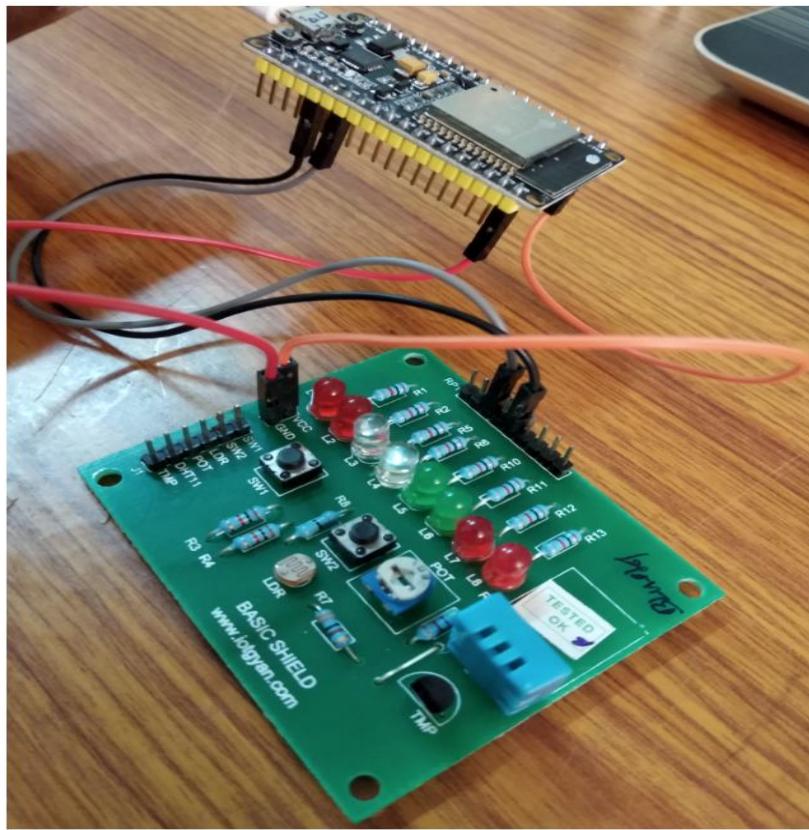


Hardware Recommended:

S.No.	Devices/Sensors	Qty, Nos.
1	ESP32 Development Kit	1
2	Basic Shield of SB	1
3	Connecting wires	10

Block Diagram:

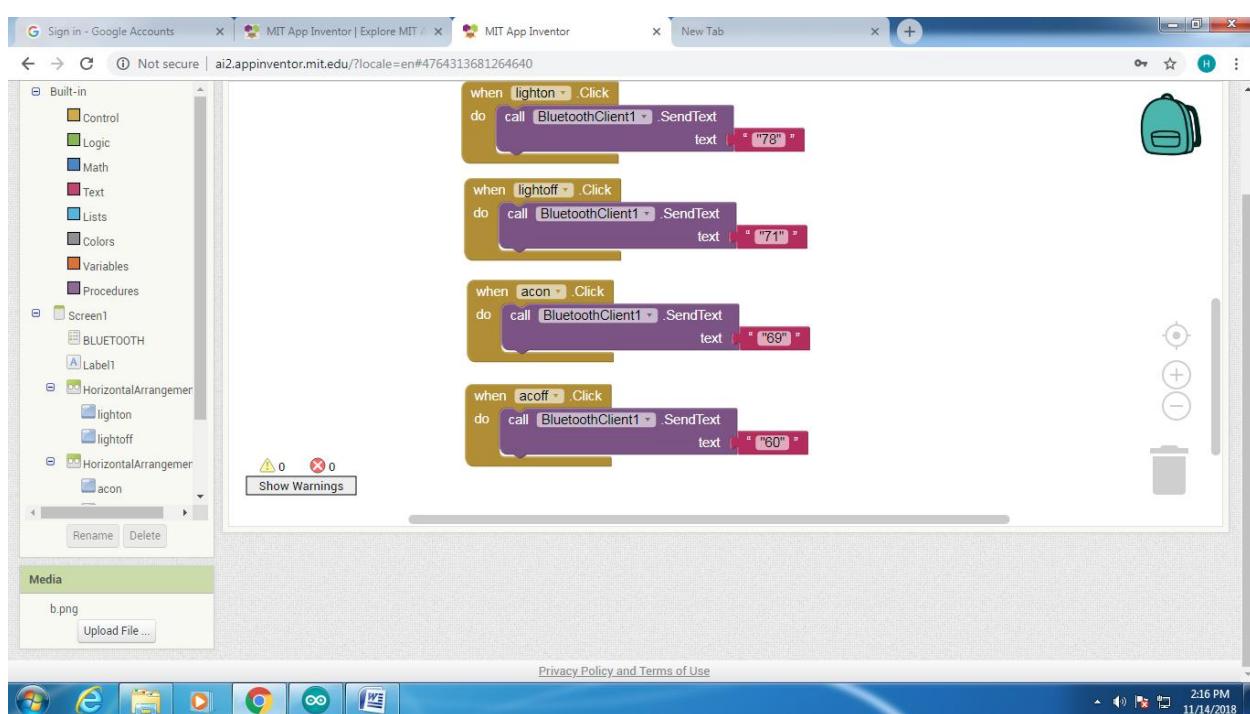
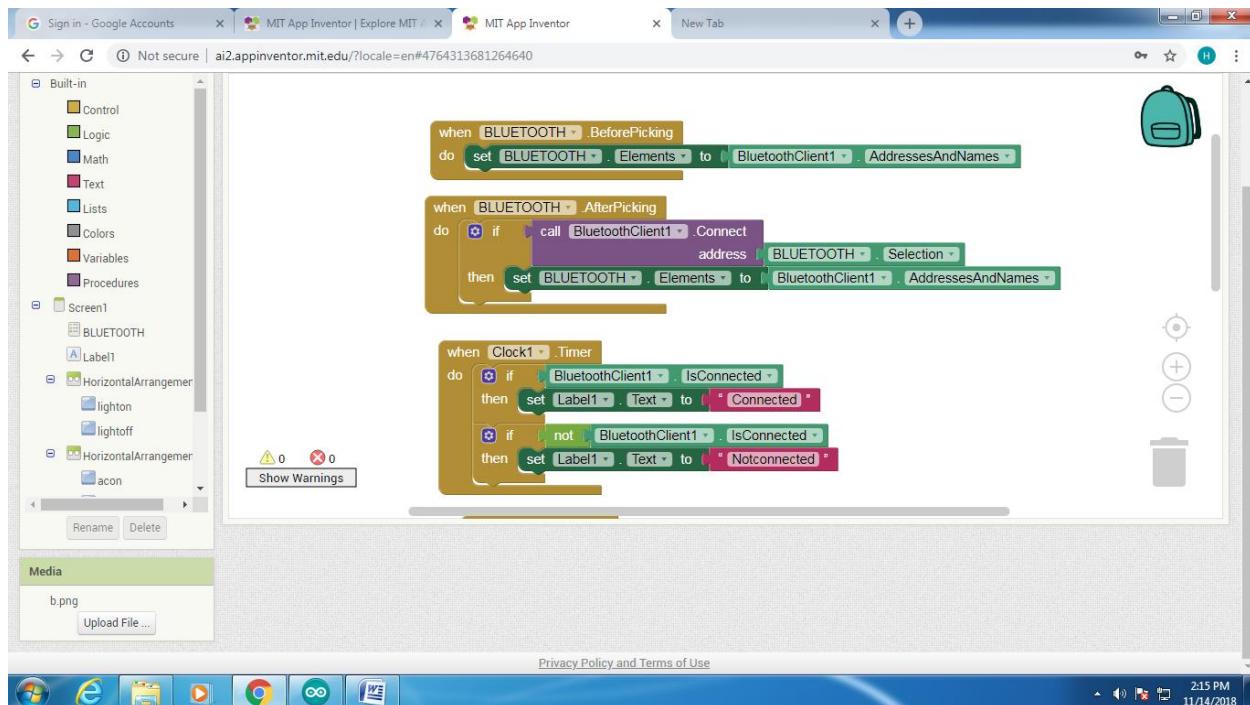




Bluetooth App design: (MIT APP INVENTOR TOOL)

The screenshot shows the MIT App Inventor interface with the following details:

- Palette:** User Interface section includes Button, CheckBox (selected), DatePicker, Image, Label, ListView, ListPicker, Notifier, PasswordTextBox, Slider, Spinner, TextBox, TimePicker, and WebViewer.
- Viewer:** Displays a mobile screen titled "Screen1" with the title "BLUETOOTH" repeated twice. It features two horizontal arrangements of buttons labeled "LIGHT ON", "LIGHT OFF", "AC ON", and "AC OFF".
- Components:** Shows the component tree for "Screen1" including "Screen1", "BLUETOOTH", "Label1", "HorizontalArrangement1" (containing "lighton" and "lightoff"), "HorizontalArrangement2" (containing "acon" and "acoff"), "Clock1", and "BluetoothClient1".
- Properties:** Properties for "Screen1" include:
 - AccentColor: Green
 - AlignHorizontal: Center : 3
 - AlignVertical: Top : 1
 - AppName: bluetooth_button
 - BackgroundColor: Pink
 - BackgroundImage: b.png...
 - CloseScreenAnimation: Default
 - Icon: None...
 - OpenScreenAnimation: Default
 - PrimaryColor: Default
 - PrimaryColorDark: Default
- Media:** A file named "b.png" is listed under the Media section.



Program Code:

```
#include "BluetoothSerial.h"
#if !defined(CONFIG_BT_ENABLED) || !defined(CONFIG_BLUEDROID_ENABLED)
#error Bluetooth is not enabled! Please run `make menuconfig` to and enable it
#endif

BluetoothSerial SerialBT;
String state;
void setup() {
pinMode(2, OUTPUT);
pinMode(4, OUTPUT);
Serial.begin(115200);
SerialBT.begin("chandu"); //Bluetooth device name
Serial.println("The device started, now you can pair it with bluetooth!");
}

void loop() {
if (Serial.available())
{
SerialBT.write(Serial.read());
Serial.println("hello");
}
if (SerialBT.available()) {
state=SerialBT.read();
Serial.print("State :");
Serial.println(state);
if (state.equals("55")) {
digitalWrite(2, HIGH);
Serial.println("Light On");
}
// if the state is 'LED1OFF' the led1 will turn off
else if (state.equals("49")){
digitalWrite(2, LOW);
Serial.println("Light Off");
}
// if the state is 'LED2ON' the Led2 will turn on
else if (state.equals("57")){
digitalWrite(4, HIGH);
Serial.println("AC On");
}
}
```

```
// if the state is 'LED2OFF' the led2 will turn off
else if (state.equals("48")){
digitalWrite(4, LOW);
Serial.println("AC Off");
}

// if the state is 'ALLON' the Led's will turn on
else if (state.equals("53")) {
digitalWrite(2, HIGH);
digitalWrite(4, HIGH);
Serial.println("All On");
}

// if the state is 'ALLOFF' the Led's will turn off
else if (state.equals("54")) {
digitalWrite(2, LOW);
digitalWrite(4, LOW);
Serial.println("All Off");
}

}

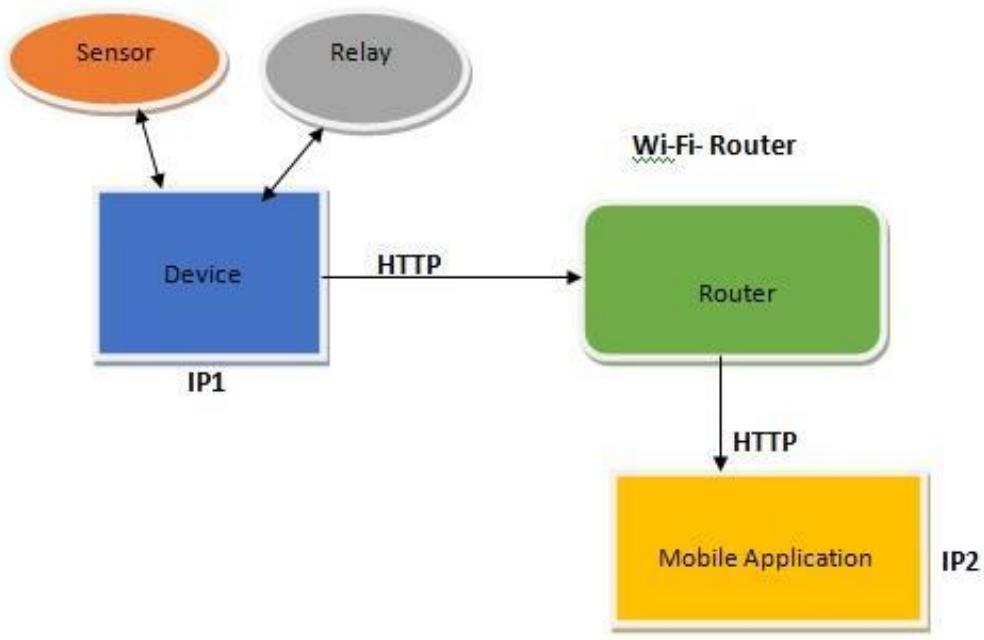
state="";
delay(200);
}
```

Experiment -2: Application of WiFi in IoT Systems.

Aim: To study the various applications of Wireless Fidelity (Wi-Fi) in Internet of Things (IoT) by fetching the data from sensors and relay kit where such in a case by using HTTP protocol, the information is being transferred within the devices and the devices are operated automatically.

Objectives: Student should get the knowledge of Wi-Fi communication devices by Designing Mobile App.

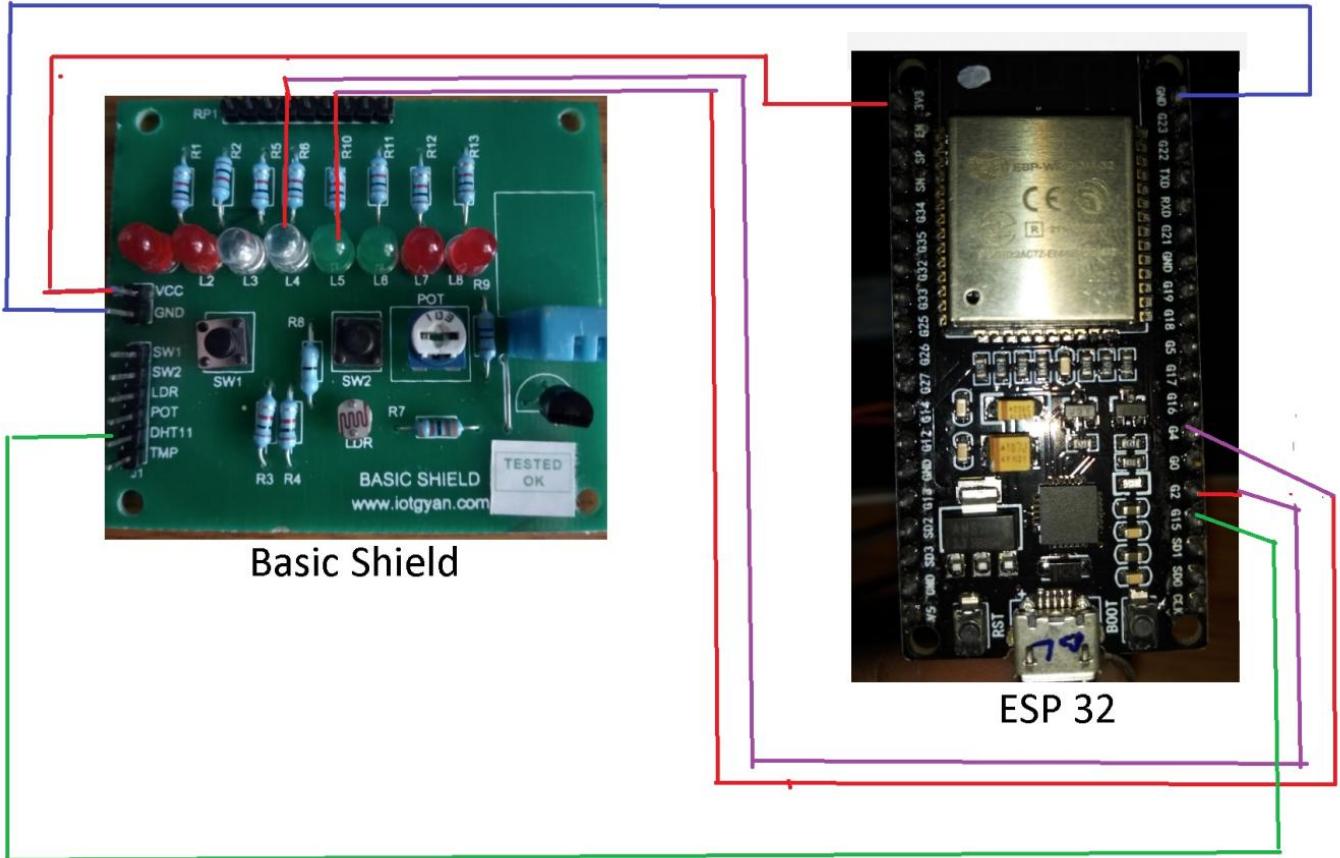
Outcomes: Student will be aware of communication using Wi-Fi background devices by using Mobile App

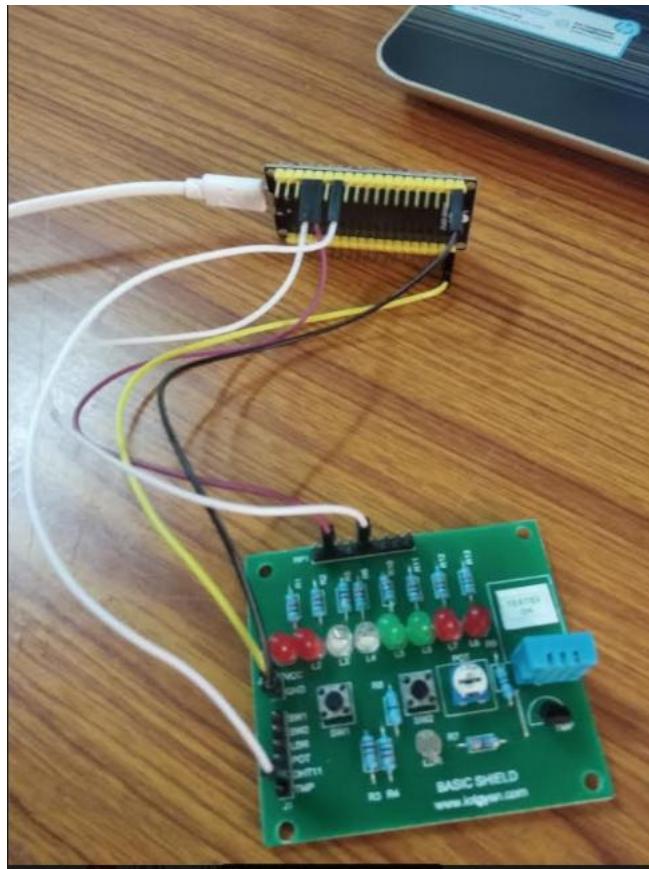


Hardware Recommended:

S.No.	Devices/Sensors	Qty, Nos.
1	ESP32 Hardware Development Board	1
2	Basic Shield of SB	1
3	Connecting wires	15
4	2 channel Relay Board	1

Block Diagram:

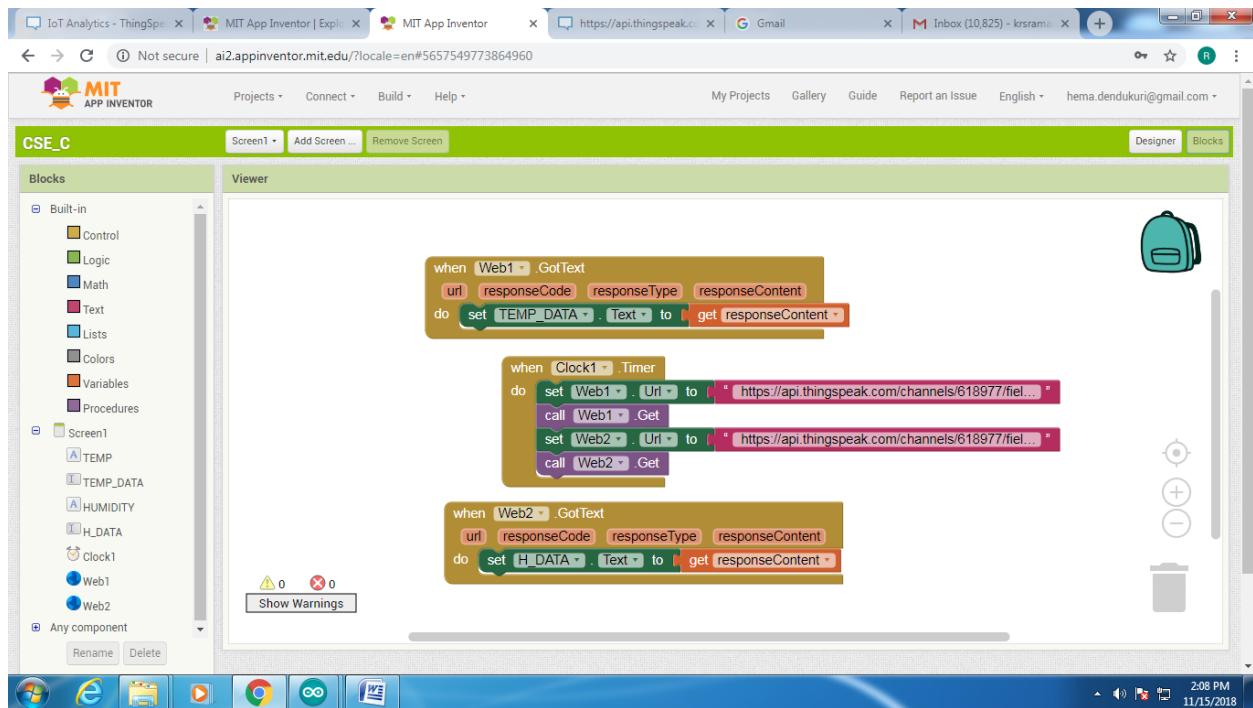




App designing (using MIT inventor Tool) : To display temperature and humidity

The screenshot shows the MIT App Inventor interface with the following details:

- Top Bar:** API Keys - ThingSpeak IoT, MIT App Inventor | Explore MIT, MIT App Inventor, https://api.thingspeak.com/cha..., Gmail.
- Header:** Not secure | ai2.appinventor.mit.edu/?locale=en#5657549773864960
- Project Title:** CSE_C
- Screen:** Screen1
- Components:**
 - Screen1
 - TEMP
 - TEMP_DATA
 - HUMIDITY
 - H_DATA
 - Clock1
 - Web1
 - Web2
- Properties Panel:**
 - AppName: CSE_C
 - AccentColor: Default
 - AlignHorizontal: Left: 1
 - AlignVertical: Top: 1
 - BackgroundColor: Default
 - BackgroundImage: None...
 - CloseScreenAnimation: Default
 - Icon: None...
 - OpenScreenAnimation: None...
- Viewer:** Shows a preview of the app's user interface with two text boxes labeled "TEMPERATURE" and "HUMIDITY".
- Palette:** User Interface components listed include Button, CheckBox, DatePicker, Image, Label, ListPicker, ListView, Notifier, PasswordTextBox, Slider, Spinner, TextBox, TimePicker, and WebViewer.

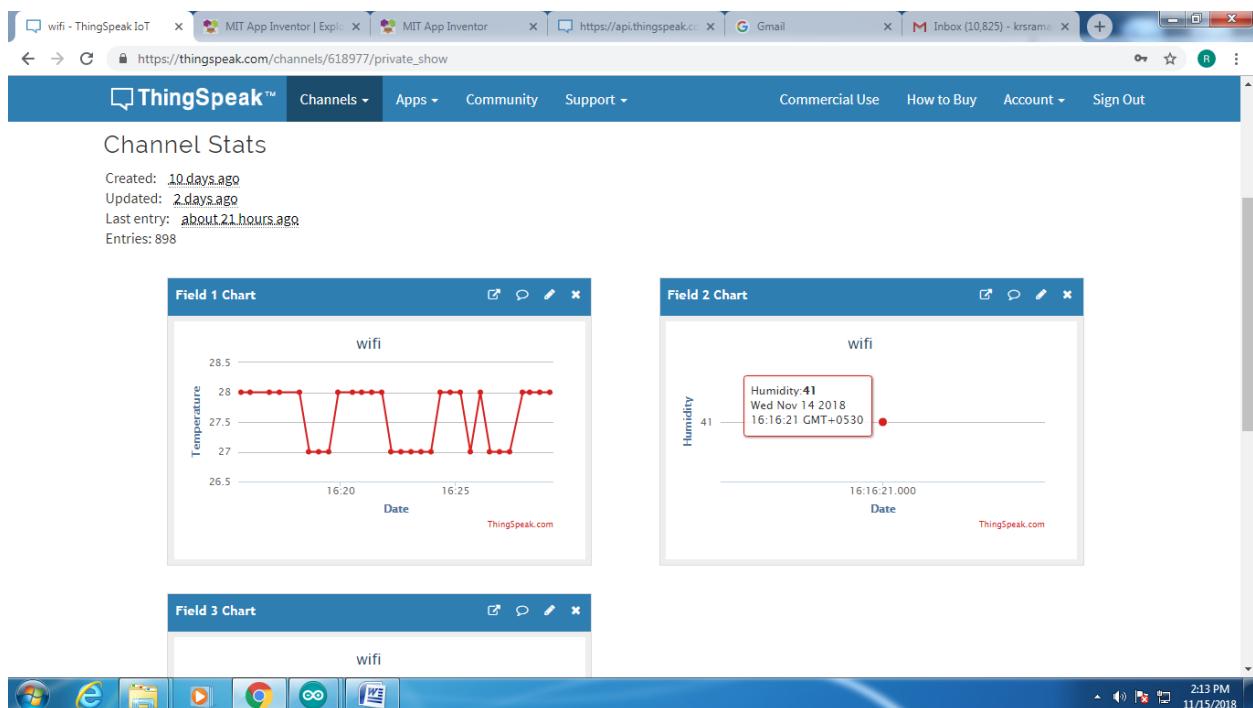


URL for Temperature field: <https://api.thingspeak.com/channels/618977/fields/1/last?result=0>

URL for Humidity field: <https://api.thingspeak.com/channels/618977/fields/2/last?result=0>

Cloud space using ThingSpeak.com host:

Channel Creation and Data view in ThingSpeak host



Program:

```
#include <WiFi.h>
#include "DHT.h"
#define DHTPIN 4 // what pin we're connected to
#define DHTTYPE DHT11 // define type of sensor DHT 11
DHT dht (DHTPIN, DHTTYPE);

const char* ssid    = "JioFi4_134EAC";//Enter the ssid of your router
const char* password = "cp19qexyh5";//Enter the password of your router

const char* host = "api.thingspeak.com";
const char* privateKey = "SYANE5W2LLUBYMGT";//read key
const char* privateKey1 = "TUEKQN0T47U4KA15";//write key
String line,line1;
float h,t;
#define light 2
#define fan 15

void setup() {
  Serial.begin(115200);
  pinMode(light, OUTPUT);//setting led as output
  pinMode(fan, OUTPUT);//setting led as output
  dht.begin();
  delay(10);

  // We start by connecting to a WiFi network

  Serial.println();
  Serial.println();
  Serial.print("Connecting to ");
  Serial.println(ssid);

  WiFi.begin(ssid, password);

  while (WiFi.status() != WL_CONNECTED) {
    delay(500);
    Serial.print(".");
  }

  Serial.println("");
  Serial.println("WiFi connected");
  Serial.println("IP address: ");
  Serial.println(WiFi.localIP());
}
```

```

void loop()
{
    h = dht.readHumidity();
    t = dht.readTemperature();
    Serial.print("temperature:");
    Serial.println(t);
    Serial.print("Humidity:");
    Serial.println(h);
    upload();
    delay(10000);
    retrieve_from_Cloud();
    delay(10000);
}

void upload()
{
    Serial.print("connecting to ");
    Serial.println(host);

    // Use WiFiClient class to create TCP connections
    WiFiClient client;
    const int httpPort = 80;

    if (!client.connect(host, httpPort)) {
        Serial.println("connection failed");
        return;
    }

    // We now create a URI for the request
    String url = "/update";
    url += "?api_key=";
    url += privateKey1;
    url += "&field1=";
    url += t;
    url += "&field2=";
    url += h;

    Serial.print("Requesting URL: ");
    Serial.println(url);

    // This will send the request to the server
    client.print(String("GET ") + url + " HTTP/1.1\r\n" +
                "Host: " + host + "\r\n" +
                "Connection: close\r\n\r\n");
}

```

```

delay(1000);

// Read all the lines of the reply from server and print them to Serial
while(client.available())
{
String line1 = client.readStringUntil('\r');
Serial.print(line1);
}
Serial.println();
Serial.println("closing connection");
}

/*.....retrieving to Cloud.....*/
void retrieve_from_Cloud()
{
Serial.print("connecting to ");
Serial.println(host);

// Use WiFiClient class to create TCP connections
WiFiClient client;
const int httpPort = 80;
if (!client.connect(host, httpPort)) {
  Serial.println("connection failed");
  return;
}

// We now create a URI for the request
String url1 = "/channels/539141";
url1 += "/fields/3/last?";
url1 += "api_key=";
url1 += privateKey;

Serial.print("Requesting URL: ");
Serial.println(url1);

// This will send the request to the server
client.print(String("GET ") + url1 + " HTTP/1.1\r\n" +
    "Host: " + host + "\r\n" +
    "Connection: close\r\n\r\n");
delay(1000);

// Read all the lines of the reply from server and print them to Serial
while(client.available()){

if(client.find("@"))

```

```

{
    line = client.readString();
    Serial.print(line);

    if(line == "LIGHTON")
    {
        digitalWrite(light,HIGH);
        Serial.println(".....light on.....");
    }

    if(line == "LIGHTOFF")
    {
        digitalWrite(light,LOW);
        Serial.println(".....light off.....");
    }

    if(line == "FANON")
    {
        digitalWrite(fan,HIGH);
        Serial.println(".....fan on.....");
    }

    if(line == "FANOFF")
    {
        digitalWrite(fan,LOW);
        Serial.println(".....fan off.....");
    }

    line="";
}

Serial.println();
Serial.println("closing connection");
}

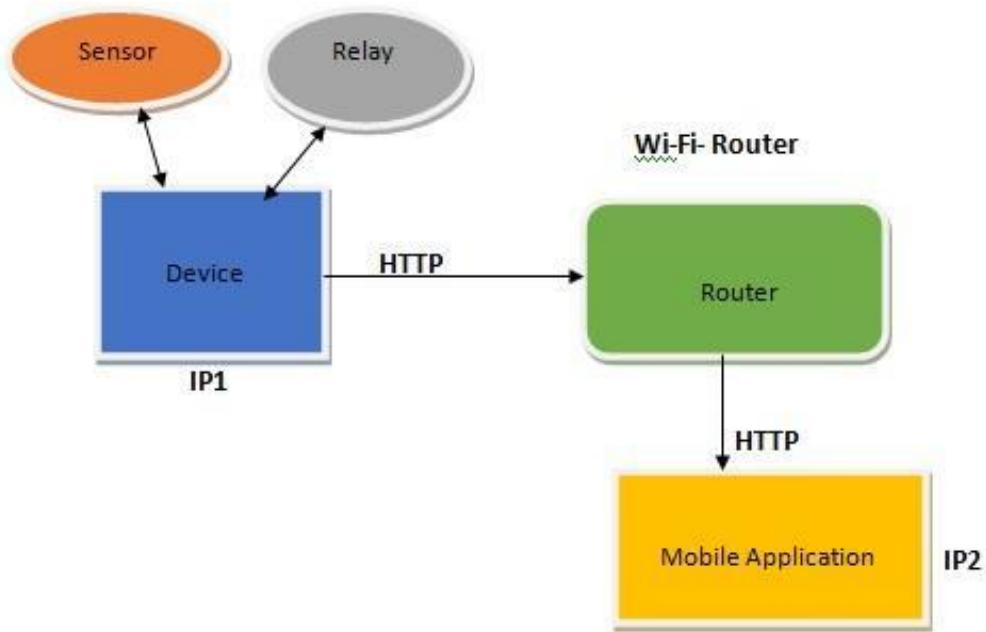
```

Experiment -3: App design for WiFi application to ON/OFF Light.

Aim: To study the various applications of Wireless Fidelity (Wi-Fi) in Internet of Things (IoT) by fetching the data from sensors and relay kit where such in a case by using HTTP protocol the information is being transferred within the devices and the devices are operated automatically.

Objectives: Student should get the knowledge of Wi-Fi communication devices by Designing Mobile App to ON or OFF light.

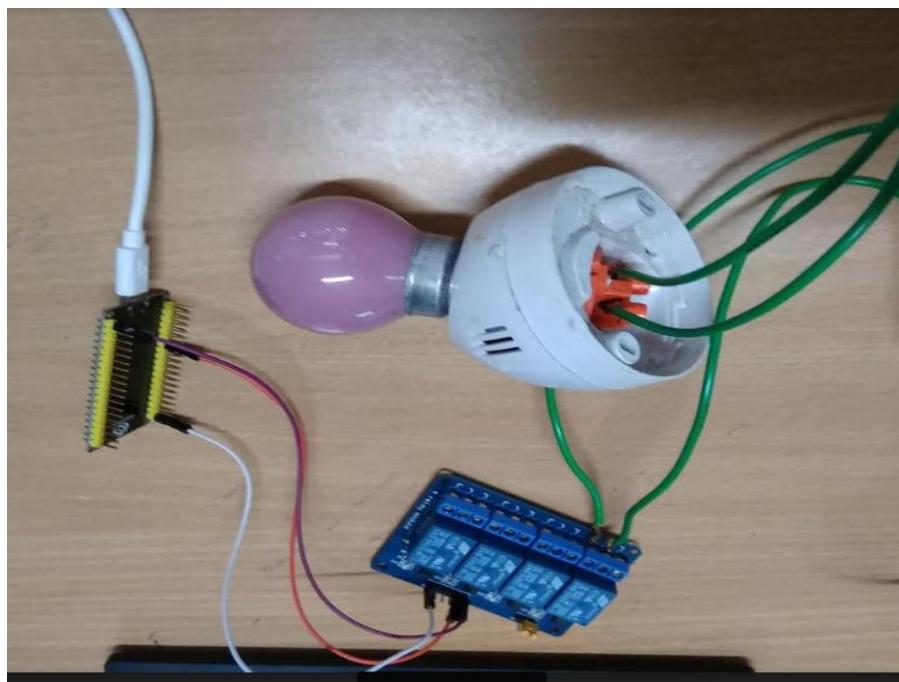
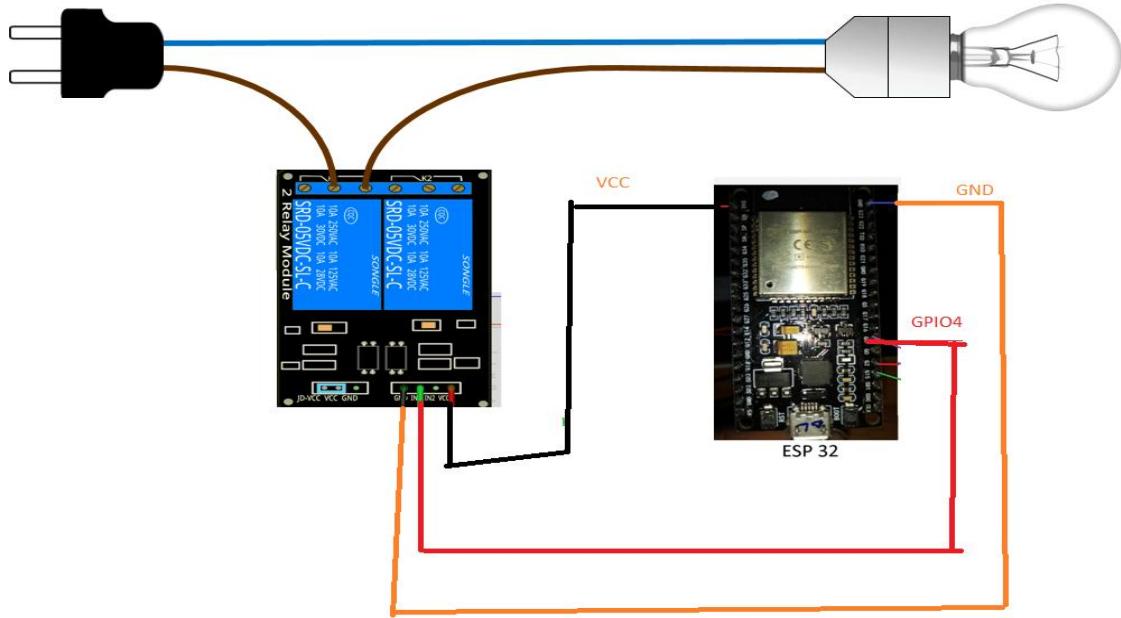
Outcomes: Student will be aware of communication using Wi-Fi background devices by using Mobile App.



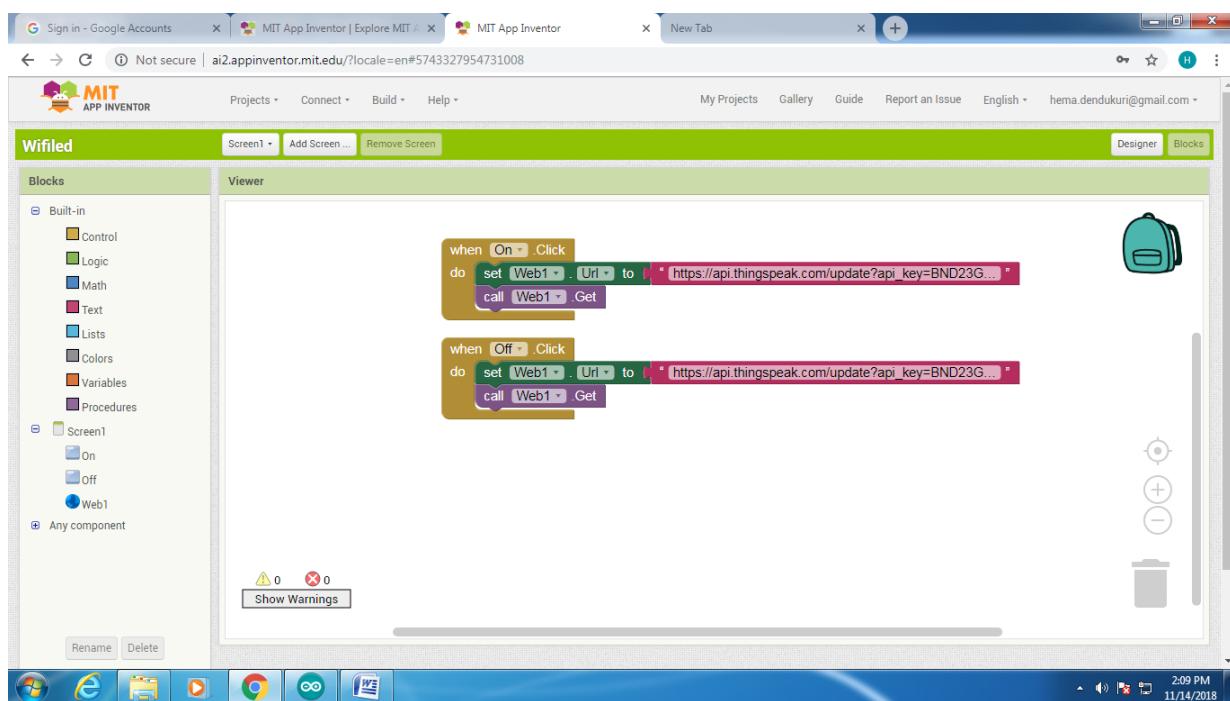
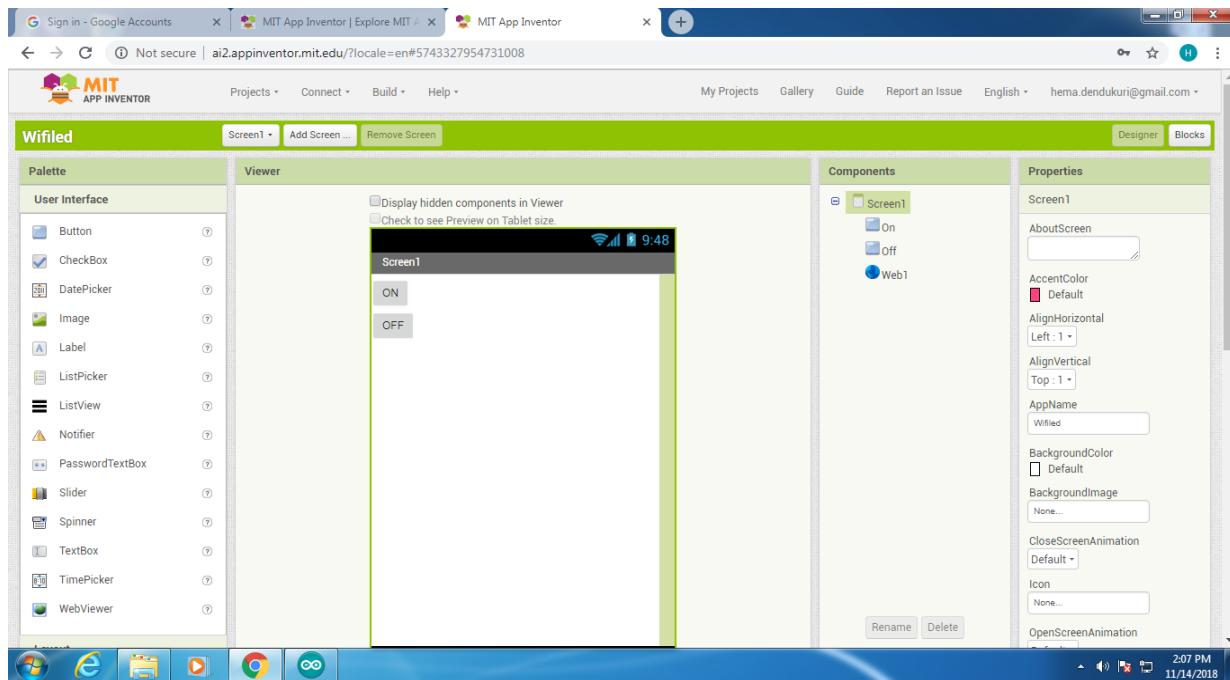
Hardware Recommended:

S.No.	Devices/Sensors	Qty, Nos.
1	ESP32 Hardware Development Board	1
2	Basic Shield of SB	1
3	Connecting wires	15
4	2 channel Relay Board	1

Block Diagram:



WiFi App design(using MIT App inventor Tool):

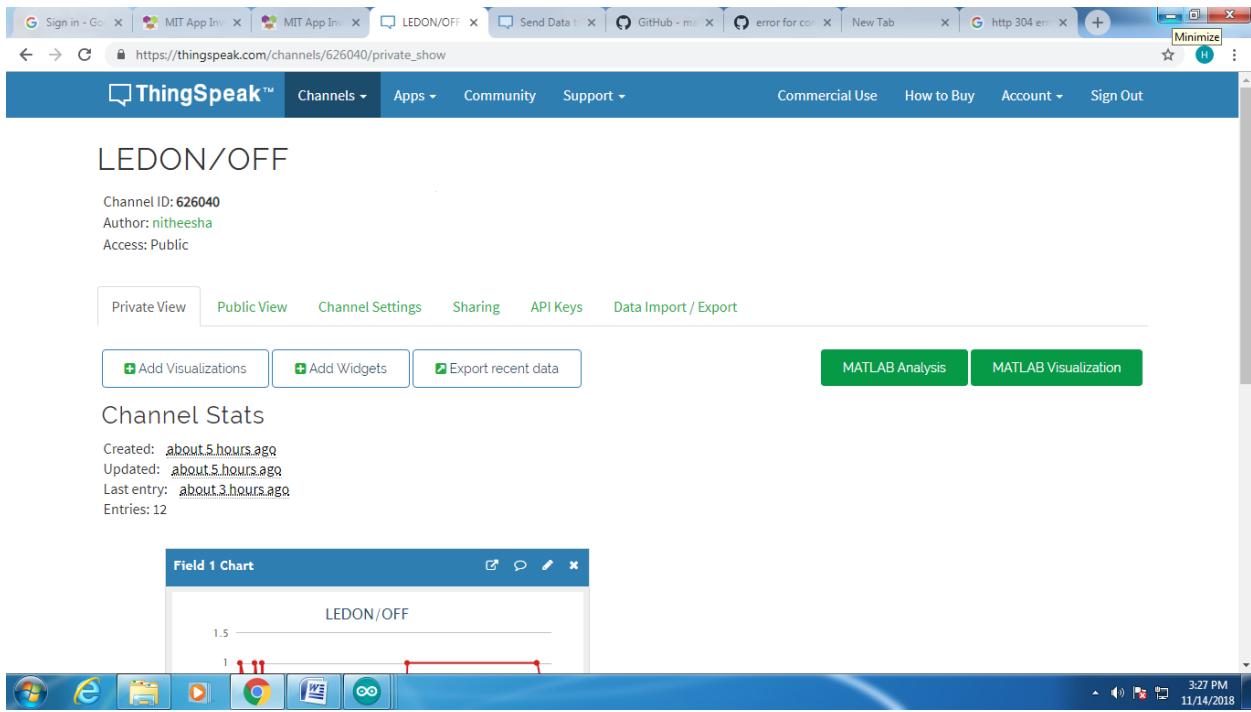


URL for ON button:

https://api.thingspeak.com/update?api_key=BND23GQNA96ODU7L&field1=1

URL for OFF button:

https://api.thingspeak.com/update?api_key=BND23GQNA96ODU7L&field1=0



The screenshot shows the ThingSpeak API Keys page for Channel ID 626040. The page has a header with tabs for Private View, Public View, Channel Settings, Sharing, API Keys (which is selected), and Data Import / Export. Below the header, there are sections for Write API Key and Read API Keys, each with a text input field containing a generated key. A 'Generate New Write API Key' button is visible in the Write API Key section, and a 'Generate New Read API Key' button is visible in the Read API Keys section. To the right, there is a 'Help' section with instructions and notes about API keys.

Program Code:

```
#include <ThingSpeak.h>
#include <WiFi.h>
WiFiClient client;
const char* ssid    = "ONLYCSE";//Enter the ssid of your router
const char* password = "keepsmile";//Enter the password of your router

const char* host = "api.thingspeak.com";
const char* privateKey = "UOZ3XFFHY6J345IO";//read key
const char* privateKey1 = "9HO22G0EY0D8XYD4";//write key

void setup() {
Serial.begin(115200);
pinMode(4, OUTPUT);//setting led as output
//pinMode(fan, OUTPUT);//setting led as output
//dht.begin();
ThingSpeak.begin(client);
delay(10);
```

```

// We start by connecting to a WiFi network

Serial.println();
Serial.println();
Serial.print("Connecting to ");
Serial.println(ssid);

WiFi.begin(ssid, password);

while (WiFi.status() != WL_CONNECTED){
    delay(500);
    Serial.print(".");
}

Serial.println("");
Serial.println("WiFi connected");
Serial.println("IP address: ");
Serial.println(WiFi.localIP());
}

void loop() {

//float h= ThingSpeak.readFloatField( 626040,2);
int d= ThingSpeak.readIntField( 626082,1);
Serial.print(d);
if(d==1)
{
digitalWrite(4,HIGH);
Serial.print("LED ON");
Serial.println("");
}
if(d==0)

{digitalWrite(4,LOW);
Serial.print("LED OFF");
Serial.println("");
}

delay(1000);
}

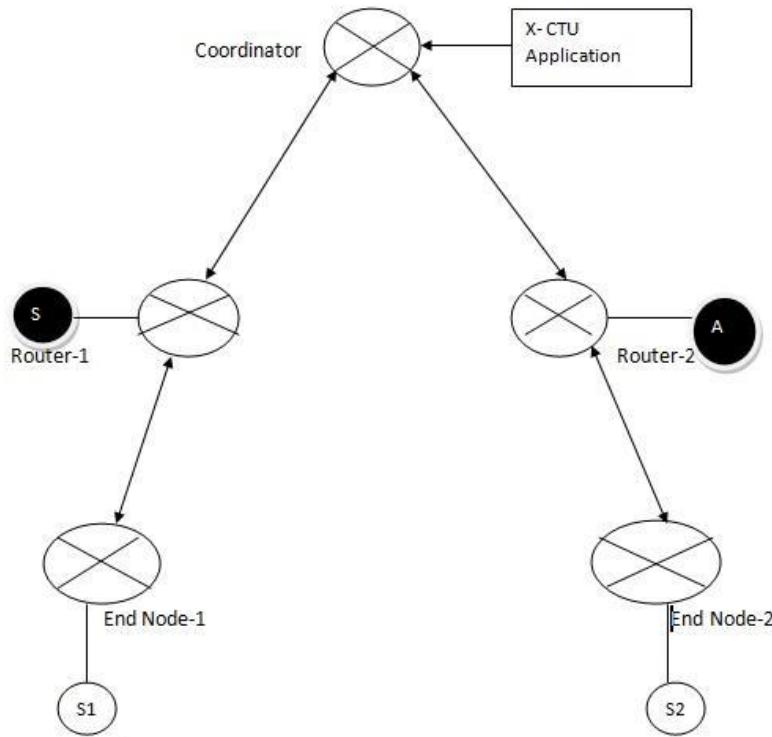
```

Experiment -4: Application of 802.15.4 Zigbee in IoT Systems.

Aim: To study the applications of Zigbee in digital information transfer by creating a mesh networks by connecting the nodes to the server or router and establish a channel for information transfer. This is been operated by X-CTU application.

Objectives: Student should get the knowledge of Zigbee communication devices

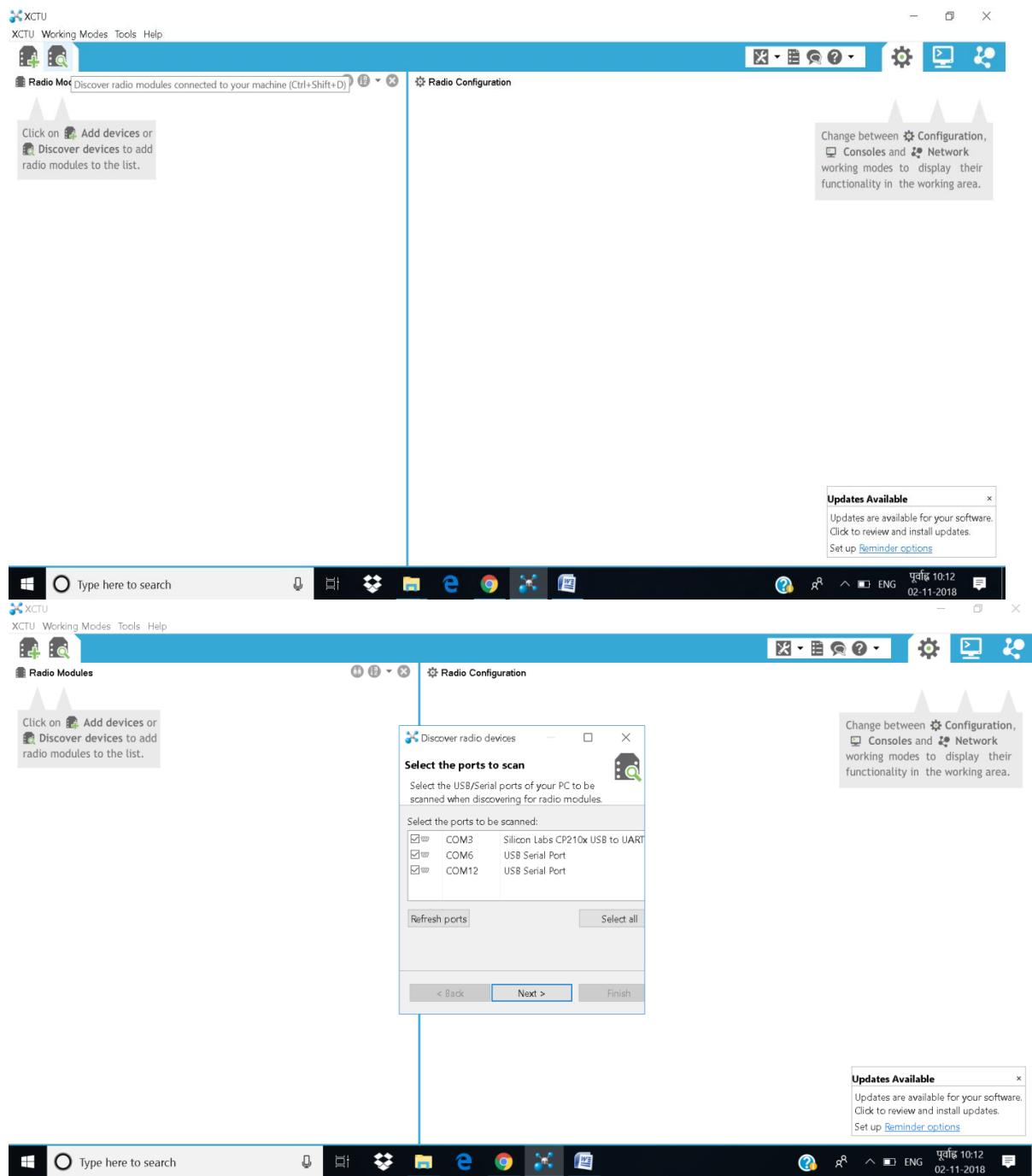
Outcomes: Student will be aware of communication using Zigbee background based devices

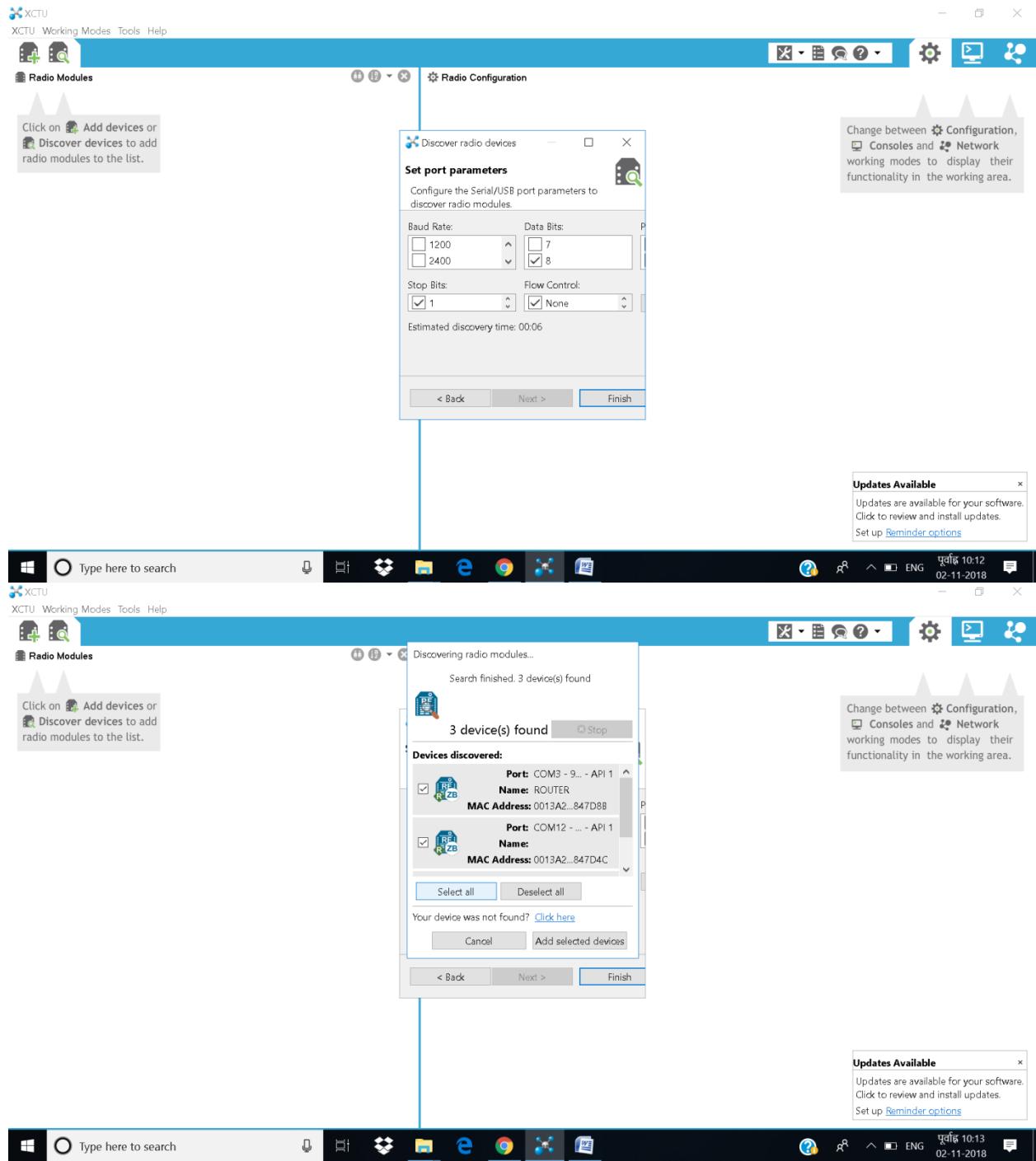


Hardware Recommended:

S.No.	Devices/Sensors	Qty, Nos.
1	ESP32 Hardware Development board	1
2	Zigbee Module + Base board	3
3	Basic Shield of SB	2
4	Connecting wires	30

*Note: This experiment one network node only.





XCTU

XCTU Working Modes Tools Help

Radio Modules

- Name: ROUTER
Function: ZIGBEE TH Reg
Port: COM3 - 9600/8/N/1/N - API 1
MAC: 0013A20041847D8B
- Name: ZIGBEE TH Reg
Function: ZIGBEE TH Reg
Port: COM12 - 9600/8/N/1/N - API 1
MAC: 0013A20041847D4C
- Name: End_device
Function: ZIGBEE TH Reg
Port: COM6 - 9600/8/N/1/N - AT
MAC: 0013A20041847D89

Radio Configuration

Select a radio module from the list to display its properties and configure it.

Updates Available

Updates are available for your software. Click to review and install updates. Set up Reminder options

Radio Configuration [ROUTER - 0013A20041847D8B]

Switch to Consoles working mode (Alt+C)

Product family: XB24C Function set: ZIGBEE TH Reg Firmware version: 4060

Networking

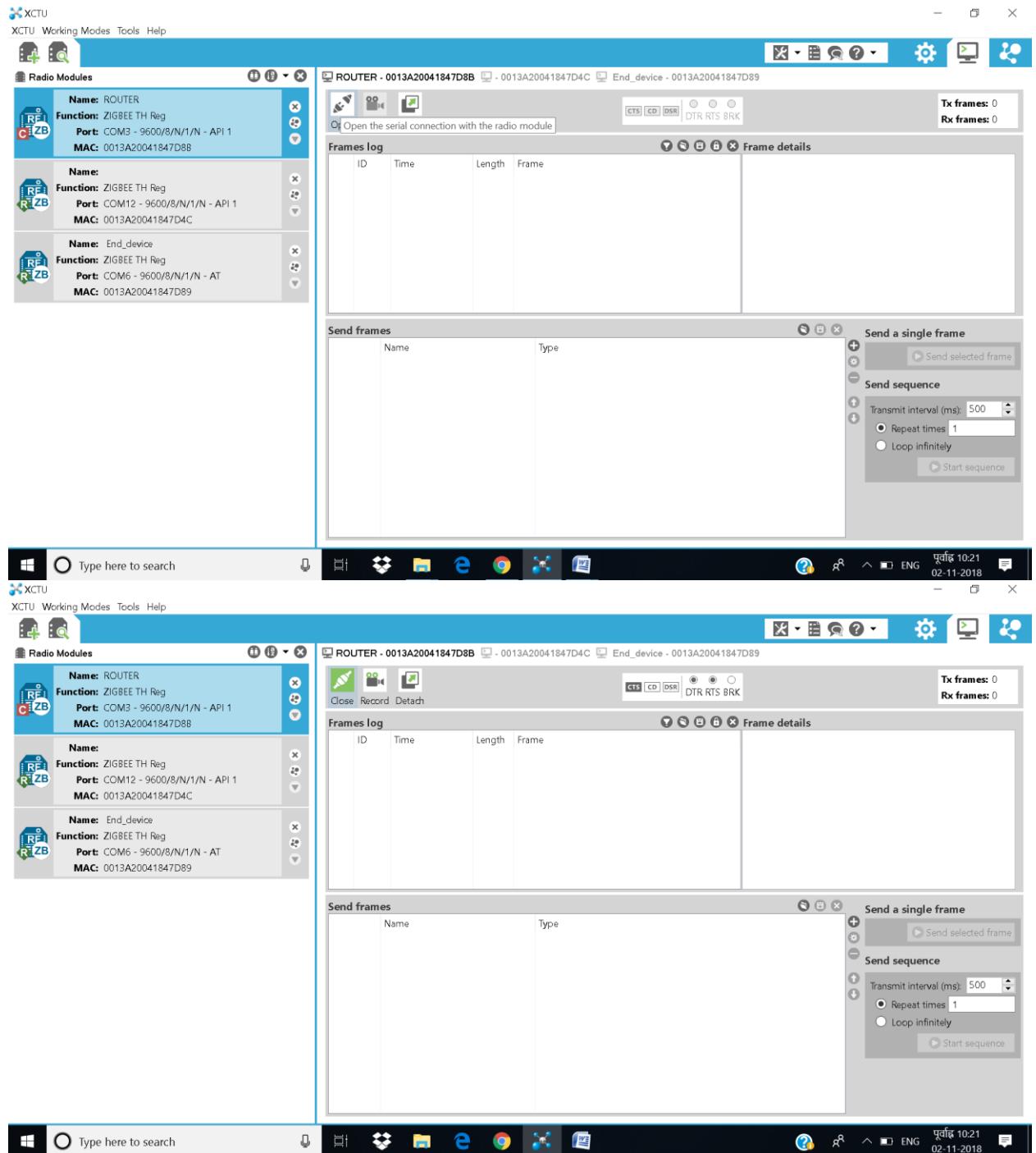
Change networking settings

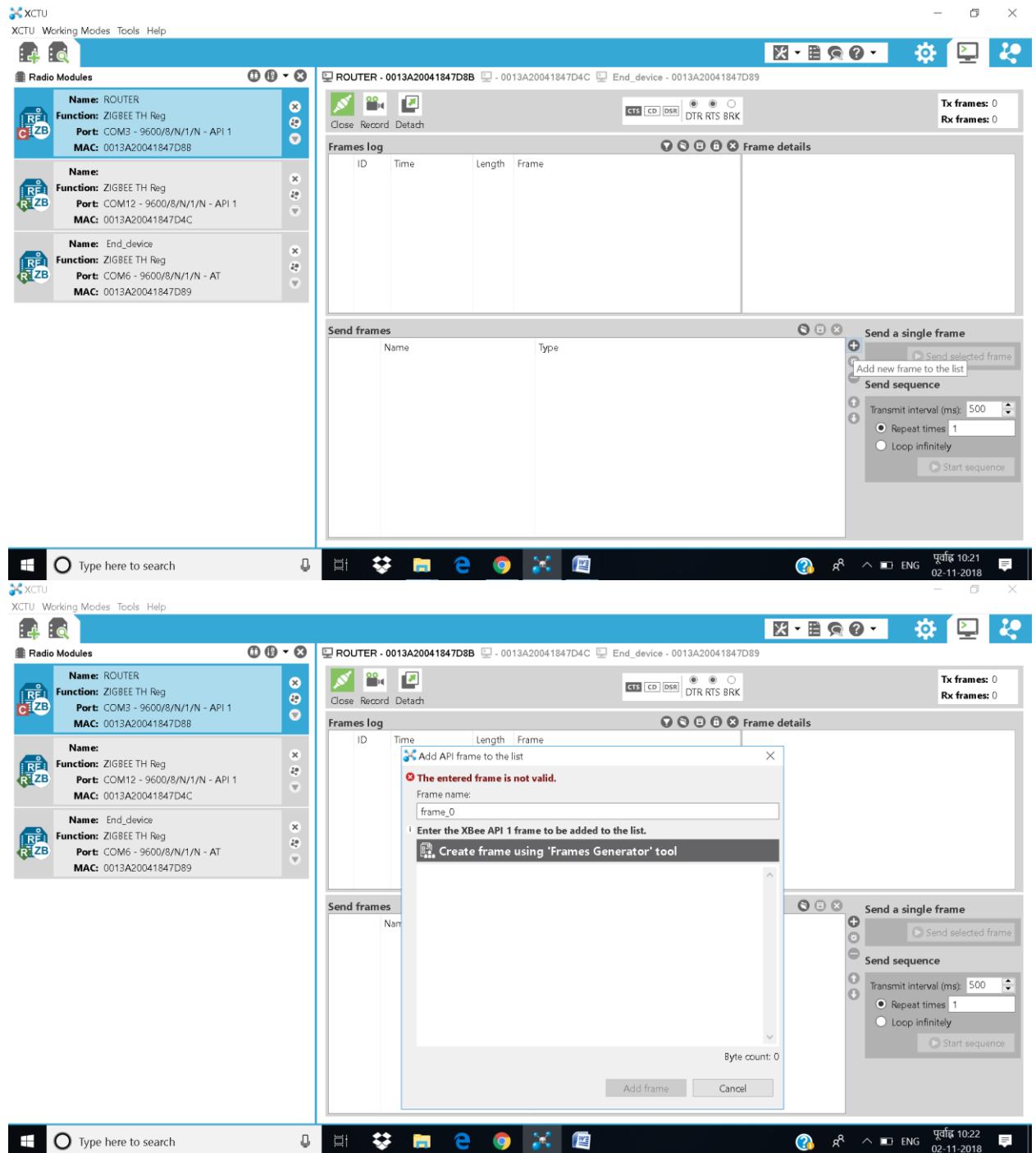
ID PAN ID	ABCD
SC Scan Channels	7FFF Bitfield
SD Scan Duration	3 exponent
ZS ZigBee Stack Profile	0
NJ Node Join Time	FF x 1 sec
NW Network Watchdog Timeout	0 x 1 minute
JV Channel Verification	Enabled [1]
JN Join Notification	Disabled [0]
OP Operating PAN ID	0
OI Operating 16-bit PAN ID	FFFF
CH Operating Channel	0
NC Number of Remaining Children	14
CE Coordinator Enable	Enabled [1]
DO Device Options	0 Bitfield
DC Device Controls	0 Bitfield

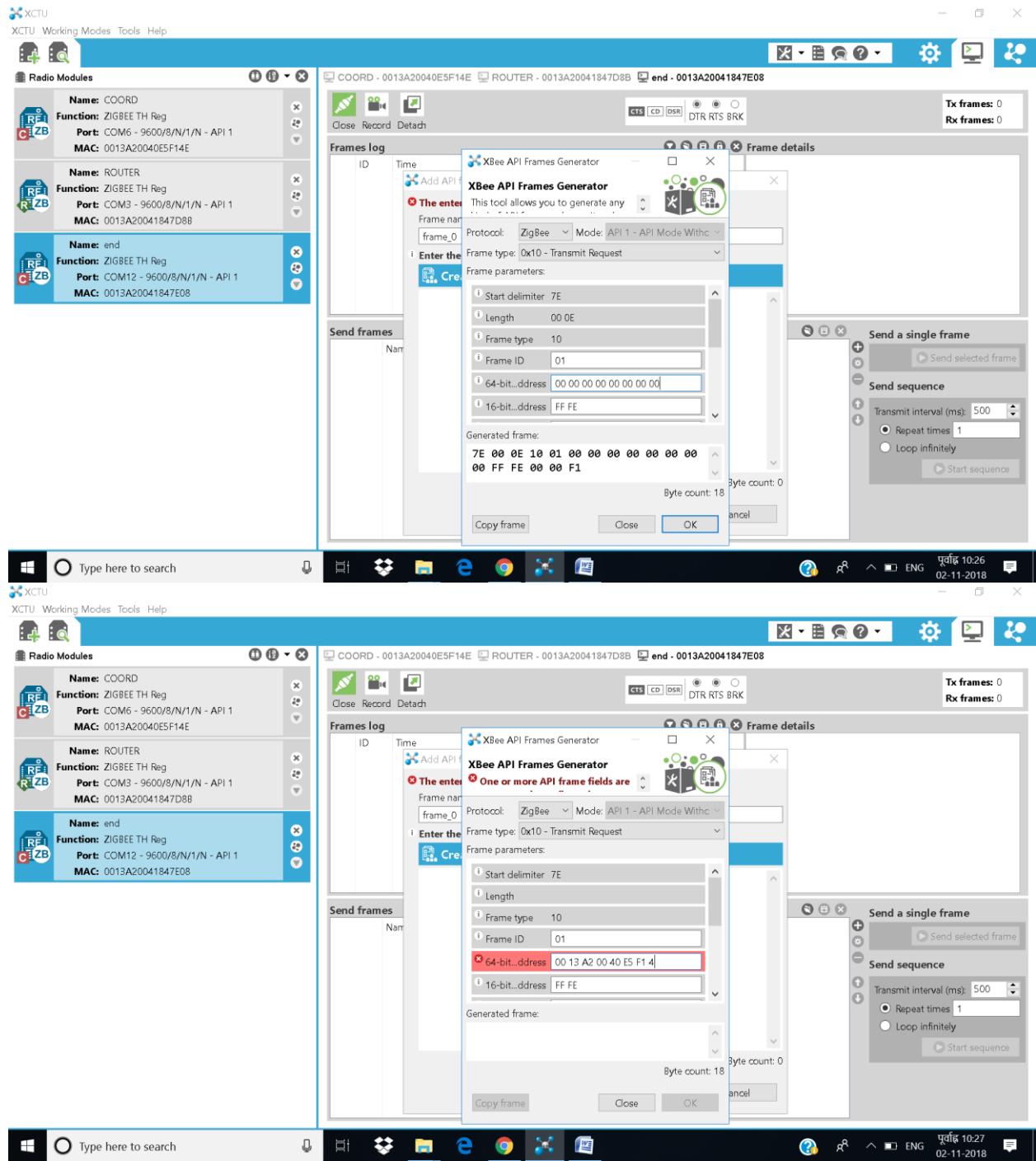
Addressing

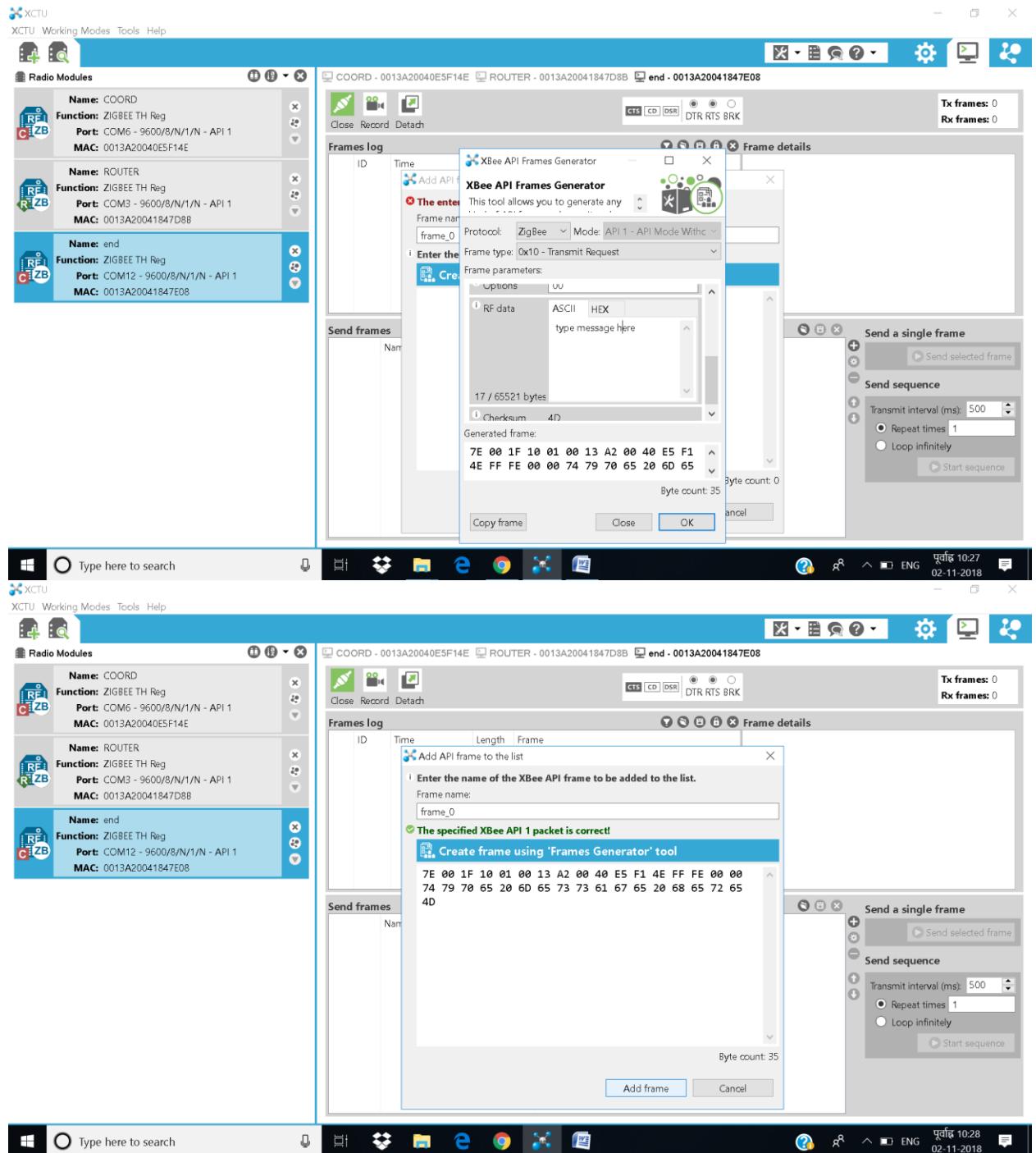
Change addressing settings

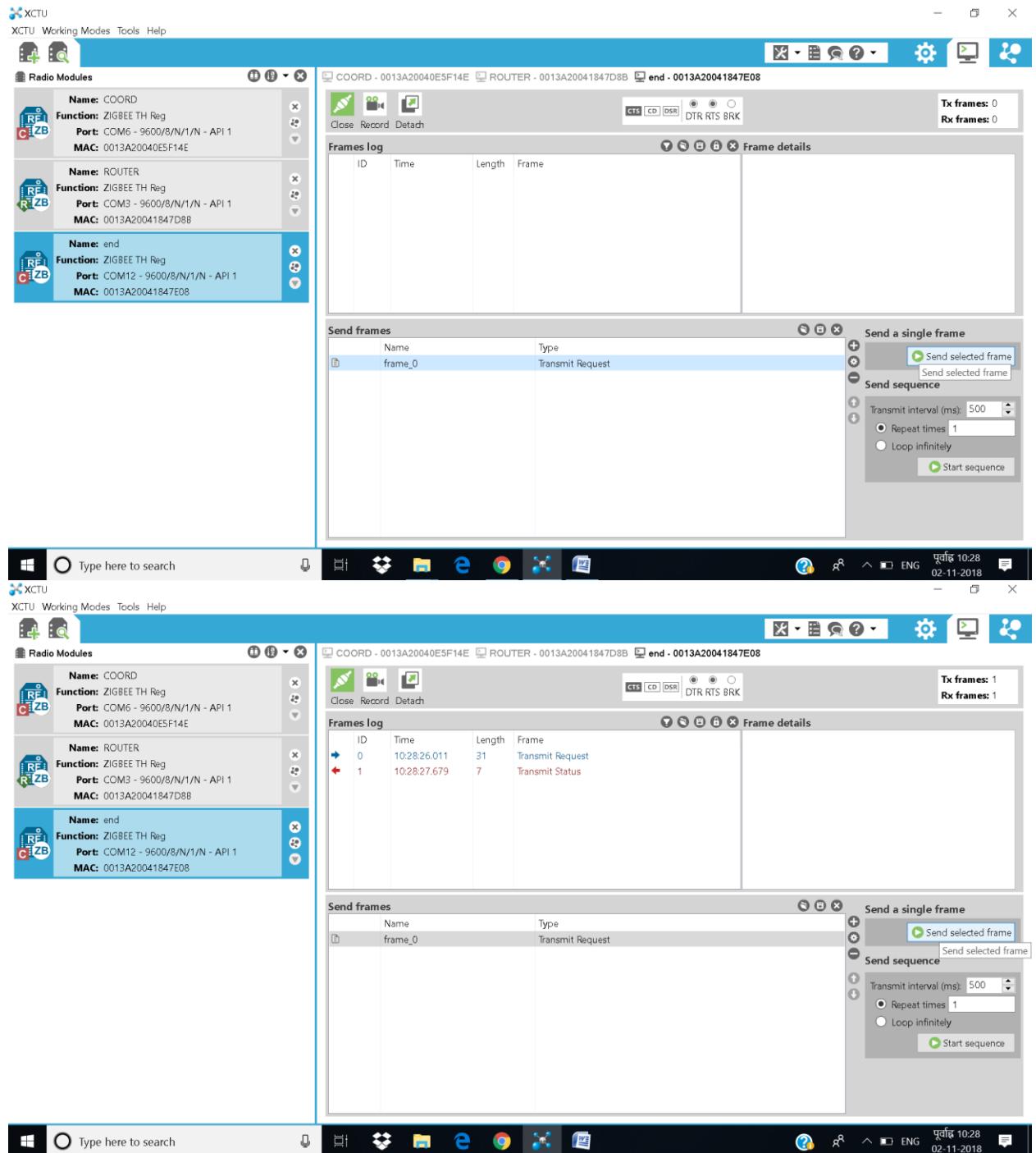
Windows Taskbar: Type here to search, File, Start, Control Panel, Internet Explorer, Google Chrome, File Explorer, File History, Task View, Taskbar settings, System, User Accounts, Control Panel, Settings, Start, 10:13, ENG, 02-11-2018

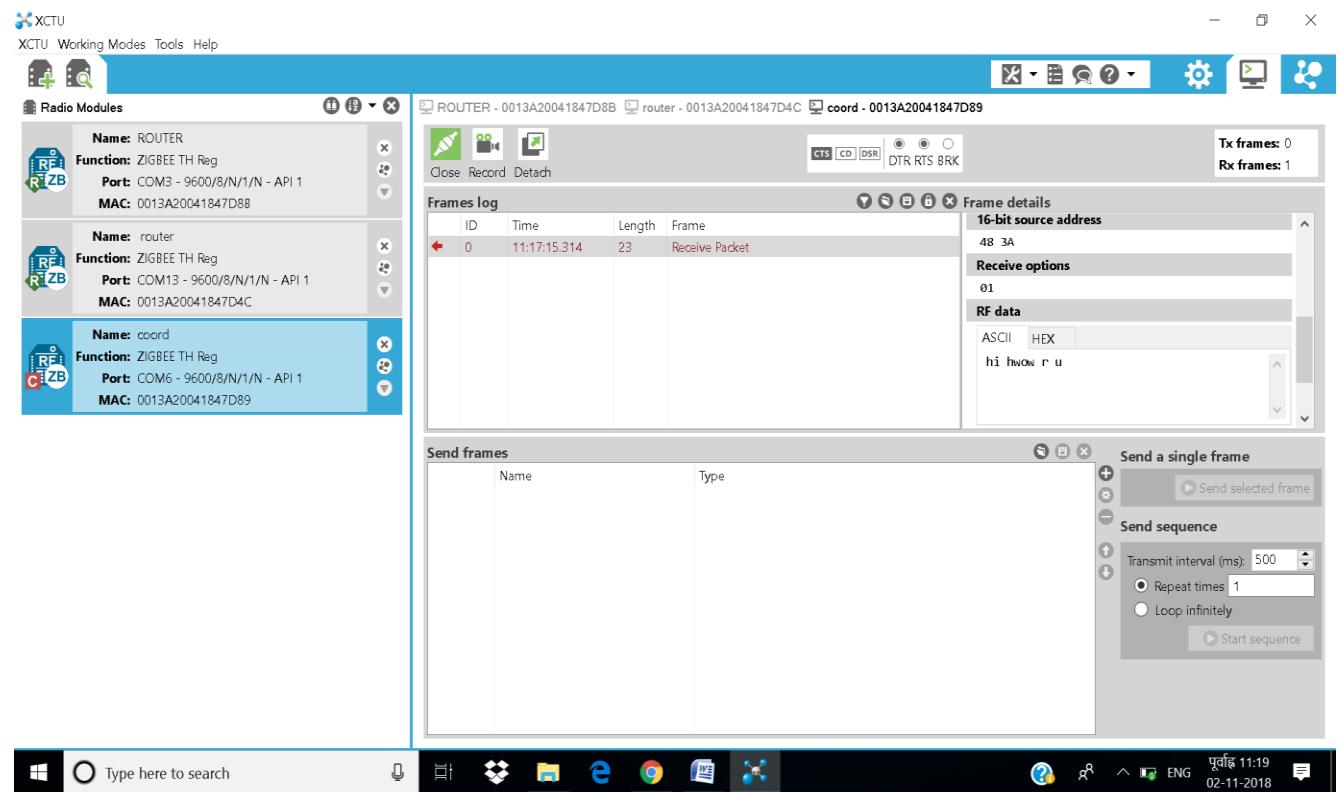
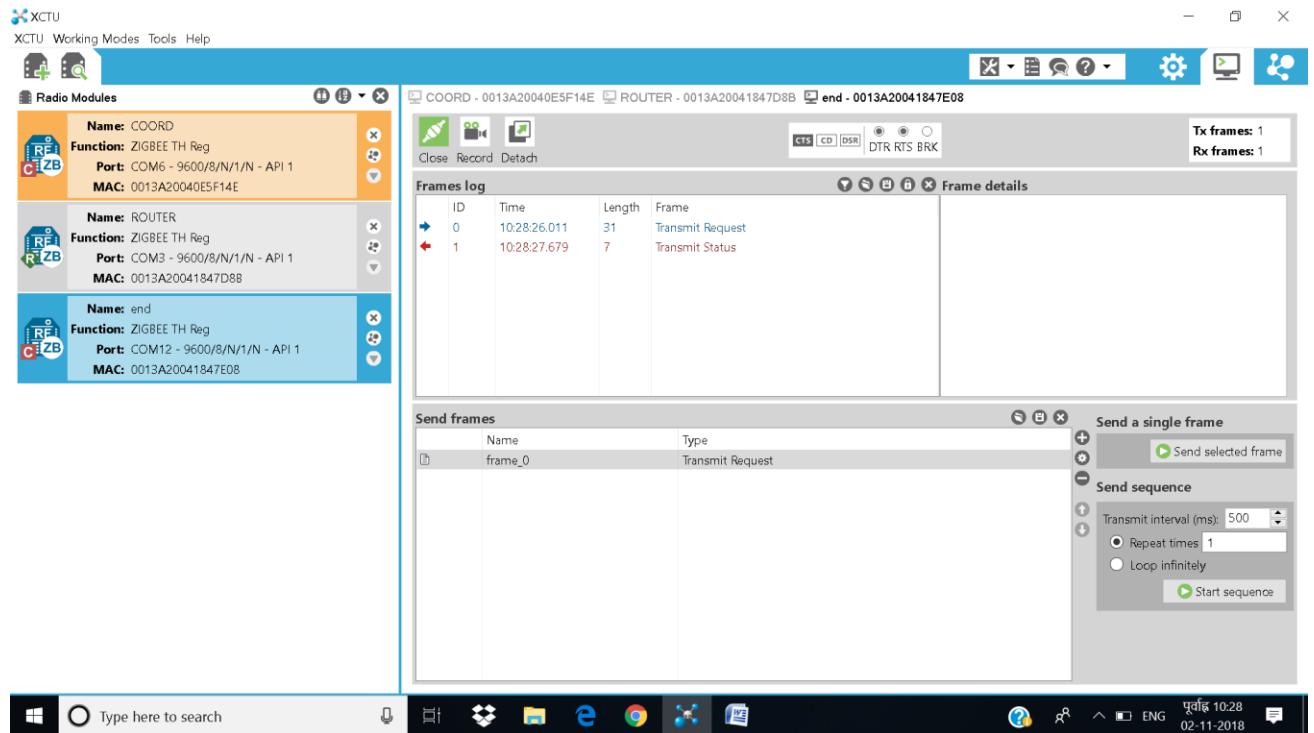












Experiment -5: Design a simple IoT System comprising sensor, Wireless Network connection, Data Analytics

Aim: To study the various applications of Wireless Fidelity (Wi-Fi) in Internet of Things (IoT) by fetching the data from sensors and relay kit where such in a case by using HTTP protocol, the information is being transferred within the devices and the devices are operated automatically

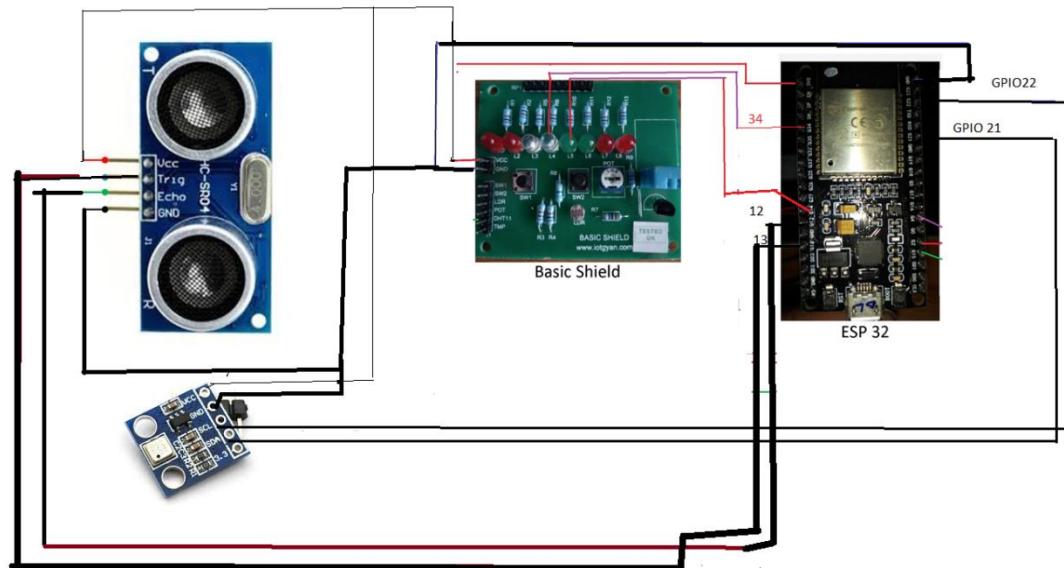
Objectives: Student should get the knowledge of comprising sensor, Wireless network connection and Data analytics.

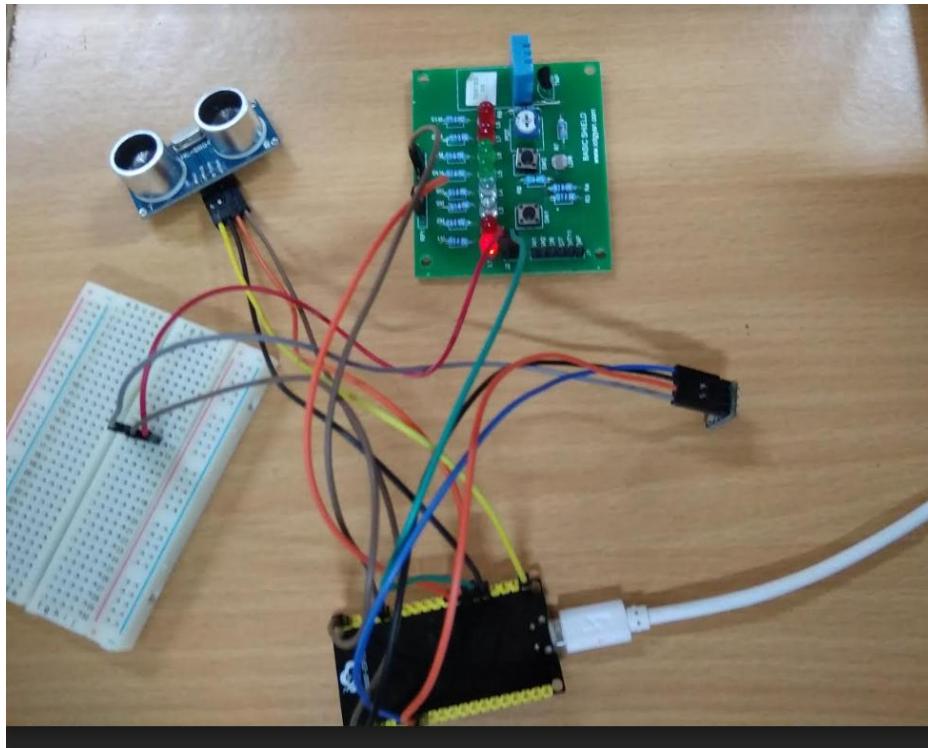
Outcomes: Student will be aware of comprising sensor, wireless network connection and Data analytics.

Hardware Recommended:

S.No.	Devices/Sensors	Qty, Nos.
1	Esp32 Hardware Development Board	2
2	Raspberry PI	1
3	Basic Shield of SB	3
4	Connecting wires	30
5	2 channel Relay Board	1
6	Ultrasonic sensor	1
7	BMP180	1

Block Diagram:





Channel creation in ThingSpeak host

Screenshot of a web browser showing the ThingSpeak channel settings page for 'exp6'.

Channel ID: 573539
Author: drbabu62
Access: Private

Channel Settings

Percentage complete: 50%

Channel ID: 573539

Name:	exp6
Description:	data analysis
Field 1:	distance
Field 2:	pressure psi
Field 3:	hum/temp
Field 4:	
Field 5:	
Field 6:	
Field 7:	
Field 8:	

Help

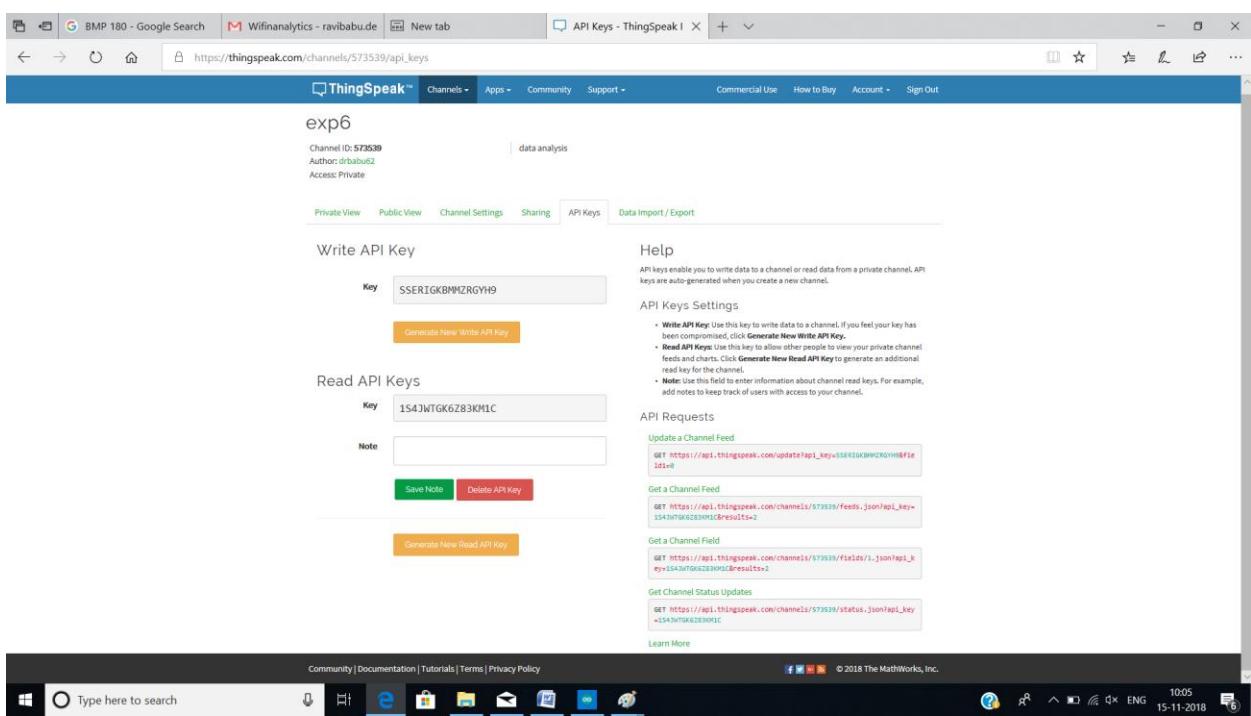
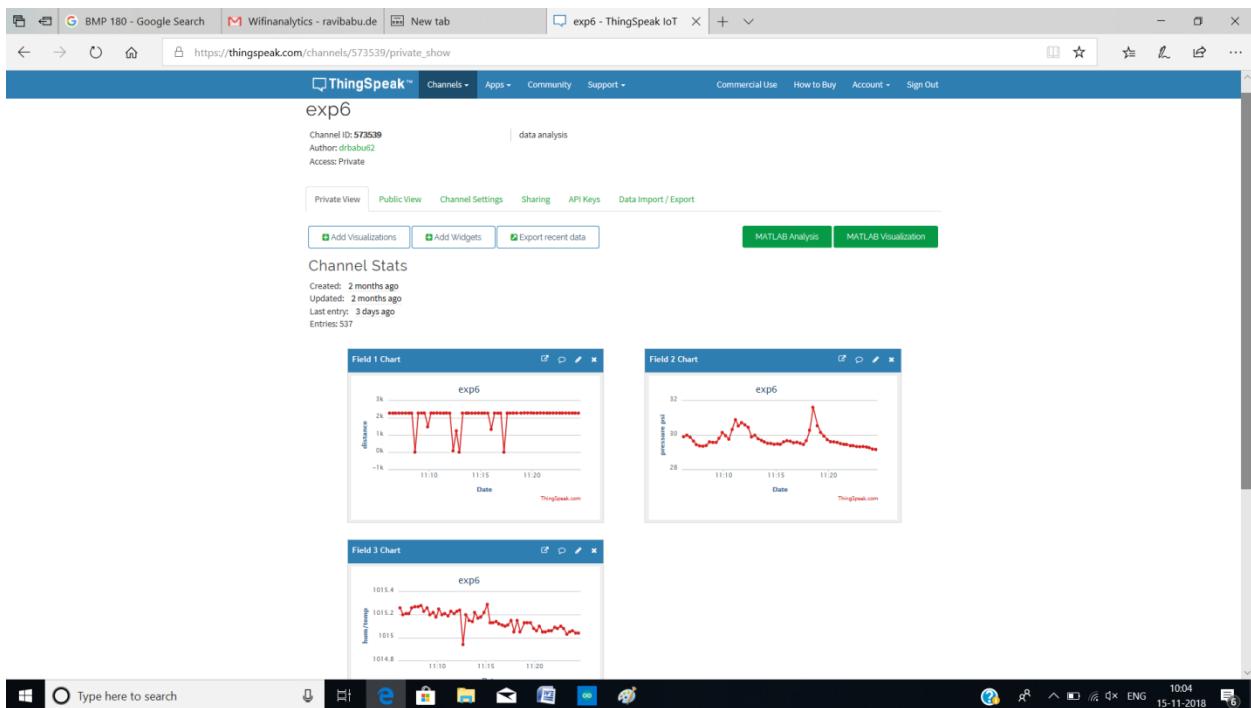
Channels store all the data that a ThingSpeak application collects. Each channel includes eight fields that can hold any type of data, plus three fields for location data and one for status data. Once you collect data in a channel, you can use ThingSpeak apps to analyze and visualize it.

Channel Settings

- Channel Name:** Enter a unique name for the ThingSpeak channel.
- Description:** Enter a description of the ThingSpeak channel.
- Fields:** Check the box to enable the field, and enter a field name. Each ThingSpeak channel can have up to 8 fields.
- Metadata:** Enter information about channel data, including JSON, XML, or CSV data.
- Tags:** Enter keywords that identify the channel. Separate tags with commas.
- Link to External Site:** If you have a website that contains information about your ThingSpeak channel, specify the URL.
- Show Channel Location:**
 - Latitude:** Specify the latitude position in decimal degrees. For example, the latitude of the city of London is 51.5072.
 - Longitude:** Specify the longitude position in decimal degrees. For example, the longitude of the city of London is -0.1275.
 - Elevation:** Specify the elevation position meters. For example, the elevation of the city of London is 35.052.
- Video URL:** If you have a YouTube™ or Vimeo® video that displays your channel information, specify the full path of the video URL.
- Link to GitHub:** If you store your ThingSpeak code on GitHub®, specify the GitHub repository URL.

Using the Channel

You can get data into a channel from a device, website, or another ThingSpeak channel. You can then visualize data and transform it using ThingSpeak Apps.



Program code:

```
#include <WiFi.h>
#include <SFE_BMP180.h>
#include <Wire.h>

#define trigPin 13
#define echoPin 12
#define led1 14
#define led2 34
// You will need to create an SFE_BMP180 object, here called "pressure" SCL to GPIO22, SDA
to GPIO 21:

SFE_BMP180 pressure;

#define ALTITUDE 1655.0 // Altitude of SparkFun's HQ in Boulder, CO. in meters

const char* ssid    = "ONLYCSE";//"VSES";//Enter the ssid of your router
const char* password = "keepsmile";//"gnir33nignEtr@mS";//Enter the password of your router

const char* host = "api.thingspeak.com";
const char* privateKey1 = "SSERIGKBMMZRGYH9";//write key
String line,line1;
int duration, distance;
double T,P,p0,a;
void setup() {
Serial.begin(115200);
Serial.println("REBOOT");
pinMode(trigPin, OUTPUT);
pinMode(echoPin, INPUT);
pinMode(led1, INPUT);
pinMode(led2, INPUT);
Serial.print("Ultrasonic Sensor Starting!!!");
Serial.println("");
}

// Initialize the sensor (it is important to get calibration values stored on the device).

if (pressure.begin())
  Serial.println("BMP180 init success");
else
{
```

```

// Oops, something went wrong, this is usually a connection problem,
// see the comments at the top of this sketch for the proper connections.

Serial.println("BMP180 init fail\n\n");
while(1); // Pause forever.
}

// We start by connecting to a WiFi network

Serial.println();
Serial.println();
Serial.print("Connecting to ");
Serial.println(ssid);

WiFi.begin(ssid, password);

while (WiFi.status() != WL_CONNECTED) {
    delay(500);
    Serial.print(".");
}

Serial.println("");
Serial.println("WiFi connected");
Serial.println("IP address: ");
Serial.println(WiFi.localIP());
}

void loop()
{
    digitalWrite(trigPin, HIGH);
    delay(1000);
    digitalWrite(trigPin, LOW);
    duration = pulseIn(echoPin, HIGH);
    distance =(duration/2) * 0.0343;// time * speed of sound(0.0343cm/microsec)
    Serial.print("Distance is");
    Serial.println(distance);
    if (distance < 10)
    {
        digitalWrite(led1, LOW);
    }
}

```

```

    Serial.println("Low");
}
else if (distance <= 100)
{
    Serial.println("Half");
    digitalWrite(led1, HIGH);
}
else
{
    digitalWrite(led2, HIGH);
    Serial.println("Out of Range");
    Serial.println("");
}
char status;

```

// Loop here getting pressure readings every 10 seconds.

// If you want sea-level-compensated pressure, as used in weather reports,
// you will need to know the altitude at which your measurements are taken.
// We're using a constant called ALTITUDE in this sketch:

```

// Serial.println();
// Serial.print("provided altitude: ");
// Serial.print(ALTITUDE,0);
// Serial.print(" meters, ");
// Serial.print(ALTITUDE*3.28084,0);
// Serial.println(" feet");

```

// If you want to measure altitude, and not pressure, you will instead need
// to provide a known baseline pressure. This is shown at the end of the sketch.

// You must first get a temperature measurement to perform a pressure reading.

// Start a temperature measurement:
// If request is successful, the number of ms to wait is returned.
// If request is unsuccessful, 0 is returned.

```

status = pressure.startTemperature();
if (status != 0)
{

```

```

// Wait for the measurement to complete:
delay(status);

// Retrieve the completed temperature measurement:
// Note that the measurement is stored in the variable T.
// Function returns 1 if successful, 0 if failure.

status = pressure.getTemperature(T);
if (status != 0)
{
    // Print out the measurement:
    Serial.print("temperature: ");
    Serial.print(T,2);
    Serial.print(" deg C, ");
    Serial.print((9.0/5.0)*T+32.0,2);
    Serial.println(" deg F");

    // Start a pressure measurement:
    // The parameter is the oversampling setting, from 0 to 3 (highest res, longest wait).
    // If request is successful, the number of ms to wait is returned.
    // If request is unsuccessful, 0 is returned.

    status = pressure.startPressure(3);
    if (status != 0)
    {
        // Wait for the measurement to complete:
        delay(status);

        // Retrieve the completed pressure measurement:
        // Note that the measurement is stored in the variable P.
        // Note also that the function requires the previous temperature measurement (T).
        // (If temperature is stable, you can do one temperature measurement for a number of
        pressure measurements.)
        // Function returns 1 if successful, 0 if failure.

        status = pressure.getPressure(P,T);
        if (status != 0)
        {
            // Print out the measurement:
            Serial.print("absolute pressure: ");

```

```

Serial.print(P,2);
Serial.print(" mb, ");
Serial.print(P*0.0295333727,2);
Serial.println(" inHg");

// The pressure sensor returns absolute pressure, which varies with altitude.
// To remove the effects of altitude, use the sealevel function and your current altitude.
// This number is commonly used in weather reports.
// Parameters: P = absolute pressure in mb, ALTITUDE = current altitude in m.
// Result: p0 = sea-level compensated pressure in mb

p0 = pressure.sealevel(P,ALTITUDE); // we're at 1655 meters (Boulder, CO)
Serial.print("relative (sea-level) pressure: ");
Serial.print(p0,2);
Serial.print(" mb, ");
Serial.print(p0*0.0295333727,2);
Serial.println(" inHg");

// On the other hand, if you want to determine your altitude from the pressure reading,
// use the altitude function along with a baseline pressure (sea-level or other).
// Parameters: P = absolute pressure in mb, p0 = baseline pressure in mb.
// Result: a = altitude in m.

//
// a = pressure.altitude(P,p0);
// Serial.print("computed altitude: ");
// Serial.print(a,0);
// Serial.print(" meters, ");
// Serial.print(a*3.28084,0);
// Serial.println(" feet");
//
else Serial.println("error retrieving pressure measurement\n");
}
else Serial.println("error starting pressure measurement\n");
}
else Serial.println("error retrieving temperature measurement\n");
}
else Serial.println("error starting temperature measurement\n");
upload();
delay(15000);
}

```

```

void upload()
{
    Serial.print("connecting to ");
    Serial.println(host);

    // Use WiFiClient class to create TCP connections
    WiFiClient client;
    const int httpPort = 80;

    if (!client.connect(host, httpPort)) {
        Serial.println("connection failed");
        return;
    }

    // We now create a URI for the request
    String url = "/update";
    url += "?api_key=";
    url += privateKey1;
    url += "&field1=";
    url += distance;
    url += "&field2=";
    url += T;
    url += "&field3=";
    url += P;
    Serial.print("Requesting URL: ");
    Serial.println(url);

    // This will send the request to the server
    client.print(String("GET ") + url + " HTTP/1.1\r\n" +
                 "Host: " + host + "\r\n" +
                 "Connection: close\r\n\r\n");
    delay(1000);

    // Read all the lines of the reply from server and print them to Serial
    while(client.available())
    {
        String line1 = client.readStringUntil('\r');
        Serial.print(line1);
    }
    Serial.println();
    Serial.println("closing connection");
}

```

Experiment -6: Read Temperature and Humidity using DHT11 sensor with Raspberry pi

Aim: To study the DHT11 sensor with raspberry pi to read the Temperature and Humidity

Objectives: Student should get the knowledge of python script, Raspberry pi and DHT11 sensor.

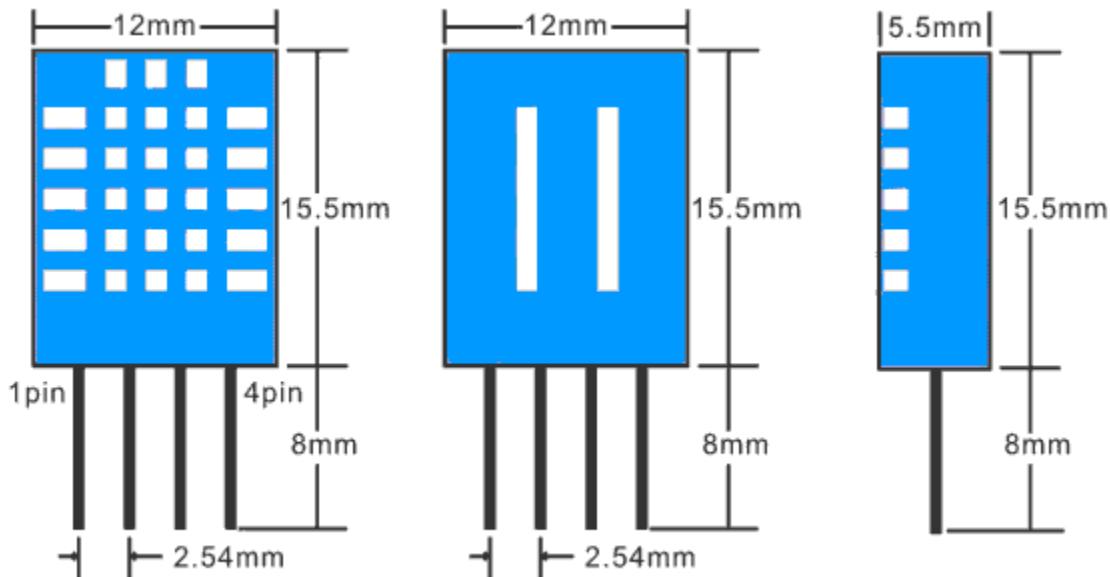
Outcomes: Student will be aware of python script, Raspberry pi and DHT11 sensor

DHT11: It is a low-cost temperature and humidity sensor. It isn't the fastest sensor around but its cheap price makes it useful for experimenting or projects where you don't require new readings multiple times a second.

The device only requires three connections to the Pi. +3.3v, ground and one GPIO pin.

DHT11 Specifications

The device itself has four pins but one of these is not used. You can buy the 4-pin device on its own or as part of a 3-pin module.



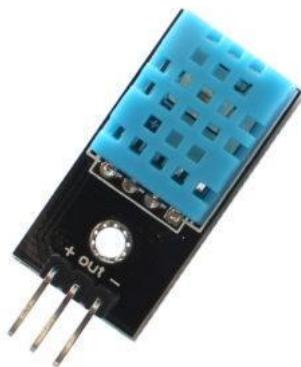
The modules have three pins and are easy to connect directly to the Pi's GPIO header.

Humidity : 20-80% (5% accuracy)

Temperature : 0-50°C ($\pm 2^\circ\text{C}$ accuracy)

The manufacturers do not recommended that you read data from this device more than once per 2 seconds. If you do you may get incorrect readings.

Hardware Setup



The 4-pin device will require a resistor (4.7K-10K) to be placed between Pin 1 (3.3V) and Pin 2 (Data).

The 3-pin modules will usually have this resistor included which makes the wiring a bit easier. For this reason I got hold of the module which I could then attach to the Pi with a piece of 3-way Dupont cable.

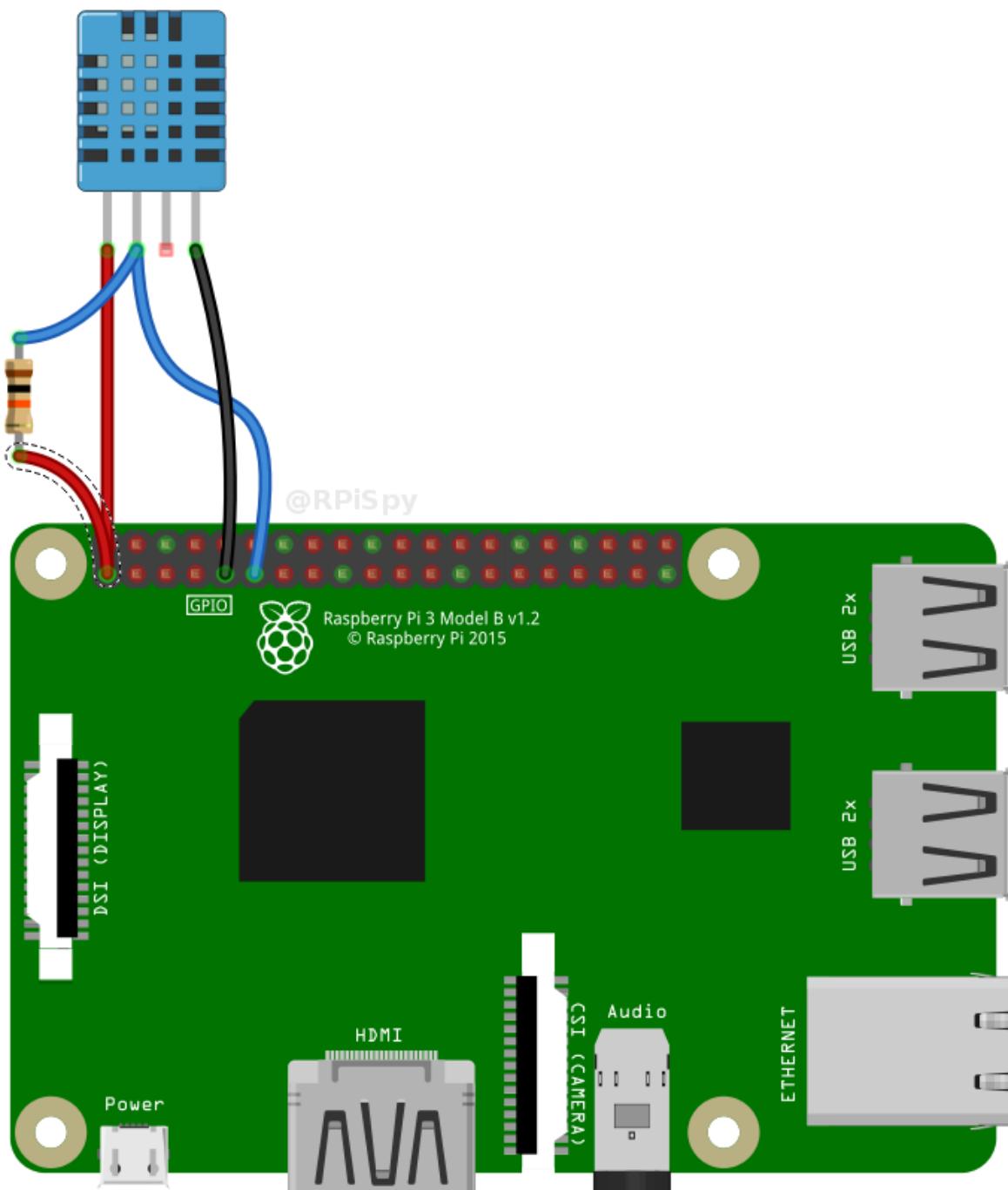
Different suppliers may wire the module pins differently so check the PCB markings to identify Vcc (+), data and Ground (-).

The 3 pins should be connected to the Pi as shown in the table below :

DHT Pin	Signal	Pi Pin
1	3.3V	1
2	Data/Out	11 (GPIO17)
3	not used	—

4	Ground	6 or 9
---	--------	--------

Your data pin can be attached to any GPIO pin you prefer. In my example I am using physical pin 11 which is GPIO 17. Here is a 4-pin sensor connected to the Pi's GPIO header. It has a 10K resistor between pin 1 (3.3V) and 2 (Data/Out).



Python Library

The DHT11 requires a specific protocol to be applied to the data pin. In order to save time trying to implement this yourself it's far easier to use the Adafruit DHT library.

The library deals with the data that needs to be exchanged with the sensor but it is sensitive to timing issues. The Pi's operating system may get in the way while performing other tasks so to compensate for this the library requests a number of readings from the device until it gets one that is valid.

Software Setup

To start with update your package lists and install a few Python libraries :

```
sudo apt-get update
```

```
sudo apt-get install build-essential python-dev
```

Then clone the Adafruit library from their repository :

```
git clone https://github.com/adafruit/Adafruit_Python_DHT.git
```

```
cd Adafruit_Python_DHT
```

Then install the library for Python 2 and Python 3 :

```
sudo python setup.py install
```

```
sudo python3 setup.py install
```

Hopefully at this point the library is installed and ready to be used within a Python script.

Adafruit Example Python Script

Adafruit provide an example script that you can use to check your sensor is operating correctly.

```
cd ~
```

```
cd Adafruit_Python_DHT
```

```
cd examples
```

Then :

```
python DHT11.py 11 17
```

The example script takes two parameters. The first is the sensor type so is set to “11” to represent the DHT11. The second is the GPIO number so for my example I am using “17” for GPIO17. You can change this if you are using a different GPIO pin for your data/out wire.

You should see an output similar to this :

Temp=22.0* Humidity=68.0%

Program Code: DHT11.PY

```
import Adafruit_DHT

# Set sensor type : Options are DHT11,DHT22 or AM2302
sensor=Adafruit_DHT.DHT11

# Set GPIO sensor is connected to
gpio=17

# Use read_retry method. This will retry up to 15 times to
# get a sensor reading (waiting 2 seconds between each retry).
humidity, temperature = Adafruit_DHT.read_retry(sensor, gpio)

# Reading the DHT11 is very sensitive to timings and occasionally
# the Pi might fail to get a valid reading. So check if readings are valid.
if humidity is not None and temperature is not None:
    print('Temp={0:0.1f}*C  Humidity={1:0.1f}%'.format(temperature, humidity))
else:
    print('Failed to get reading. Try again!')
```

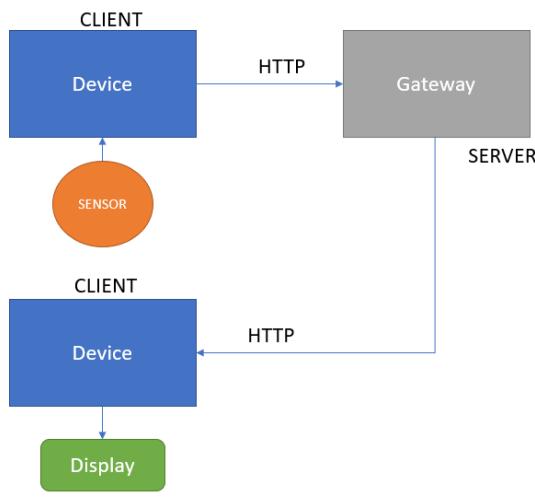
Experiment -7: Study of various network protocols used in IoT

To study the network protocols used in IoT, we shall establish either device to device communication or device to gateway communication. I recommend to establish device to gateway communication using the following hardware setup. The experiment can be performed with the help of device, gateway and applications. To work HTTP, user can configure devices or use open software tools (postmaster for HTTP, Mqtt lens for MQTT) in place of multiple devices.

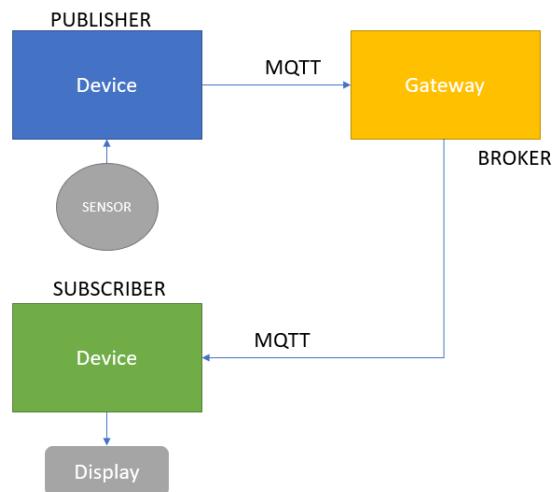
Objectives: Student should get the knowledge of network protocols used in IOT

Outcomes: Student will be aware the protocols HTTP and MQTT using in IOT

HTTP Protocol: Client – Server Model



MQTT Protocol: Publish – Subscribe model



MQTT:

Eclipse Mosquitto is an open source (EPL/EDL licensed) message broker that implements the MQTT protocol versions 3.1 and 3.1.1. Mosquitto is lightweight and is suitable for use on all devices from low power single board computers to full servers.

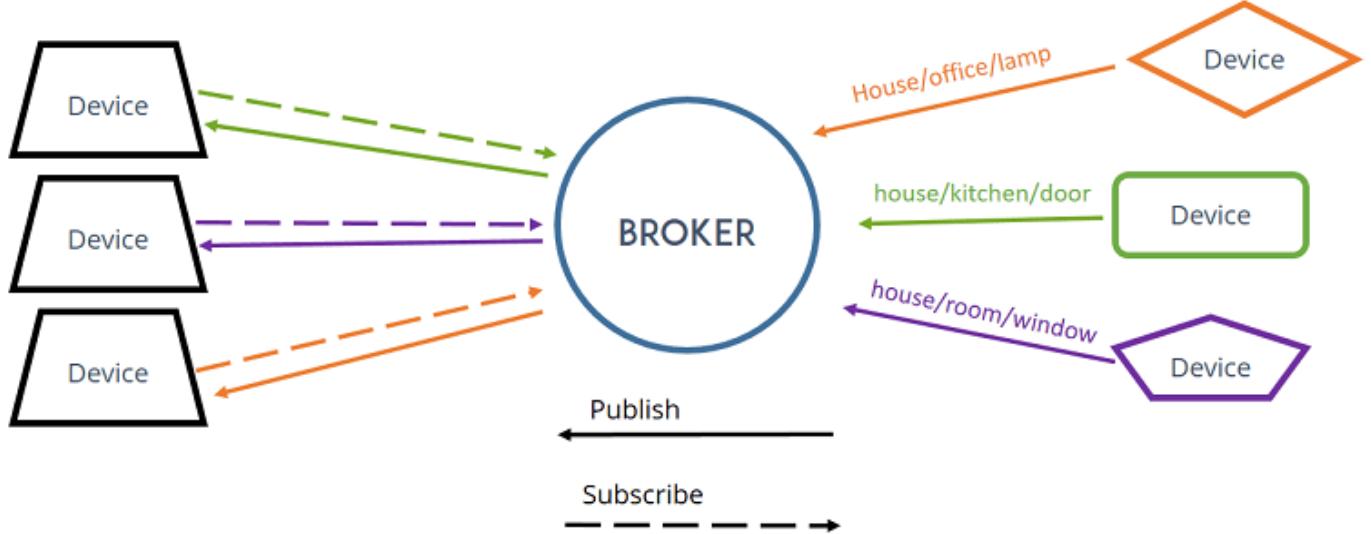
The MQTT protocol provides a lightweight method of carrying out messaging using a publish/subscribe model. This makes it suitable for Internet of Things messaging such as with low power sensors or mobile devices such as phones, embedded computers or microcontrollers.

The Mosquitto project also provides a C library for implementing MQTT clients, and the very popular mosquitto_pub and mosquitto_sub command line MQTT clients.

MQTT – Broker

At last, you also need to be aware of the term *broker*.

The broker is primarily responsible for **receiving** all messages, **filtering** the messages, **decide** who is interested in them and then **publishing** the message to all subscribed clients.



There are several brokers you can use. In our home automation projects we use the [Mosquitto broker](#) which can be installed in the Raspberry Pi. Alternatively, you can use a cloud MQTT broker.

Hardware Recommended:

S.No.	Devices/Sensors	Qty, Nos.
1	ESP32 Hardware Development Board	2
2	Gateway (Raspberry Pi3)	1
3	Connecting wires	15
4	Basic shield of SB	1

Raspberry Pi GPIOs Pinout

The following figure shows the Raspberry Pi 3 GPIOs pinout that you can use for a future reference.



		Pin no.			
DC Power	3.3V	1	2	5V	DC Power
SDA1, I ² C	GPIO 2	3	4	5V	DC Power
SCL1, I ² C	GPIO 3	5	6	GND	
GPIO_GCLK	GPIO 4	7	8	GPIO 14	TXD0
	GND	9	10	GPIO 15	RXD0
GPIO_GEN0	GPIO 17	11	12	GPIO 18	GPIO_GEN1
GPIO_GEN2	GPIO 27	13	14	GND	
GPIO_GEN3	GPIO 22	15	16	GPIO 23	GPIO_GEN4
DC Power	3.3V	17	18	GPIO 24	GPIO_GEN5
SPI_MOSI	GPIO 10	19	20	GND	
SPI_MISO	GPIO 9	21	22	GPIO 25	GPIO_GEN6
SPI_CLK	GPIO 11	23	24	GPIO 8	SPI_CE0_N
I ² C ID EEPROM	GND	25	26	GPIO 7	SPI_CE1_N
	DNC	27	28	DNC	I ² C ID EEPROM
	GPIO 5	29	30	GND	
	GPIO 6	31	32	GPIO 12	
	GPIO 13	33	34	GND	
	GPIO 19	35	36	GPIO 16	
	GPIO 26	37	38	GPIO 20	
	GND	39	40	GPIO 21	

This pinout is the same for Raspberry Pi 2 Model B, Raspberry Pi 1 Model A+, Raspberry Pi Model B+, Raspberry Pi Zero, and Raspberry Pi Zero W.

Raspberry Pi 1 Model A and the Raspberry Pi 1 Model B Rev.2 only have the first 26 pins.

Program Code:

MQTT:

```
#include <ESP8266WiFi.h>
#include <PubSubClient.h>
#include<Servo.h>
#include "DHT.h"
#define DHTPIN D2
float t;// what pin we're connected to
#define DHTTYPE DHT11 // define type of sensor DHT 11
DHT dht (DHTPIN, DHTTYPE);
Servo myservo;

#define led1 D0 // BLUE LED PIR
#define led2 D1 // RED LED GAS
#define led3 D5 // RED LED FLAME
#define led4 D4 // BLUE LED PIR

#define gas_sensor A0
#define flame_sensor D3
#define pir_sensor D8

//servo D7

void reconnect();
void MQpublish();
String cmd;

// Update these with values suitable for your network.

const char* ssid = "VSES";
const char* password = "gnir33nignEtr@mS";
const char* mqtt_server = "192.168.0.121";

WiFiClient espClient;
PubSubClient client(espClient);

void setup()
{
  Serial.begin(115200);
  dht.begin();
  setup_wifi();
```

```

client.setServer(mqtt_server, 1883);
client.setCallback(callback);
myservo.attach(D7);
pinMode(D7,OUTPUT);
pinMode(led1,OUTPUT);
pinMode(led2,OUTPUT);
pinMode(led4,OUTPUT);
pinMode(led3,OUTPUT);
pinMode(gas_sensor,INPUT);
pinMode(flame_sensor,INPUT);
pinMode(pir_sensor,INPUT);

}

void loop() {
  float h = dht.readHumidity();
  t= dht.readTemperature();
  delay(100);
  if (!client.connected())
  {
    reconnect();
  }

  client.loop();
  cmd ="";

MQpublish();
delay(2000);
}

void setup_wifi() {
  delay(10);
  // We start by connecting to a WiFi network
  Serial.println();
  Serial.print("Connecting to ");
  Serial.println(ssid);

  WiFi.begin(ssid,password);

  while (WiFi.status()!= WL_CONNECTED)
  {
    delay(500);
    Serial.print(".");
  }

  Serial.println("");
  Serial.println("WiFi connected");
}

```

```

Serial.println("IP address: ");
Serial.println(WiFi.localIP());
}

void callback(char* topic, byte* payload, unsigned int length)
{
    Serial.print("Message arrived[");
    Serial.print(topic);
    Serial.print("] ");
    for (int i = 0; i < length; i++)
    {
        //Serial.print((char)payload[i]);
        cmd = cmd + String((char)payload[i]);
    }
    Serial.println(cmd);
    // Switch on the LED if an 1 was received as first character
    cmd = "";
}
void reconnect()
{
    // Loop until we're reconnected
    while (!client.connected())
    {
        Serial.print("Attempting MQTT connection...");
        // Attempt to connect
        if (client.connect("espClient")) {
            Serial.println("connected");
            client.subscribe("testTopic");
        } else {
            Serial.print("failed, rc=");
            Serial.print(client.state());
            Serial.println(" try again in 5 seconds");
            // Wait 5 seconds before retrying
            delay(5000);
        }
    }
}

void MQpublish()
{
String data=String(t);
client.publish("testTopic","20");

}

```