

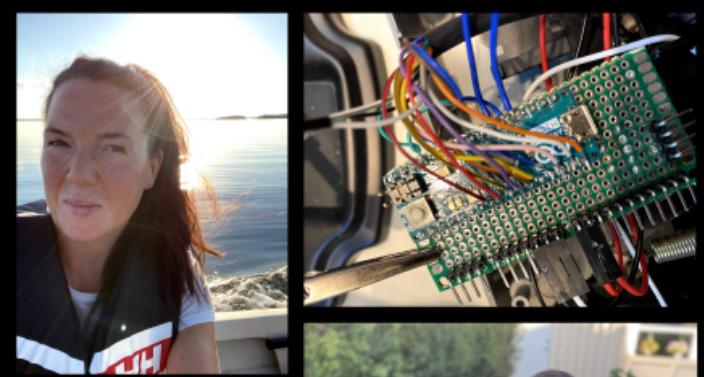
# **Introduktion till Internet of Things**

**Sensorer, Mjukvara och Plattformar**

# Agenda

- Intro
- Hårdvara
- Mjukvara
- Verktyg
- Plattform
  - Home Assistant
- Lab01-1
- Lab01-2
- Lab01-3
- Plattform
  - ThingsBoard
- Lab02
- Uppgift

# Intro

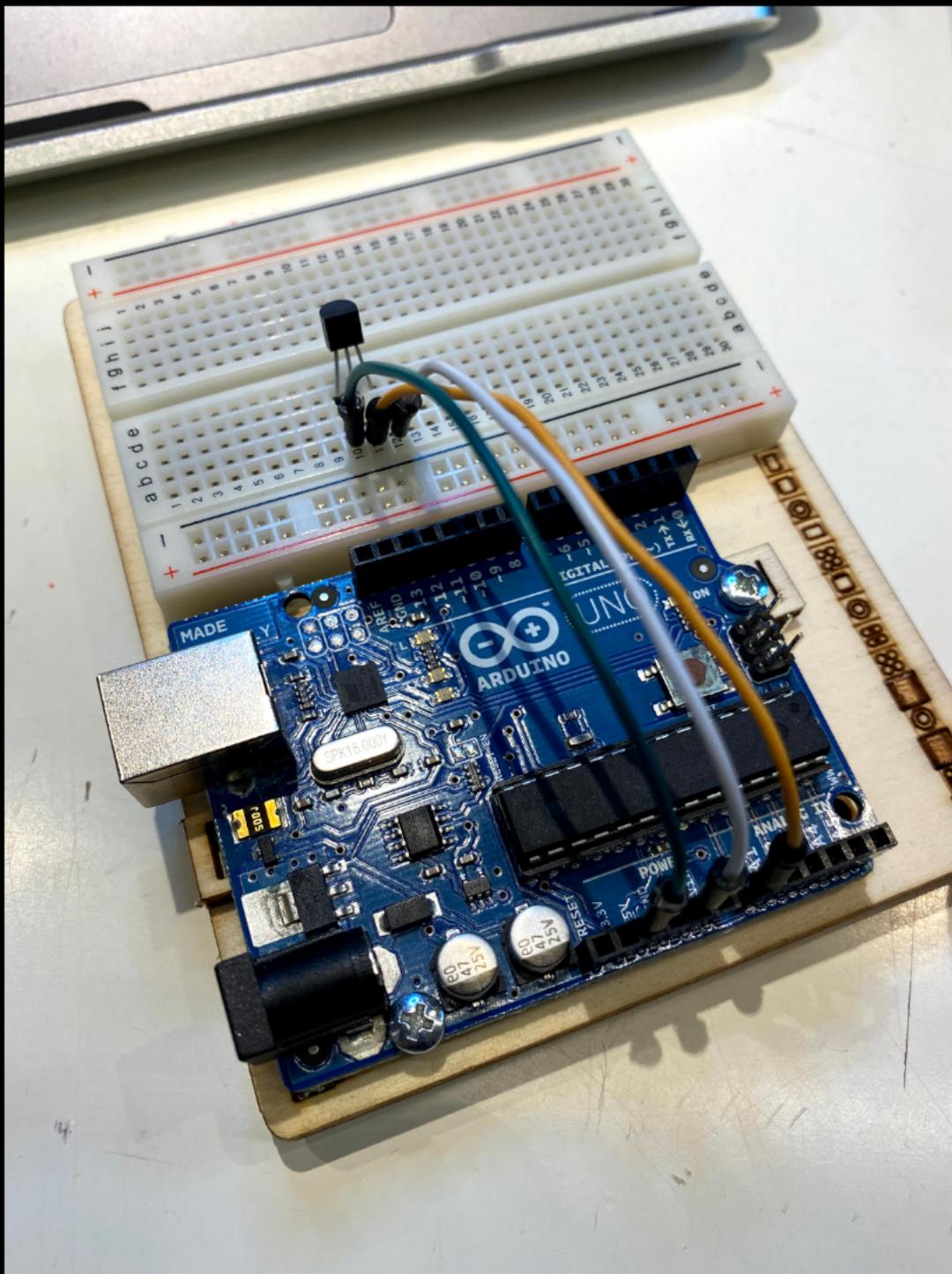


# Emil Nildersen

Tinkerer, Coder, Father, Husband,  
Flyer

# Hårdvara

**Sensorer, Microkontroller, Gateways, osv.**



# Fråga:

**Vilken erfarenhet har ni av olika sensorer/chip/datorer?**

Poll: Hårdvara

# Diskussion:

## IoT i vardagen

- Exempel
- Användningsområden

# Mjukvara

**Firmware, Converters, API, SDK, Protokoll, Programmering**

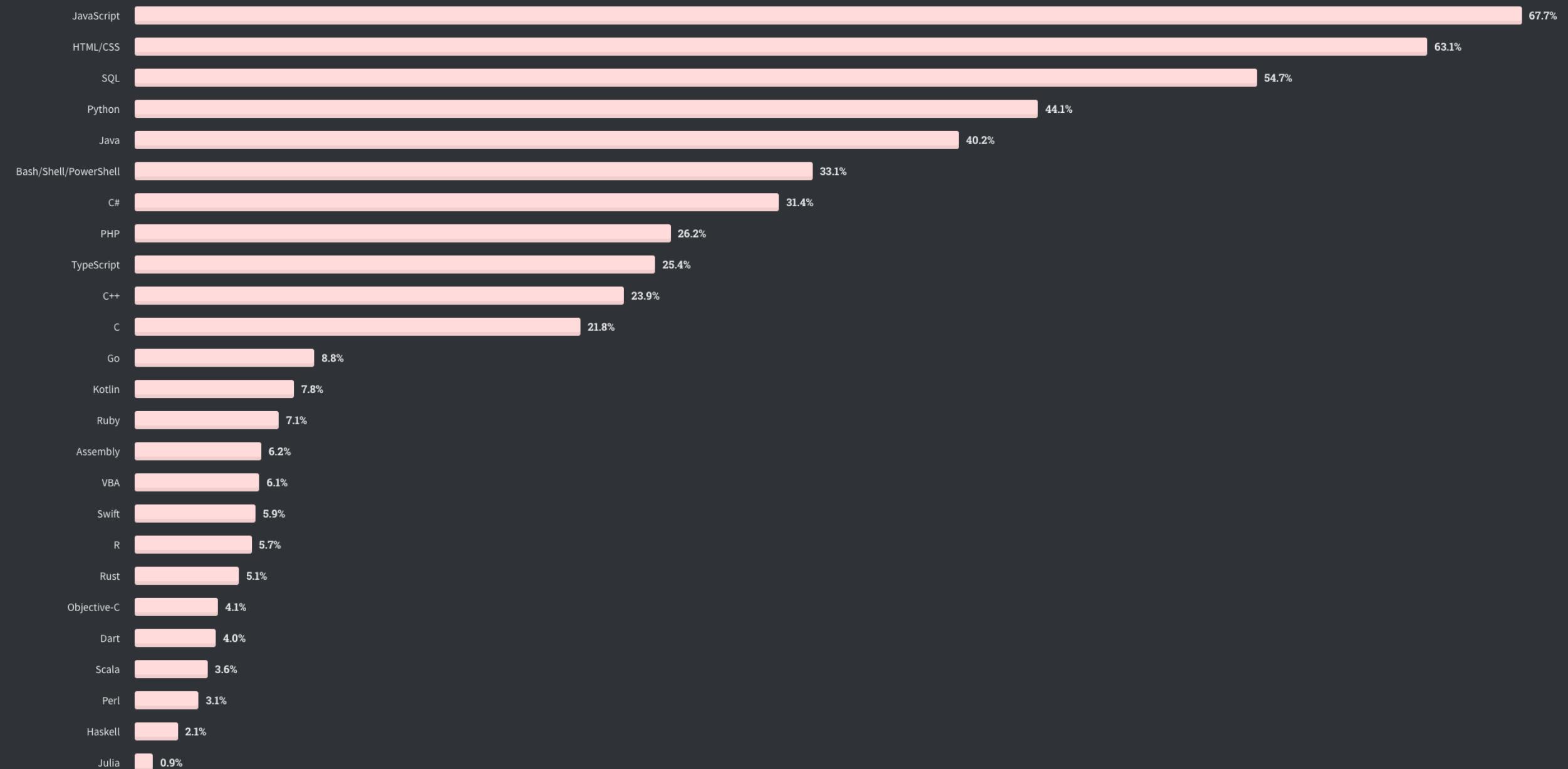
# Fråga:

**Hur många har programmerat tidigare?**

**Poll: Programmering**

# Fråga:

**Vilka programmeringsspråk känner ni till?**



source: <https://insights.stackoverflow.com/survey/2020#technology>

# Programmering inom IoT

- Firmware
  - Converters
  - Bryggor
  - Filter
  - API Anrop
- 
- Python
  - JavaScript
  - Java
  - C

# Exempel

<https://github.com/voxic/thingsboardTrafikverket/blob/master/trafikverketBridgeMQTT.py>

# Diskussion:

## Vad är Firmware?

- Användningsområden
- Miljö/Runtimee
- Programmeringsspråk
- Skillnad mellan sketch och firmware?

```
#include "Joystick.h"

Joystick_ Joystick;

int xAxis_ = 0;
int RxAxis_ = 0;
int yAxis_ = 0;
int RyAxis_ = 0;
int throttle=0;

void setup()
{
    //Setup all buttons as inputs with PULLUP
    for(int i = 3;i < 13;i++) {
        pinMode(i, INPUT_PULLUP);
    }

    Joystick.begin();
    //Serial.begin(9600); //Start serial monitoring
}

void loop()
{
```

**Sketch implementerar funktionen**

**Firmware är bryggan mellan hårdvaran och sketch**

# Introduktion: Python

# Note

la behöver en Kod-editor. Välj vad ni vill. Jag kör Visual Studio Code <-- Bra val

# Learn Python The Hard Way

<https://learnpythonthehardway.org/python3/>

# Exercise 00

"The Setup"

# Exercise 01

Input:

```
print("Hello World!")
print("Hello Again")
print("I like typing this.")
print("This is fun.")
```

Output:

```
python3.6 ex1.py
Hello World!
Hello Again
I like typing this.
This is fun.
```

# Exercise 02

```
# A comment, this is so you can read your program later.  
# Anything after the # is ignored by python.  
  
print("I could have code like this.") # and the comment after is ignored  
  
# You can also use a comment to "disable" or comment out code:  
# print("This won't run."  
  
print("This will run.")
```

# Exercise 03

```
print("I will now count my chickens:")

print("Hens", 25 + 30 / 6)
print("Roosters", 100 - 25 * 3 % 4)

print("Now I will count the eggs:")

print(3 + 2 + 1 - 5 + 4 % 2 - 1 / 4 + 6)

print("Is it true that 3 + 2 < 5 - 7?")

print(3 + 2 < 5 - 7)

print("What is 3 + 2?", 3 + 2)
print("What is 5 - 7?", 5 - 7)

print("Oh, that's why it's False.")
```

# Exercise 04

```
cars = 100
space_in_a_car = 4.0
drivers = 30
passengers = 90
cars_not_driven = cars - drivers
cars_driven = drivers
carpool_capacity = cars_driven * space_in_a_car
average_passengers_per_car = passengers / cars_driven

print("There are", cars, "cars available.")
print("There are only", drivers, "drivers available.")
print("There will be", cars_not_driven, "empty cars today.")
print("We can transport", carpool_capacity, "people today.")
print("We have", passengers, "to carpool today.")
print("We need to put about", average_passengers_per_car,
      "in each car.")
```

# Moduler

Där python hämtar sin styrka

```
import json # <-- Modul

# Mitt program kan nu hantera JSON
print(json.loads(jsonDataFromServer))
```

```
import paho.mqtt # <--- Modul

# Mitt program kan nu hantera MQTT
client = paho.Client(cfg['clientID'], True, None, paho.MQTTv31)
```

# Protokoll

**Fråga:**

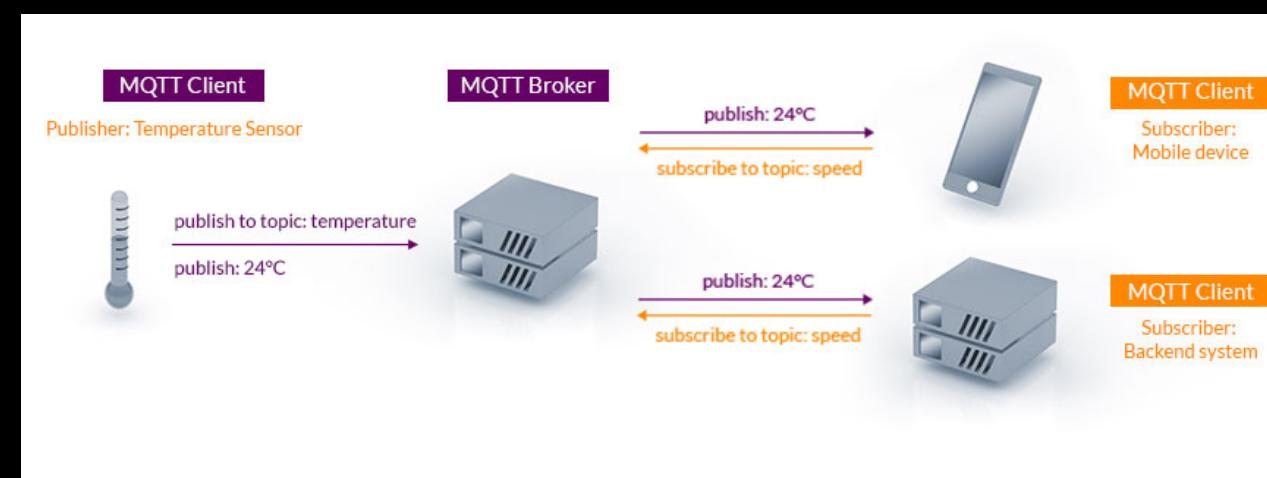
**Vad är ett protokoll?**

# Protokoll

Vanliga protokoll inom IoT:

- MQTT
- REST
- CoAP
- SOAP

# MQTT



# MQTT forts.

Broker: Mosquitto

<https://mosquitto.org/>

Client: MQTTExplorer

<http://mqtt-explorer.com/>

# MQTT Övning

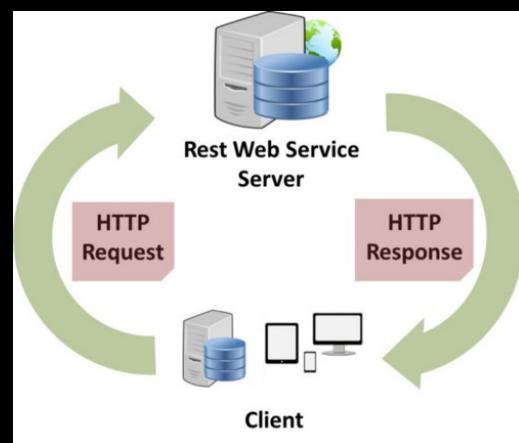
Chatta med MQTT

1. Dela in er två och två
2. Installera MQTT Explorer
3. Anslut till [mqtt.eclipse.org](http://mqtt.eclipse.org)
4. Kom överens om en topic
5. Börja chatta

# REST

## Representational state transfer (REST)

- En bas URI, exempel: <http://api.example.com/collection/>
- Standard HTTP metoder (e.g., GET, POST, PUT, PATCH and DELETE)
- Vanligt med svar i JSON-format



## Vanligt protokoll för att interagera med API:er

```
{  
  "name": "pikachu",  
  "order": 35,  
  "species": {  
    "name": "pikachu",  
    "url": "https://pokeapi.co/api/v2/pokemon-species/25/"  
  },  
  "stats": [  
    {  
      "base_stat": 35,  
      "effort": 0,  
      "stat": {  
        "name": "hp",  
        "url": "https://pokeapi.co/api/v2/stat/1/"  
      }  
    }  
  ]  
}
```

# Verktyg

Postman

<https://www.postman.com/>

cURL

<https://en.wikipedia.org/wiki/CURL>

# Övning:

Använd postman för att göra ett API anrop

Launchpad

GET https://pokeapi.co/api/v2/poke... ● + 000

No Environment

Untitled Request

GET https://pokeapi.co/api/v2/pokemon/pikachu

Send Save

Params Authorization Headers (7) Body Pre-request Script Tests Settings Cookies Code

Query Params

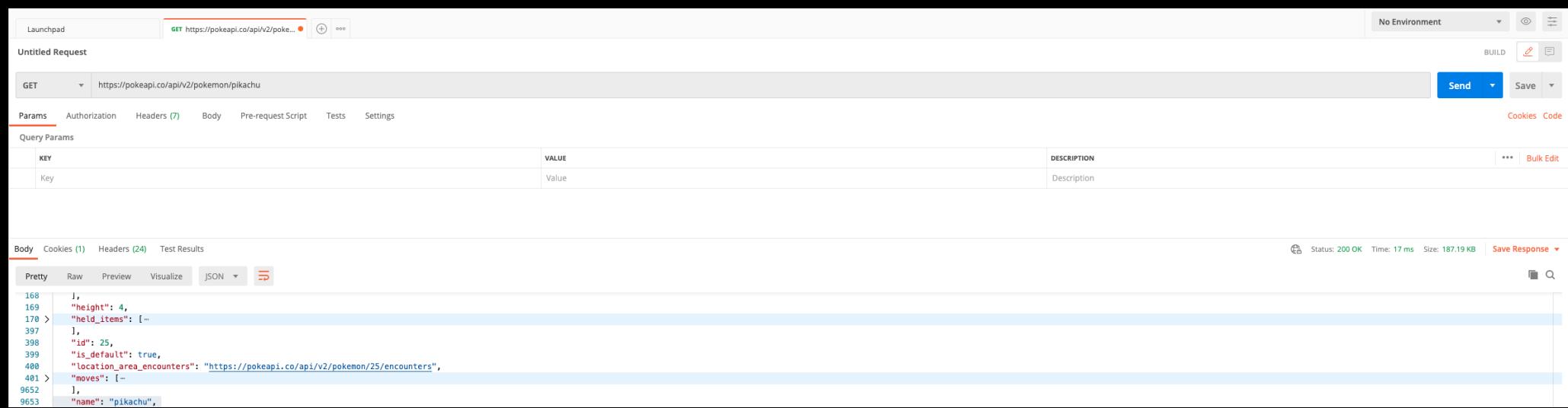
KEY	VALUE	DESCRIPTION
Key	Value	Description

Body Cookies (1) Headers (24) Test Results

Pretty Raw Preview Visualize JSON

168 ],  
169 "height": 4,  
170 > "held\_items": [..  
397 ],  
398 "id": 25,  
399 "is\_default": true,  
400 "location\_area\_encounters": "https://pokeapi.co/api/v2/pokemon/25/encounters",  
401 > "moves": [..  
9652 ],  
9653 "name": "pikachu",

Status: 200 OK Time: 17 ms Size: 187.19 KB Save Response



# API

Application Programming Interface

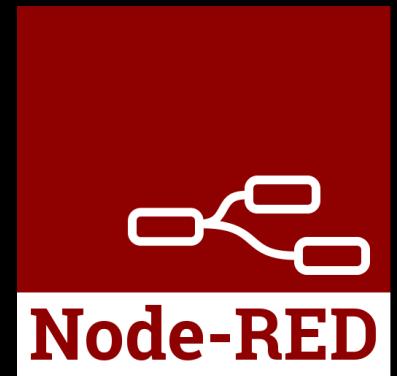
# **SDK**

**Software Development Kit**

# Diskussion:

## Användningsområden för API:er/SDK

- Exempel på API:er
- Exempel på där ett API används
- Skillnader mellan SDK och API



# Verktyg

- Node-red
- Grafana
- Postman
- MQTTEexplorer
- Git/Github

# Poll: Git

# Plattformar

"A platform to rule them all"

# Diskussion:

## Plattformar och Ekosystem

- Vilka känner ni till?
- Skillnader?



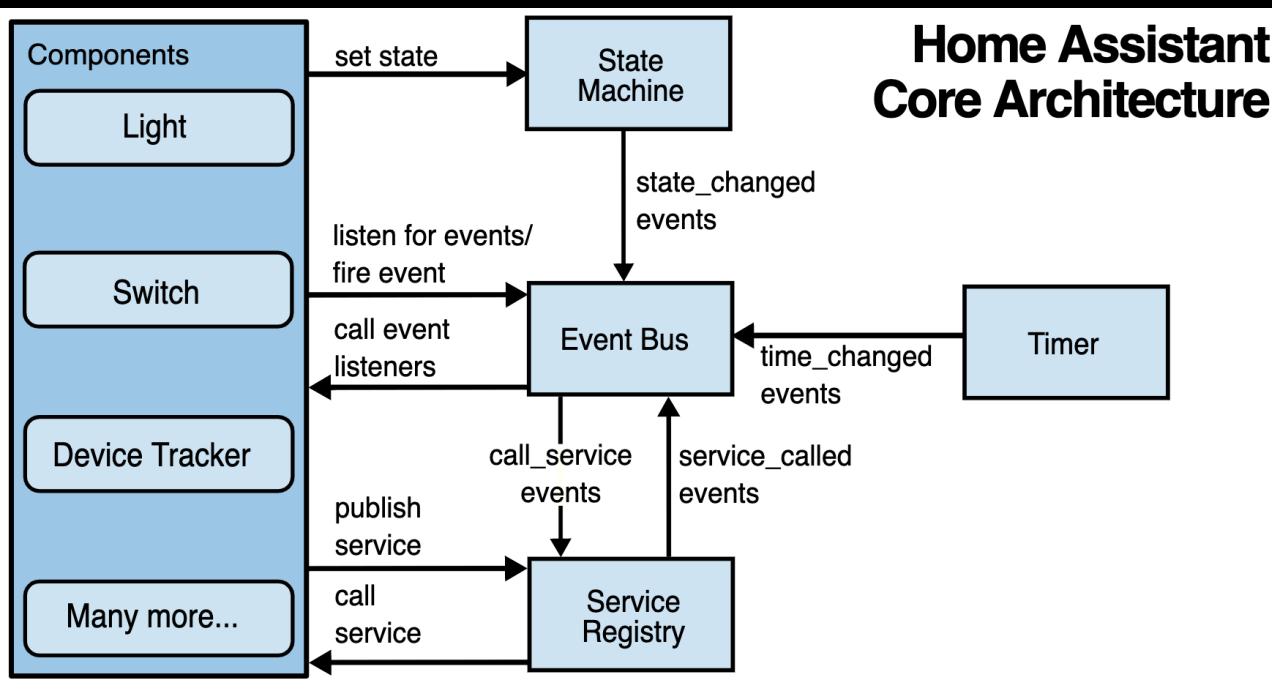
Home  
Assistant

# Home Assistant

"Open source home automation that puts local control and privacy first.  
Powered by a worldwide community of tinkerers and DIY enthusiasts.  
Perfect to run on a Raspberry Pi or a local server."

<https://homeassistant.io>

# Arkitektur



Bra exempel på en modern event-driven arkitektur

- Abstraktionslager
- Integration
- Automation
- Logging
- NAV

# Lab01-1

## Installation Home Assistant

guide:

<https://github.com/voxic/Nackademin/blob/master/Dag1/Installation%20Home%20Assistant.pdf>



# Lab01-2

## Uppsättning Arduino Sensor

Guide:

<https://github.com/voxic/Nackademin/blob/master/Dag1/Upps%C3%A4ttning%20Arduino.m>



# Lab01-3

## Arduino sensor till Home Assistant

le:

<https://github.com/voxic/Nackademin/blob/master/Dag1/Arduino%20till%20Home%20Assistant>



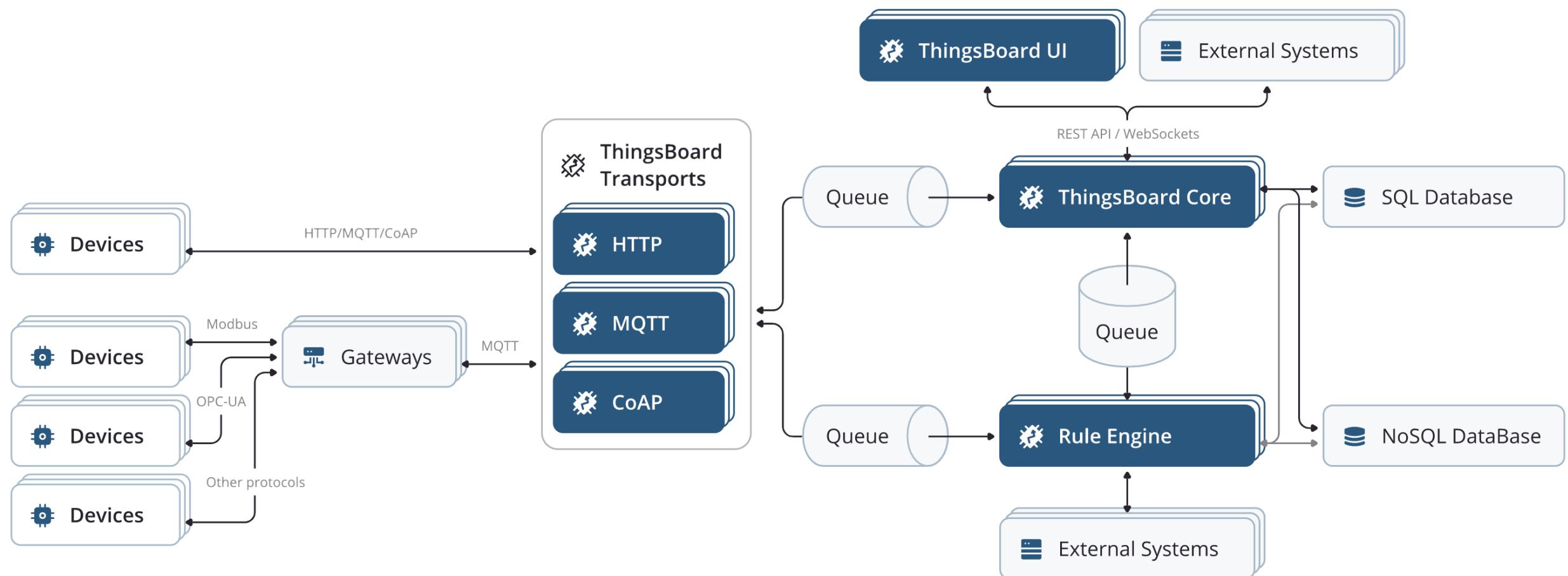


# Thingsboard

Thingsboard is an open-source IoT platform that enables rapid development, deployment and scaling of IoT projects. The goal is to provide the out-of-the-box IoT cloud services solution that will enable server-side infrastructure for your IoT application.

<https://thingsboard.io>

# Arkitektur



"Enterprise-grade Event architecture"

- Provision devices, assets and customers and define relations between them.
- Collect and visualize data from devices and assets.
- Analyze incoming telemetry and trigger alarms with complex event processing.
- Control your devices using remote procedure calls (RPC).
- Build work-flows based on device life-cycle event, REST API event, RPC request, etc
- Design dynamic and responsive dashboards and present device or asset telemetry and insights to your customers
- Enable use-case specific features using customizable rule chains.
- Push device data to other systems.