

Practical No-1

Aim :- Understanding the Sensor Node Hardware. (For Eg. Sensors, Nodes(Sensor mote),Base Station, Graphical User Interface.

Components

A wireless sensor network (WSN) is a hardware and software package that typically consists of four parts (see Figure 1):

1. '*Sensors*' connected to each node by a wired connection. In our case, we use sensors that can measure soil moisture, electrical conductivity, soil temperature, water pressure, flow rate, or a range of weather variables (light, air temperature, wind, humidity, etc.).



Figure 2. One of many sensors that can be connected to a node, this EC--5 sensor (Decagon Devices, Inc. Pullman, WA) measures volumetric water content(soil moisture).

2. 'Nodes' collect the data from sensors and transmit that to a 'base station' computer using a one-way (in the case of monitoring) or two--way (in the case of monitoring and control) radio. Nodes can simply monitor environmental and soil conditions or can be used to make control decisions. For example, some nodes have the capability to control an electric valve, such as an irrigation valve.



Relay switch,
used to control
irrigation valve(s), is
located here.

Figure 3. This nR5 (Decagon Devices, Inc. Pullman, WA) node is powered off of 5- AA batteries and is connected to 5 soil moisture sensors via stereo ports. The nR5 node is also capable of controlling irrigation valve(s), based on user--defined settings.

3. 'Base Station' computer connects the system to the internet, so that data collected by the nodes, then transmitted to the base station computer, can be viewed anywhere an internet connection is available.
4. '*Graphical User Interface*' is the web--based software package, that allows the data collected by sensors to be viewed. The software is also used to set irrigation parameters.



Figure 4. The graphical user interface above depicts the volumetric water content (soilmoisture) as horizontal lines and irrigation events and amounts as bars. Notice the increase in soil moisture after each irrigation event.

Not every WSN will have all four components, but to get optimal functionality the systems developed as part of this project do.

A very simple WSN example that many can relate to is that of the wireless environmental monitoring system used by the National Weather Service (NWS). You have probably seen these at a local airport or school. In this case, sensors measure environmental conditions and send this data to a node that wirelessly transmits the data using a cell signal or wireless signal to a base-station computer where NWS employees (and you) can view the current temperature (or rainfall/dew point, wind, etc.) via a website or application ('app').

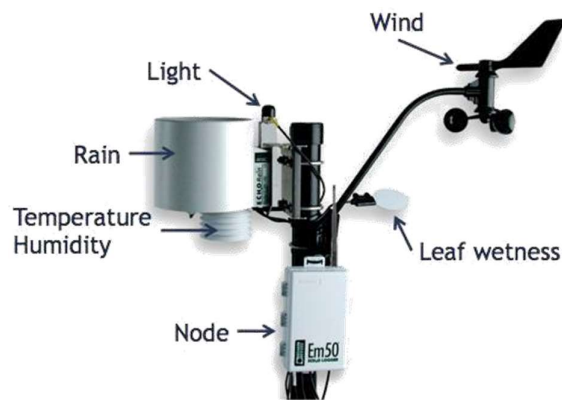


Figure 5. Typical environmental monitoring sensors that you would see at a National Weather Service (NWS) monitoring station. These same components can be used in a wireless sensor network by a specialty crop producer.

Practical No – 2

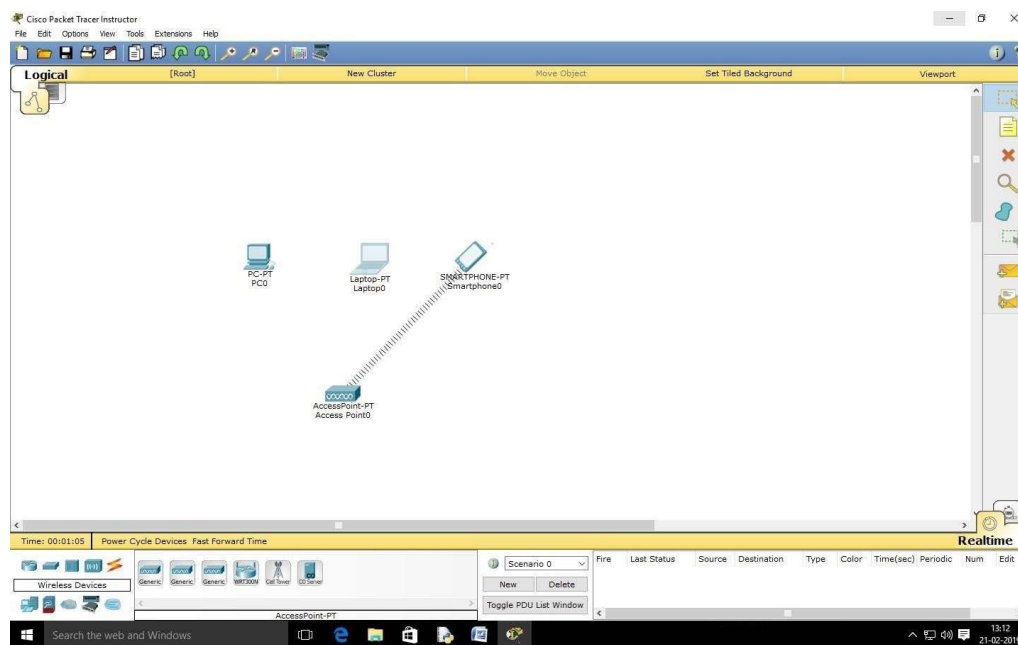
Aim:- Using Packet Tracer, create a wireless network of multiple PCs using appropriate accesspoint.

Steps:

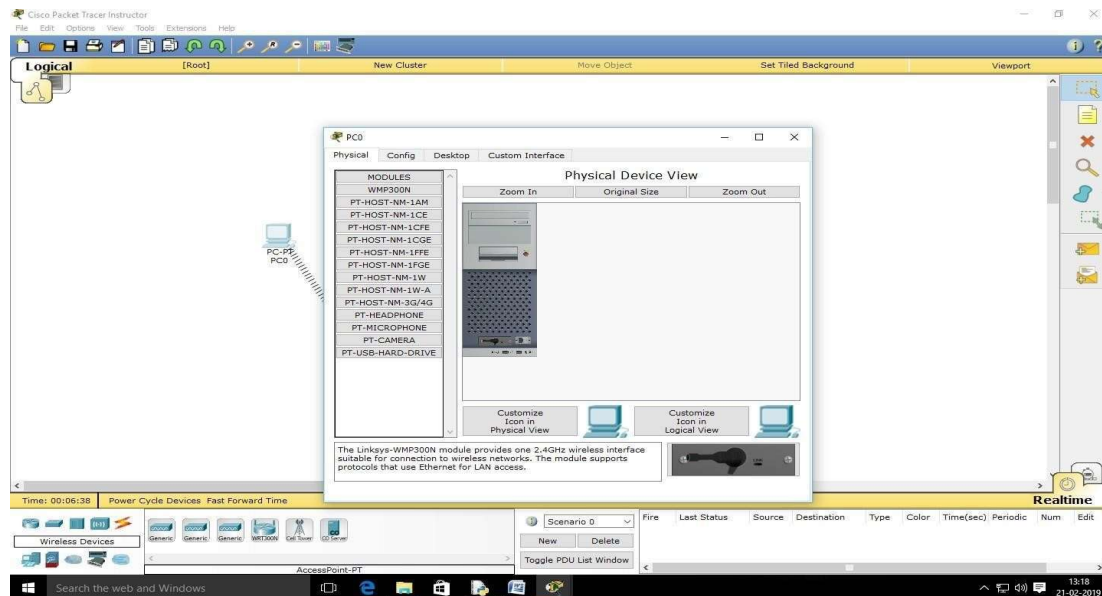
Step 1: From the left corner of bottom toolbar select '**Selection On Left Most Panel in Bottom Toolbar**' and then from the right hand side panel select '**Selection On Adjacent Panel**' drag and drop devices on Canvas. Refer table below

Selection On Left MostPanel in Bottom Toolbar	Selection On Adjacent Panel	Device ID
End Devices	PC-PT	PC0
End Devices	Laptop-PT	Laptop0
End Devices	SmartPhone-PT	SmartPhone0
Wireless Devices	AccessPoint-PT	AccessPoint0

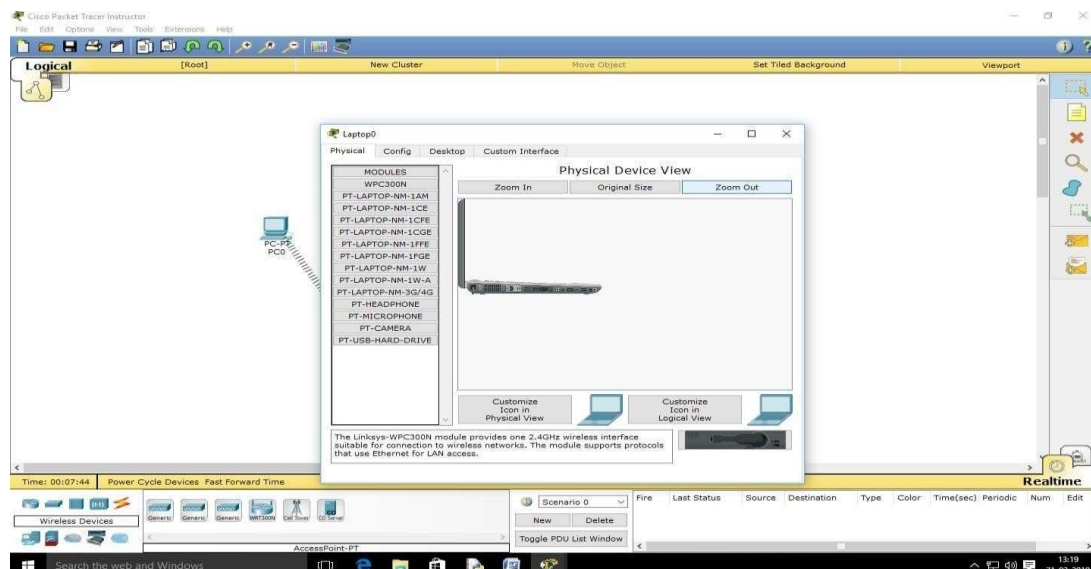
Your Canvas should look as shown in figure below



Step 2: Click on **PC0** in **Physical** tab view Physical view of CPU is shown. **Switch OFF** the CPU and then remove the **PT-HEADPHONE** module from CPU and then add **WMP300N** module to CPU and **Switch ON** the CPU.

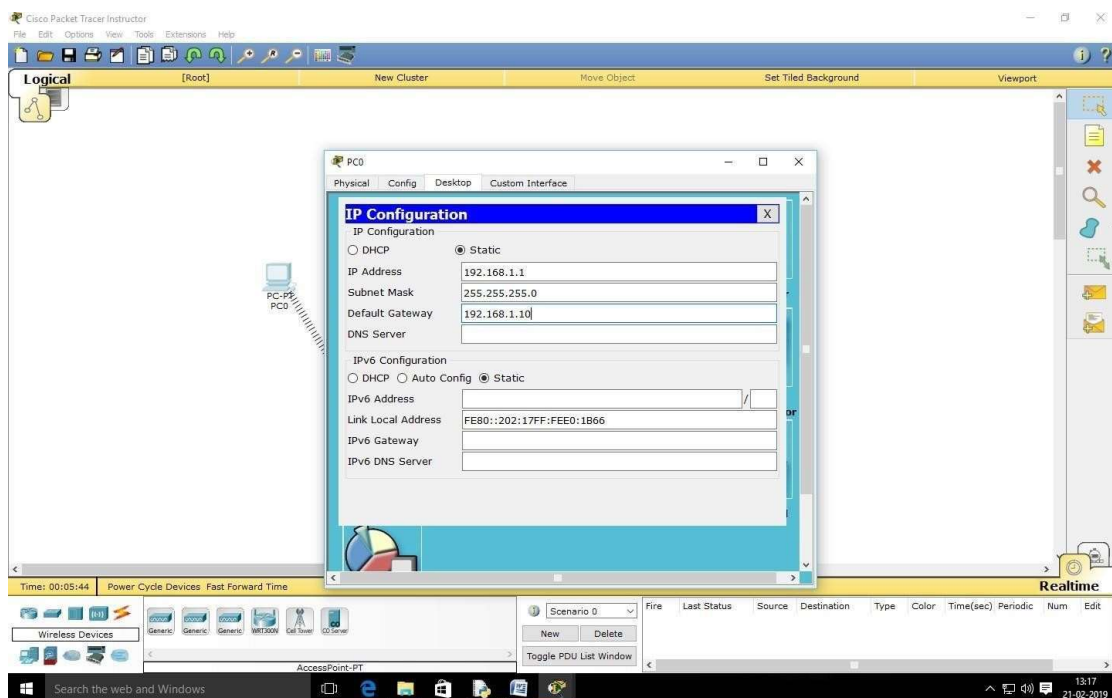


Step 3: Click on **Laptop0** in **Physical** tab view Physical view of Laptop is shown. **Switch OFF** the Laptop and then remove the **PT-HEADPHONE** module from Laptop and then add **WMP300N** module to Laptop and **Switch ON** the Laptop.

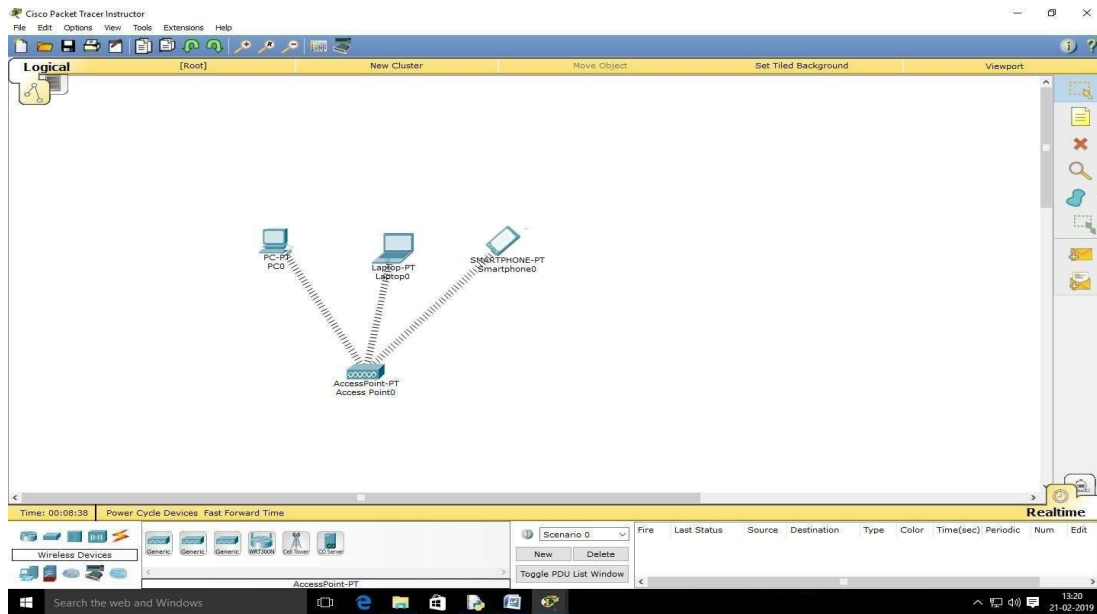


Step 4: Click on **PC0>>Desktop>>IP Configuration** a window as shown in figure should appear on your screen. Assign IP Address, Subnet Mask, Default Gateway to PC0 and similarly for **Laptop0**.

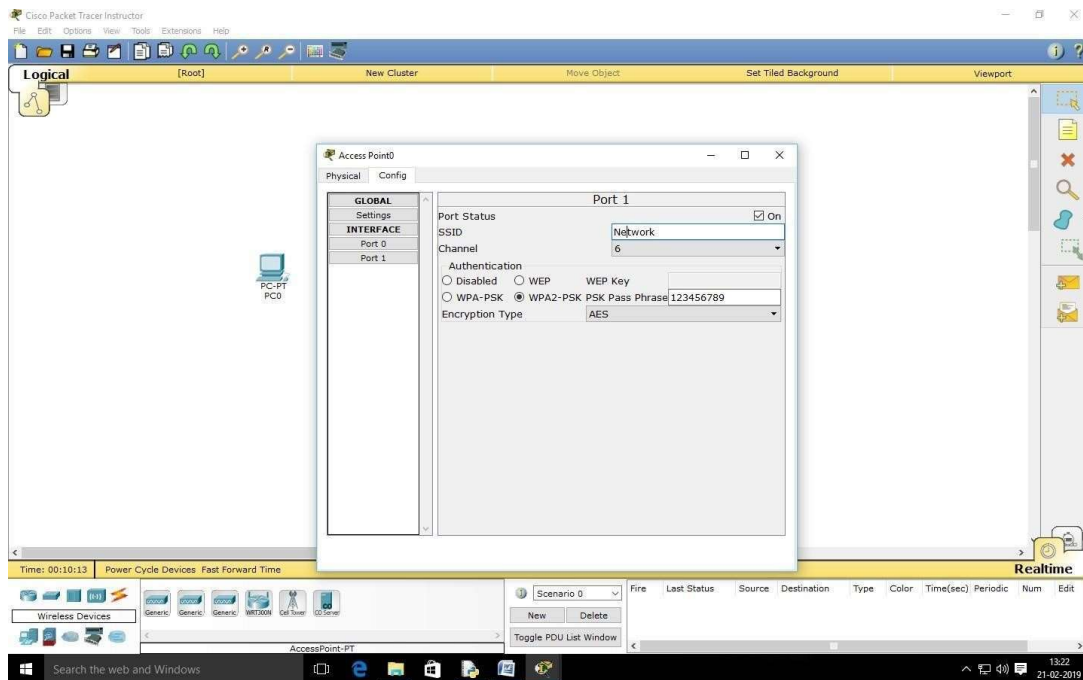
Device ID	IP Address	Subnet mask	Default Gateway
PC0	192.168.1.1	255.255.255.0	192.168.1.10
Laptop0	192.168.1.2	255.255.255.0	192.168.1.10



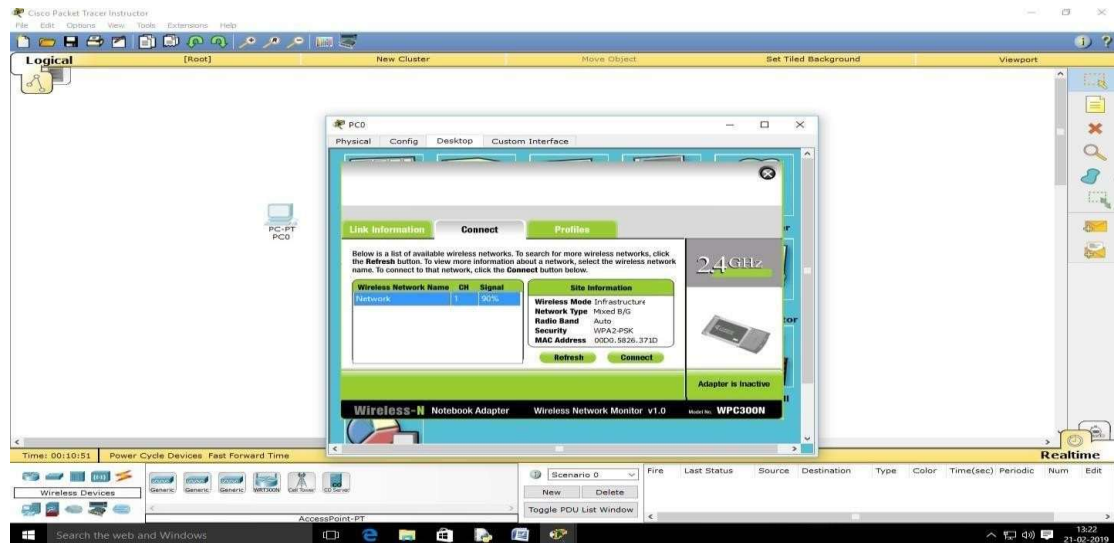
Step 5: After adding hardware module and setting IP Address **PC0** and **Laptop0** must have been connect to **AccessPoint0**. Your Canvas should be as shown in figure below



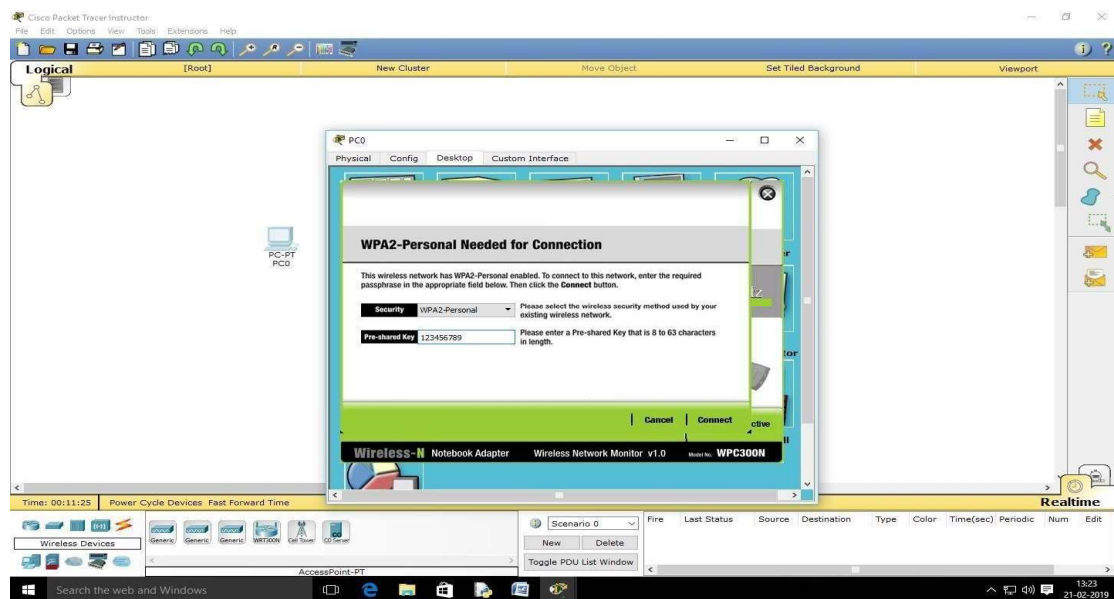
Step 6: Click On AccessPoint0>>Config>>Port 1. Assign SSID=Network, and in frame Authentication select WPA2-PSK assign Pass Phrase of your choice(e.g.123456789) to AccessPoint0.



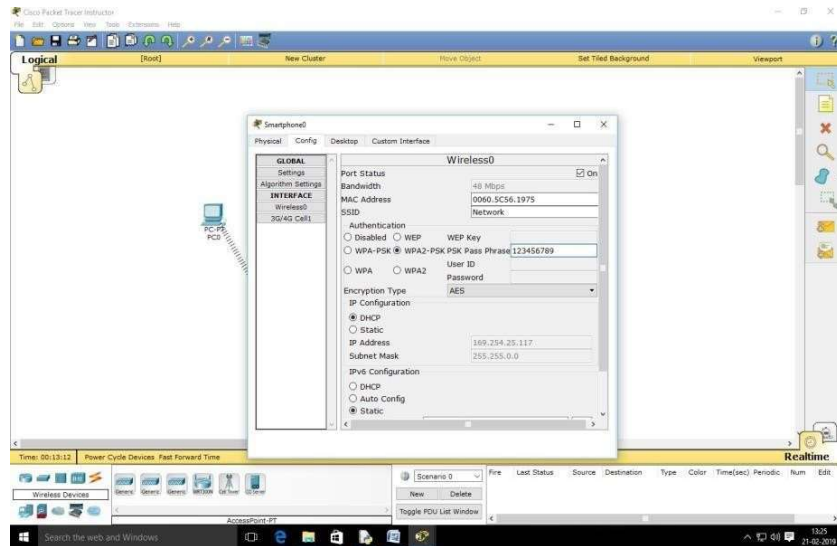
Step 7: Click On **PC0>>Desktop>>Wireless Connections** a window as shown in figure should appear on your screen. Click On **Connect>>Refresh**. **SSID** of **AccessPoint0** should appear in list of available connections. Click On **SSID** of **AccessPoint0** and then Click on **Connect**.



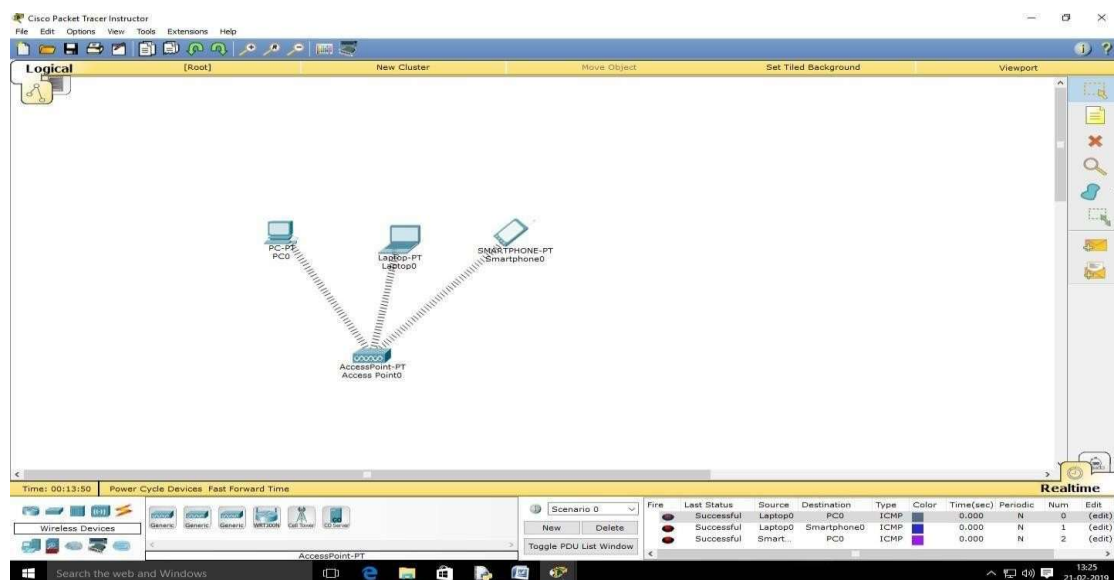
Step 8: After clicking on **Connect** a dialog box as shown in figure below will appear asking for **PassPhrase**. Enter the **Pass Phrase**(e.g. 123456789)and then Click On **Connect**. Similarly Connect **Laptop0** to **AccessPoint0**



Step 9: Click On **Smartphone0>>Config>>Wireless0** a window as shown in figure should appear on your screen. Enter **SSID** of **AccessPoint0**(e.g. Network) and then in Authentication frame select **WPA2-PSK** and enter **Pass Phrase**(e.g. 123456789).



Step 10: Verify your network by sending messages from one PC to another. From Right hand side toolbar select **“Simple Empty PDU”**. Drop PDU on one End Device and then on another End Device on Canvas. In PDU list window, if Last Status is shown as **“Successful”** then consider that your network is working properly.



Practical No – 3

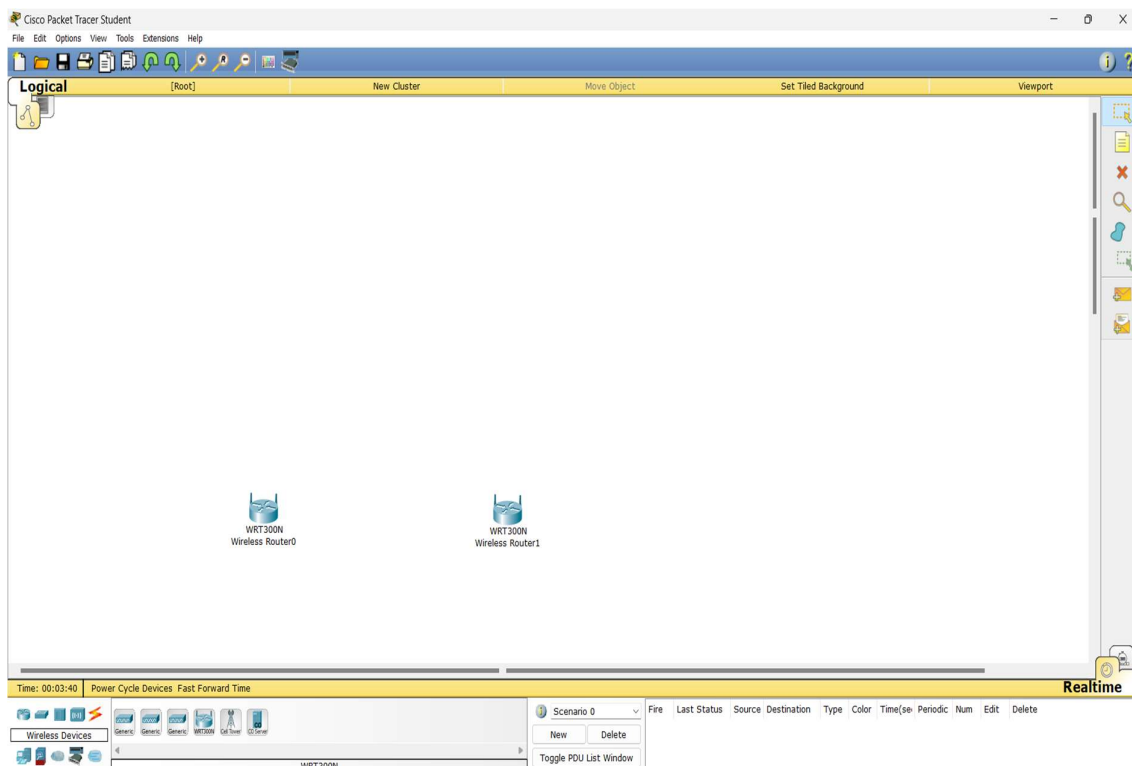
Aim:- Create and simulate a simple ad hoc network

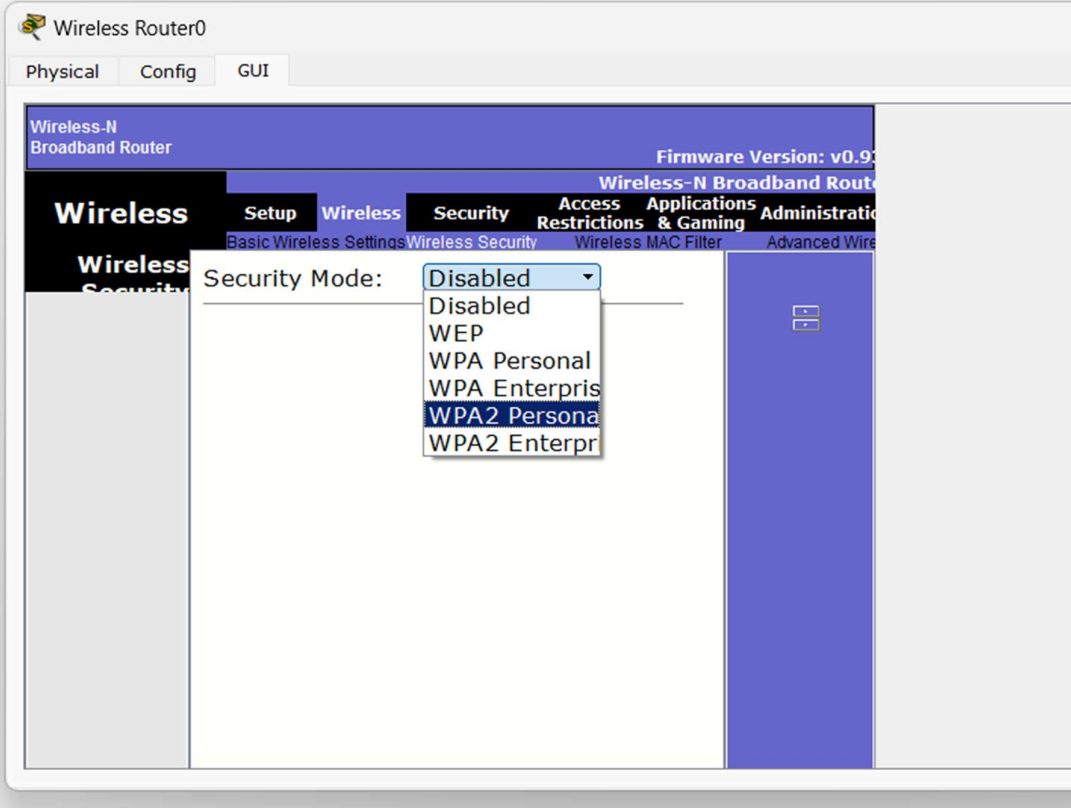
Modules: 1) 2 PC

2) 2 Router

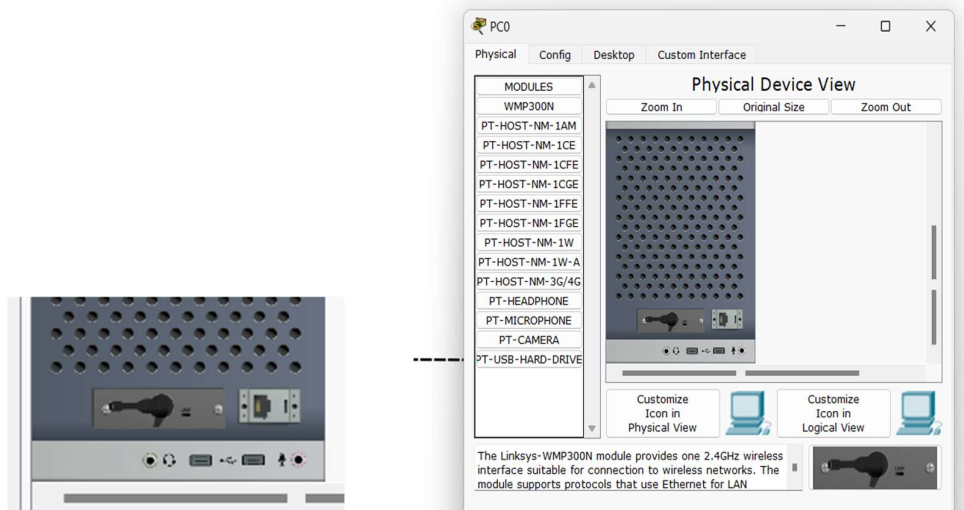
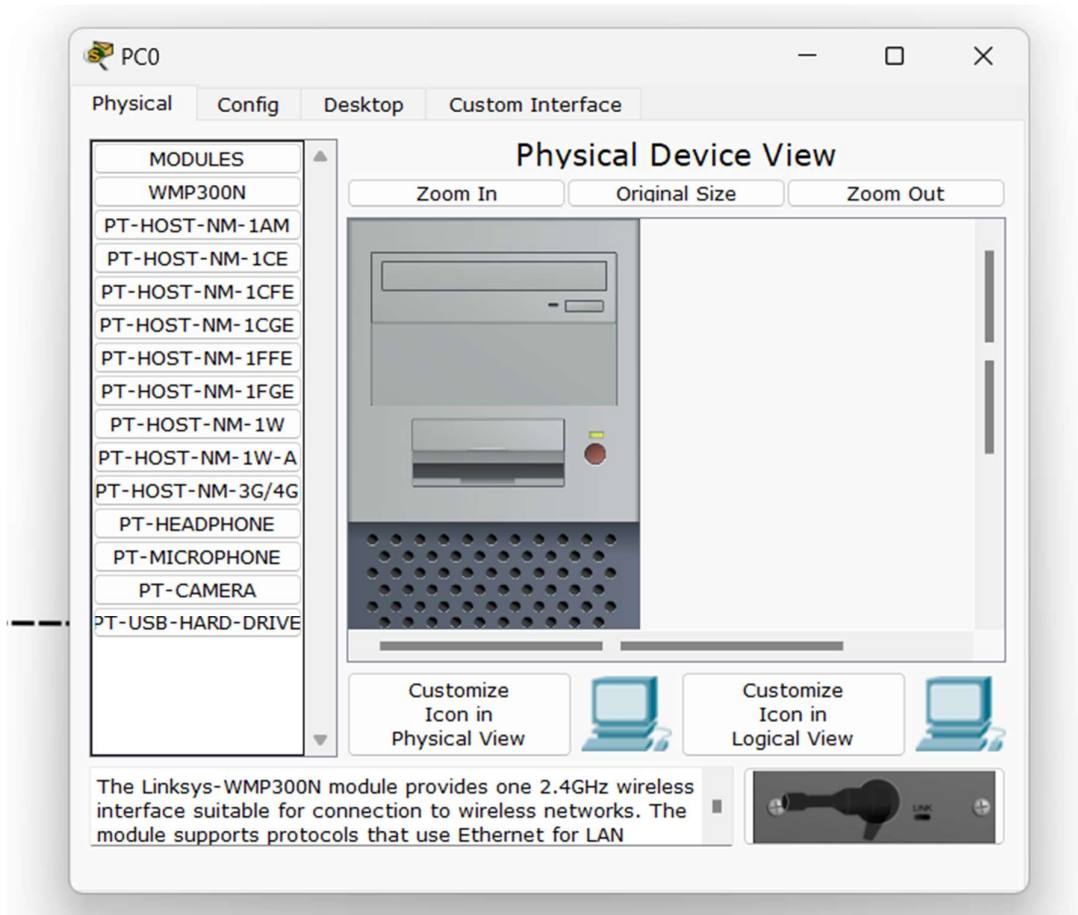
Background:

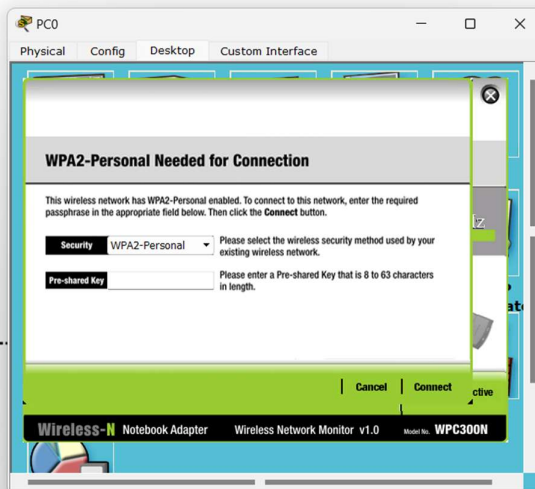
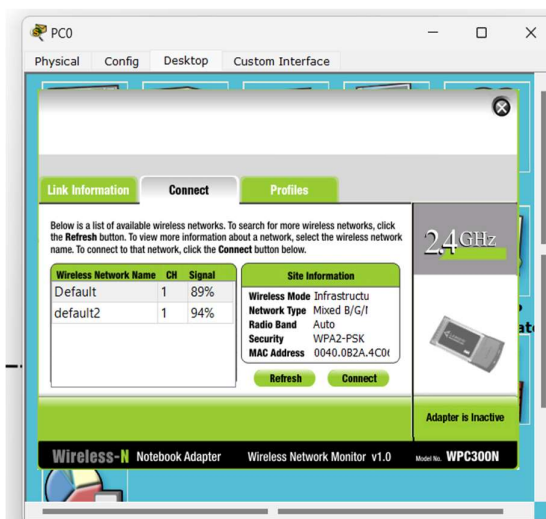
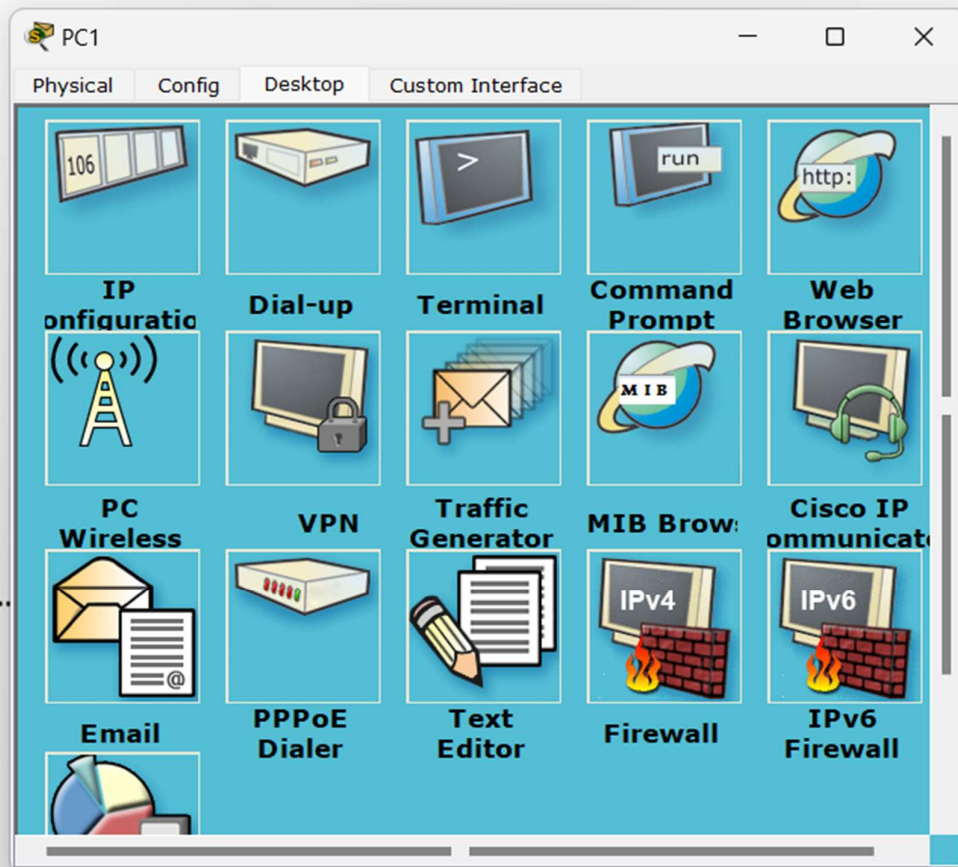
1. An ad hoc network is one that is spontaneously formed when devices connect and communicate with each other. The term ad hoc is a Latin word that literally means "for this," implying improvised or impromptu.
2. Ad hoc networks are mostly wireless local area networks (LANs). The devices communicate with each other directly instead of relying on a base station or access points as in wireless LANs for data transfer coordination. Each device participates in routing activity, by determining the route using the routing algorithm and forwarding data to other devices via this route

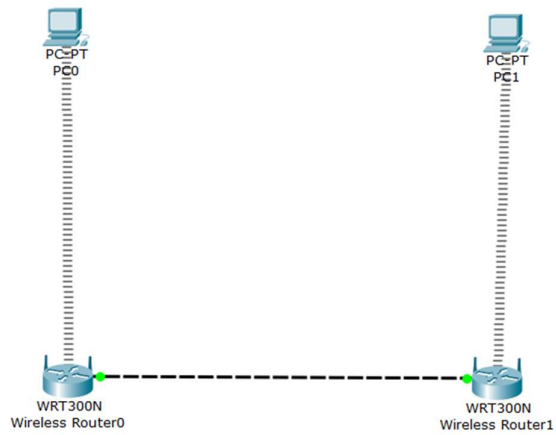
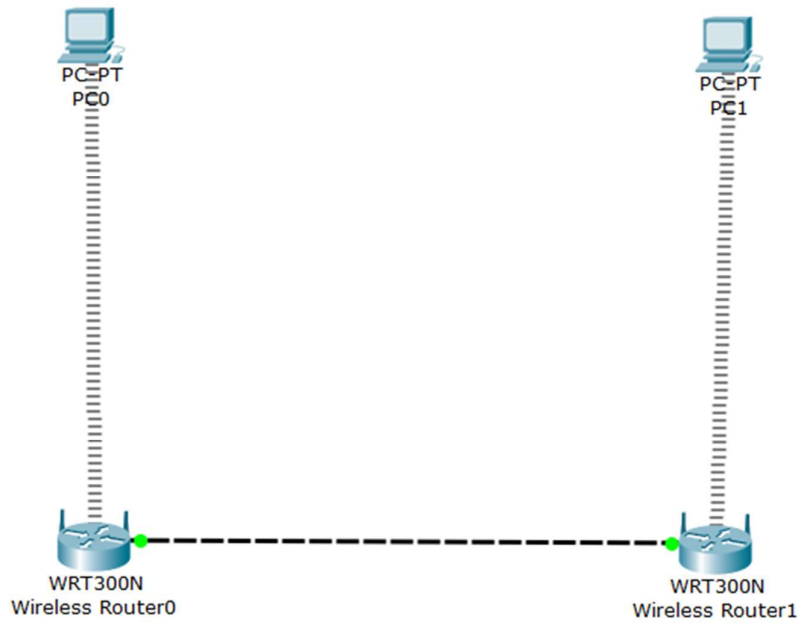




mote Access	Access via	
	Remote Manager	<input checked="" type="radio"/> Enable <input type="radio"/> Disable
	Web Utility Access	<input type="radio"/> HTTP <input type="radio"/> HTTPS
	Remote Upgrade	<input type="radio"/> Enable <input type="radio"/> Disable







Forward Time

Scenario 0

New Delete

Toggle PDU List Window

Fire	Last Status	Source	Destination	Type
Successful	PC0	PC1	ICMP	
Successful	PC1	PC0	ICMP	