

Introduction to IoT

School Year 2023-2024

Valsalice



Course Structure

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12	Advanced Protocols: TSCH and 6TiSCH	JAN 30
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D	Reliable Data Transfer Challenge	FEB 20 FEB 27 MAR 5

■ = Core Topics ■ = Optional Topics

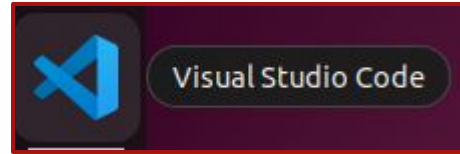
Open your Virtual Machines

1. Turn on your Laptops
2. Login using "User"
3. Open the **Virtual Box** program
4. Add the Virtual Machine (**Ctrl + A**)
5. Open the **VirtualBox** folder
6. Select the **nRF52840LAB** file
7. Click **Start**

Prepare the Coding Environment

1 Start the Virtual Machine **nRF52840LAB**

2 Open **Visual Studio Code**



3 From the Terminal:

```
make setup
```

4

```
➔ valsalice-iot-23 git:(master) make setup  
Enter your username: █
```

5

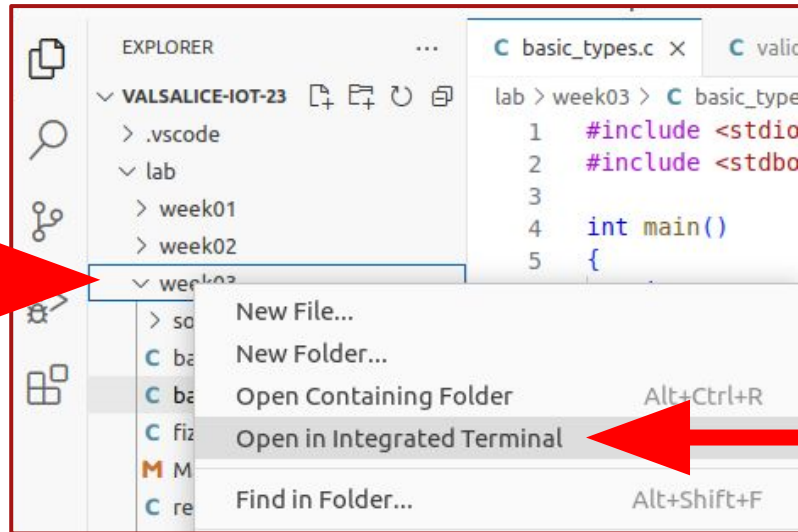
```
█ Password
```

6

```
✓ Repository setup complete!
```

Prepare the Coding Environment

- 7 Open the **week03** folder in the terminal



- 8 You should see the following in the terminal:

```
week03 git:(master)
```

Recap: Basic Input/Output Functions

- **printf**: C function for formatted output

```
printf("Hello, World!\n");
```

- **scanf**: C function for formatted input

```
char name[50];  
scanf("%s", name);
```

Recap: Data Types

C has a number of primitive data types:

int

42

1200

1_200

-3

float

3.14

0.00001

-2.1

char

'A'

'@'

'\n'

bool

true

false

Strings are *NOT* a primitive data type, and have special syntax.

strings

"Hello"

"A"

"I am a full sentence!"

Recap: Variables

A variable is a named container that stores data or values.

```
int x = 42;  
float y = -0.12;  
char w = 'A';  
char z[50] = "Full sentence";
```

Booleans require a custom include statement:

```
#include <stdbool.h>  
bool hello = true;
```


Recap: Format Specifiers

Format specifiers specify how data should be formatted or interpreted.

```
int num = 123;
char name[50] = "John";

printf("The integer is: %d\n", num);
printf("The name is: %s\n", name);

scanf("%d", &num);
scanf("%s", name);
```

Type	Format Specifier	Example
char	%c	'A'
string	%s	"House"
int	%d	100
float	%f	6.98

Changing Value

Variables can be updated and assigned new values.

```
int x = 123;  
printf("Value: %d\n", x);  
  
x = 42;  
printf("Updated value: %d\n", x);
```

IMPORTANT: If you change value you must use the same type.

Arithmetic

Values and variables can be used for arithmetic.

```
int x = 10;  
int y = 4;  
  
int w = x + y;  
printf("W: %d\n", w);  
  
int z = x / y;  
printf("Z: %d\n", z);
```

Exercise

Complete the program (**basic_types.c**) that:

1. Asks you to input two numbers
2. Prints out the output of the following operations:
 - a. Sum
 - b. Difference
 - c. Multiplication
 - d. Division

To execute your code:

```
make basic_types.run
```

Exercise - Implementation

```
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int num1;
```

```
    int num2;
```

```
    // Ask the user to input two numbers
```

```
    printf("Enter the first number: ");
```

```
    scanf("%d", &num1);
```

```
    printf("Enter the second number: ");
```

```
    scanf("%d", &num2);
```

```
    // Perform the operations
```

```
    int sum = num1 + num2;
```

```
    int difference = num1 - num2;
```

```
    int multiplication = num1 * num2;
```

```
    int division = num1 / num2;
```

```
    printf("Sum: %d\n", sum);
```

```
    printf("Difference: %d\n", difference);
```

```
    printf("Mult: %d\n", multiplication);
```

```
    printf("Division: %d\n", division);
```

```
    return 0;
```

```
}
```

Save remotely your Changes

1

`make save`

2

`week03 git:(master) X make save`

3

Git: https://aspina@git.spina.me (Press 'Enter' to confirm or
'Escape' to cancel)

4

✓ Changes committed and u pushed. All done!

Exercise - Questions

1. What happens when **num2** is **zero**?
2. Why does division not have decimals?

Type Casting

You can cast types to other types before operations.

```
int division = num1 / num2;  
printf("Division: %d\n", division);
```



```
float division = (float)num1 / num2;  
printf("Division: %f\n", division);
```


Comparisons

Values and variables can be compared.

```
int x = 10;  
int y = 4;  
  
bool w = x > y;  
printf("W: %d\n", w);  
  
bool z = x <= y;  
printf("Z: %d\n", z);
```

Equality and Negation

```
int x = 10;
int y = 4;

bool w = x == y;
printf("W: %d\n", w);

bool z = x != y;
printf("Z: %d\n", z);

bool n = !(x > y);
printf("N: %d\n", n);
```

Boolean Operators (so far)

Greater than	>
Greater or equal than	>=
Less than	<
Less or equal than	<=
Equals	==
Not equals	!=
Not	!

Exercise

Complete the program (**basic_comparisons.c**) to:

1. Prints out the output of the following operations:
 - a. Greater Than
 - b. Less Than
 - c. Equality
 - d. Inequality

To execute your code: `make basic_comparisons.run`

Exercise - Implementation

```
bool greater = num1 > num2;  
bool smaller = num1 < num2;  
bool equality = num1 == num2;  
bool inequality = num1 != num2;  
  
printf("Num1 is greater than num2? %d\n", greater);  
printf("Num1 is smaller than num2?: %d\n", smaller);  
printf("Num1 is equal to num2?: %d\n", equality);  
printf("Num1 is different from num2?: %d\n", inequality);
```

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✓ Changes committed and u pushed. All done!

Chaining Comparisons

- **and** (both must be true)

```
true && false
```

```
(5 < 6) && (5 < 10)
```

- **or** (either must be true)

```
true || false
```

```
(5 < 3) && (5 < 10)
```

- **not** (negation)

```
!true
```

```
!(5 < 3)
```

Exercise

Write a program (**valid_checker.c**) that asks the user for a number and checks that the number is between 0 and 100.

- Print **"1"** if the number is valid.
- Print **"0"** if the number is not valid.

To run: `make valid_checker.run`

```
Enter a number: 200  
Is the number valid? 0
```

```
Enter a number: 42  
Is the number valid? 1
```


Exercise - Implementation

```
// Ask the user to input one number:
printf("Enter a number: ");
scanf("%d", &num);

// Validity Check:
bool is_valid = (num >= 0) && (num <= 100);

printf("Is the number valid? %d\n", is_valid);
```

Save remotely your Changes

1

`make save`


2

`week03 git:(master) X make save`

3

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'Escape' to cancel)

4

 `Changes committed and pushed. All done!`

If-Statements

Allow for branches in your code!

```
int x = 5;

if (x < 10) {
    printf("X is small \n");
} else {
    printf("X is large \n");
}
```

```
int x = 20;

if (x < 10) {
    printf("X is small \n");
} else {
    printf("X is large \n");
}
```

NOTE: You do not need an else block, it's optional.

If-Statements

Anatomy of an if-statement:

1. Uses the **if** keyword
2. The condition is between brackets **(())**
3. The body is between curly brackets **{ }**

```
int x = 5;

if (x < 10) {
    printf("Hello");
}
```

Exercise

Write a program that asks the user for a number between 0 and 100, if it is not valid it asks the user to input it again.

```
Enter a number between 0 and 100: 80  
Well Done!
```

```
Enter a number between 0 and 100: 250  
ERROR! Try again: 40  
Well Done!
```

Exercise - Implementation 1

```
// Validity Check:
if ((num >= 0) && (num <= 100))
{
    printf("Well Done!\n");
}
else
{
    printf("ERROR! Try again: ");
    scanf("%d", &num);
    printf("Well Done!\n");
}
```

Exercise - Implementation 2

```
// Validity Check:
if ((num < 0) || (num > 100))
{
    printf("ERROR! Try again: ");
    scanf("%d", &num);
    printf("Well Done!\n");
}
else
{
    printf("Well Done!\n");
}
```

Exercise - Implementation 3

```
// Validity Check:
if ((num < 0) || (num > 100))
{
    printf("ERROR! Try again: ");
    scanf("%d", &num);
}

printf("Well Done! \n");
```


Save remotely your Changes

1

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Git: https://aspina@git.spina.me (Press 'Enter' to confirm or
'Escape' to cancel)

4

✓ Changes committed and u pushed. All done!

If-Statement nesting

You can nest multiple if-statements within each other.

```
int x = 8;

if (x < 10) {
    if (x < 5) {
        printf("X is less than 5\n");
    } else {
        printf("X is between 5 and 10\n");
    }
} else {
    printf("X is between greater than 15\n");
}
```

If-Statement chaining

You can chain multiple conditions with **else if**.

What is the difference between these two snippets of code?

```
int num;
scanf("%d", &num);

if (num < 3) {
    printf("Small number\n");
} else if (num < 10) {
    printf("Medium number\n");
}
```

```
int num;
scanf("%d", &num);

if (num < 3) {
    printf("Small number\n");
}
if (num < 10) {
    printf("Medium number\n");
}
```

Exercise

Write a program that asks the user for a number.

If the number is divisible by 2 it prints "Fizz".

If the number is divisible by 3 it prints "Buzz".

If the number is divisible by both 2 and 3 it prints "FizzBuzz".

```
Insert a number: 6  
FizzBuzz
```

```
Insert a number: 9  
Buzz
```

```
Insert a number: 20  
Fizz
```

Exercise Solution 1

```
// Implementation:
if ((num % 2 == 0) && (num % 3 == 0)) {
    printf("FizzBuzz\n");
} else if (num % 2 == 0) {
    printf("Fizz\n");
} else if (num % 3 == 0) {
    printf("Buzz\n");
}
```

Exercise Solution 2

```
bool is_div_2 = num % 2 == 0;
bool is_div_3 = num % 3 == 0;

if (is_div_2 && is_div_3) {
    printf("FizzBuzz\n");
} else if (is_div_2) {
    printf("Fizz\n");
} else if (is_div_3) {
    printf("Buzz\n");
}
```

Exercise Solution 3

```
// Implementation:  
if (num % 2 == 0) {  
    printf("Fizz");  
}  
  
if (num % 3 == 0) {  
    printf("Buzz");  
}  
  
printf("\n");
```

End of Class

See you all next week!