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Springer Nature

Internet of Things with 8051 and ESP8266

CRC Press Internet of Things with 8051 and ESP8266 provides a platform to get started with the Internet of Things (IoT) with 8051. This book describes programming basics and how devices interface within designed systems. It presents a unique combination of 8051 with ESP8266 and I/O devices for IoT applications supported by case studies to provide the solutions to real-time problems. The programs and circuits have been tested on real hardware and explore different areas in IoT applications. Divided into four sections, it explains the customized boards for IoT applications followed by the means by which 8051 and ESP8266 interface with I/O devices. It spans levels from basic to advanced interfacing with special devices, server design, and data logging with different platforms. Features: Covers how I/O devices interface with 8051 and ESP8266 Explains the basic concepts of interfacing complexity using applications with examples Provides hands-on practice exercises with 8051 and ESP8266 for IoT applications Discusses both case studies and programming tests on real hardware during industrial and student projects Reviews the integration of smart devices with IoT Internet of Things with 8051 and ESP8266 is

intended for senior undergraduate and graduate students in electrical and electronics engineering, but anyone with an interest in the professional curriculum of electrical and electronics engineering will find this book a welcome addition to their collection.

ESP8266 Internet of Things Cookbook

Packt Publishing Ltd Exploring the low cost WiFi module About This Book Leverage the ESP8266's on-board processing and storage capability Get hand- on experience of working on the ESP8266 Arduino Core and its various libraries A practical and enticing recipe-based book that will teach you how to make your environment smart using the ESP8266 Who This Book Is For This book is targeted at IOT enthusiasts who are well versed with electronics concepts and have a very basic familiarity with the ESP8266. Some experience with programming will be an advantage. What You Will Learn Measure data from a digital temperature and humidity sensor using the ESP8266 Explore advanced ESP8266 functionalities Control devices from anywhere in the world using MicroPython Troubleshoot issues with cloud data monitoring Tweet data from the Arduino board Build a cloud-connected power-switch with the ESP8266 Create an ESP8266 robot controlled from the cloud In Detail The ESP8266 Wi-Fi Module is a self contained System on Chip (SOC) with an integrated TCP/IP protocol stack and can give any microcontroller access to your Wi-Fi network. It is capable of either hosting an application or offloading all Wi-Fi networking functions from another application processor. This book contains practical recipes that will help you master all ESP8266 functionalities. You will start by configuring and customizing the chip in line with your requirements. Then you will focus on core topics such as on-board processing, sensors, GPIOs, programming, networking, integration with external components, and so on. We will also teach you how to leverage Arduino using the ESP8266 and you'll learn about its libraries, file system, OTA updates, and so on. The book also provide recipes on web servers, testing, connecting with the cloud, and troubleshooting techniques. Programming aspects include MicroPython and how to leverage it to get started with the ESP8266. Towards the end, we will use these concepts and create an interesting project (IOT). By the end of the book, readers will be proficient enough to use the ESP8266 board efficiently. Style and approach This recipe-based book will teach you to build projects using the ESP8266.

IoT Development for ESP32 and ESP8266 with JavaScript

A Practical Guide to XS and the Moddable SDK

Apress This book introduces a new approach to embedded development, grounded in modern, industry-standard JavaScript. Using the same language that powers web browsers and Node.js, the Moddable SDK empowers IoT developers to apply many of the same tools and techniques used to build sophisticated websites and mobile apps. The Moddable SDK enables you to unlock the full potential of inexpensive microcontrollers like the ESP32 and ESP8266. Coding for these microcontrollers in C or C++ with the ESP-IDF and Arduino SDKs works for building basic products but doesn't scale to handle the increasingly complex IoT products that customers expect. The Moddable SDK adds the lightweight XS JavaScript engine to those traditional environments, accelerating development with JavaScript while keeping the performance benefits of a native SDK. Building user interfaces and communicating over the network are two areas where JavaScript really shines. IoT Development for ESP32 and ESP8266 with JavaScript shows you how to build responsive touch screen user interfaces using the Piu framework. You'll learn how easy it is to securely send and receive JSON data over Wi-Fi with elegant JavaScript APIs for common IoT protocols, including HTTP/HTTPS, WebSocket, MQTT, and mDNS. You'll also learn how to integrate common sensors and actuators, Bluetooth Low Energy (BLE), file systems, and more into your projects, and you'll see firsthand how JavaScript makes it easier to combine these diverse technologies. If you're an embedded C or C++ developer who has never worked in JavaScript, don't worry. This book includes an introduction to the JavaScript language just for embedded developers experienced with C or C++. What You'll Learn Building, installing, and debugging JavaScript projects on the ESP32 and ESP8266 Using modern JavaScript for all aspects of embedded development with the Moddable SDK Developing IoT products with animated user interfaces, touch input, networking, BLE, sensors, actuators, and more Who This Book Is For Professional embedded developers who want the speed, flexibility, and power of web development in their embedded software work Makers who want a faster, easier way to build their hobby projects Web developers working in JavaScript who want to extend their skills to hardware products

ESP8266 Robotics Projects

DIY Wi-Fi controlled robots

Packt Publishing Ltd Build simple yet amazing robotics projects using ESP8266 About This Book Get familiar with ESP8266 and its features. Build Wi-FI controlled robots using ESP8266 A project based book that will use the ESP8266 board and some of its popular variations to build robots. Who This Book Is For This book is targeted at enthusiasts who are interested in developing low-cost robotics projects using

ESP8266. A basic knowledge of programming will be useful but everything you need to know is are covered in the book. What You Will Learn Build a basic robot with the original ESP8266, Arduino UNO, and a motor driver board. Make a Mini Round Robot with ESP8266 HUZZAH Modify your Mini Round Robot by integrating encoders with motors Use the Zumo chassis kit to build a line-following robot by connecting line sensors Control your Romi Robot with Wiimote Build a Mini Robot Rover chassis with a gripper and control it through Wi-Fi Make a robot that can take pictures In Detail The ESP8266 Wi-Fi module is a self-contained SOC with an integrated TCP/IP protocol stack and can give any microcontroller access to your Wi-Fi network. It has a powerful processing and storage capability and also supports application hosting and Wi-Fi networking. This book is all about robotics projects based on the original ESP8266 microcontroller board and some variants of ESP8266 boards. It starts by showing all the necessary things that you need to build your development environment with basic hardware and software components. The book uses the original ESP8266 board and some variants such as the Adafruit HUZZAH ESP8266 and the Adafruit Feather HUZZAH ESP8266 . You will learn how to use different type of chassis kits, motors, motor drivers, power supplies, distribution boards, sensors, and actuators to build robotics projects that can be controlled via Wi-Fi. In addition, you will learn how to use line sensors, the ArduiCam, Wii Remote, wheel encoders, and the Gripper kit to build more specialized robots. By the end of this book, you will have built a Wi-Fi control robot using ESP8266. Style and approach A project-based guide that will help you build exciting robotics using ESP8266.

Raspberry Pi 3 Home Automation Projects

Bringing your home to life using Raspberry Pi 3, Arduino, and ESP8266

Packt Publishing Ltd "With futuristic homes on the rise, learn to control and automate the living space with intriguing IoT projects." About This Book Build exciting (six) end-to-end home automation projects with Raspberry Pi 3, Seamlessly communicate and control your existing devices and build your own home automation system, Automate tasks in your home through projects that are reliable and fun Who This Book Is For This book is for all those who are excited about building home automation systems with Raspberry Pi 3. It's also for electronic hobbyists and developers with some knowledge of electronics and programming. What You Will Learn Integrate different embedded microcontrollers and development boards like Arduino, ESP8266, Particle Photon and Raspberry Pi 3, creating real life solutions for day to day tasks and home automation Create your own magic mirror that lights up

with useful information as you walk up to it Create a system that intelligently decides when to water your garden and then goes ahead and waters it for you Use the Wi-fi enabled Adafruit ESP8266 Huzzah to create your own networked festive display lights Create a simple machine learning application and build a parking automation system using Raspberry Pi Learn how to work with AWS cloud services and connect your home automation to the cloud Learn how to work with Windows IoT in Raspberry Pi 3 and build your own Windows IoT Face Recognition door locking system In Detail Raspberry Pi 3 Home Automation Projects addresses the challenge of applying real-world projects to automate your house using Raspberry Pi 3 and Arduino. You will learn how to customize and program the Raspberry Pi 3 and Arduino-based boards in several home automation projects around your house, in order to develop home devices that will really rejuvenate your home. This book aims to help you integrate different microcontrollers like Arduino, ESP8266 Wi-Fi module, Particle Photon and Raspberry Pi 3 into the real world, taking the best of these boards to develop some exciting home automation projects. You will be able to use these projects in everyday tasks, thus making life easier and comfortable. We will start with an interesting project creating a Raspberry Pi-Powered smart mirror and move on to Automated Gardening System, which will help you build a simple smart gardening system with plant-sensor devices and Arduino to keep your garden healthy with minimal effort. You will also learn to build projects such as CheerLights into a holiday display, a project to erase parking headaches with OpenCV and Raspberry Pi 3, create Netflix's "The Switch" for the living room and lock down your house like Fort Knox with a Windows IoT face recognition-based door lock system. By the end of the book, you will be able to build and automate the living space with intriguing IoT projects and bring a new degree of interconnectivity to your world. Style and approach End to end home automation projects with Raspberry Pi 3.

Smart system for invasive measurement of biomedical parameters

Logos Verlag Berlin GmbH Permanent monitoring of blood pressure helps in diagnosis and tracking progress of medical interventions. This dissertation details the design, fabrication and implementation of tiny wirelessly powered implant devices for detection of endoleaks and occlusion occurring in stent grafts used for treatment of Abdominal Aortic Aneurysm (AAA) and portal hypertension (due to liver cirrhosis). Custom fabricated low-power application-specific integrated circuit (ASIC) together with pressure sensors and telemetry units for wireless power reception and data transmission form an implant device. Using wireless inductive telemetry links, these devices achieved a wireless range of 20 cm.

Smart Systems for E-Health

WBAN Technologies, Security and Applications

Springer Nature The purpose of this book is to review the recent advances in E-health technologies and applications. In particular, the book investigates the recent advancements in physical design of medical devices, signal processing and emergent wireless technologies for E-health. In a second part, novel security and privacy solutions for IoT-based E-health applications are presented. The last part of the book is focused on applications, data mining and data analytics for E-health using artificial intelligence and cloud infrastructure. E-health has been an evolving concept since its inception, due to the numerous technologies that can be adapted to offer new innovative and efficient E-health applications. Recently, with the tremendous advancement of wireless technologies, sensors and wearable devices and software technologies, new opportunities have arisen and transformed the E-health field. Moreover, with the expansion of the Internet of Things, and the huge amount of data that connected E-health devices and applications are generating, it is also mandatory to address new challenges related to the data management, applications management and their security. Through this book, readers will be introduced to all these concepts. This book is intended for all practitioners (industrial and academic) interested in widening their knowledge in wireless communications and embedded technologies applied to E-health, cloud computing, artificial intelligence and big data for E-health applications and security issues in E-health.

Recent Advances in Information Systems and Technologies

Volume 2

Springer This book presents a selection of papers from the 2017 World Conference on Information Systems and Technologies (WorldCIST'17), held between the 11st and 13th of April 2017 at Porto Santo Island, Madeira, Portugal. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges involved in modern Information Systems and Technologies research, together with technological developments and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Software and Systems Modeling; Software Systems, Architectures, Applications and Tools; Multimedia Systems and Applications; Computer Networks, Mobility and Pervasive Systems; Intelligent and Decision Support Systems; Big Data Analytics and

Applications; Human–Computer Interaction; Ethics, Computers & Security; Health Informatics; Information Technologies in Education; and Information Technologies in Radiocommunications.

IoT based Projects

Realization with Raspberry Pi, NodeMCU and Arduino

BPB Publications Create your own IoT projects DESCRIPTIONÊÊ The book has been written in such a way that the concepts are explained in detail. It is entirely based on the practical experience of the authors while undergoing projects with students and industries, giving adequate emphasis on circuits and code examples. To make the topics more comprehensive, circuit diagrams, photographs and code samples are furnished extensively throughout the book. The book is conceptualized and written in such a way that the beginner readers will find it very easy to understand and implement the circuits and programs. The objective of this book is to discuss the various projects based on the Internet of Things (IoT). KEY FEATURESÊÊ Comprehensive coverage of various aspects of IoT concepts Covers various Arduino boards and shields Simple language, crystal clear approach and straight forward comprehensible presentation Adopting user-friendly style for the explanation of circuits and examplesÊ Includes basics of Raspberry Pi and related projects WHAT WILL YOU LEARNÊÊ Internet of Things, IoT-Based Smart Camera, IoT-Based Dust SamplerÊ Learn to create ESP8266-Based Wireless Web Server and Air Pollution Meter Using Raspberry Pi, Smart Garage Door, Baggage Tracker, Smart Trash Collector, Car parking system, Home Automation Windows 10 on Raspberry and know to create Wireless Video Surveillance Robot Using Raspberry PiÊ WHO THIS BOOK IS FORÊÊ Students pursuing BE/BSc/ME/MSc/BTech/MTech in Computer Science, Electronics, Electrical. TABLE OF CONTENTS 1. ESP8266-Based Wireless Web Server 2. Air Pollution Meter Using Raspberry Pi 3. Smart Garage Door 4. Baggage Tracker 5. Smart Trash Collector 6. Car parking system 7. Home Automation 8. Environmental Parameter Monitoring 9. Intelligent System for the Blind 10. Sign to Speech Using the IoTs 11. Windows 10 on Raspberry 12. Wireless Video Surveillance Robot Using Raspberry PiÊ 13. IoT-Based Smart Camera 14. IoT-Based Dust Sampler and Air Quality Monitoring System

Building Smart Drones with ESP8266 and Arduino

Build exciting drones by leveraging the capabilities of Arduino and ESP8266

Packt Publishing Ltd Leverage the WiFi chip to build exciting Quadcopters Key Features Learn to create a fully functional Drone with Arduino and ESP8266 and their modified versions of hardware. Enhance your drone's functionalities by implementing smart features. A project-based guide that will get you developing next-level drones to help you monitor a particular area with mobile-like devices. Book Description With the use of drones, DIY projects have taken off. Programmers are rapidly moving from traditional application programming to developing exciting multi-utility projects. This book will teach you to build industry-level drones with Arduino and ESP8266 and their modified versions of hardware. With this book, you will explore techniques for leveraging the tiny WiFi chip to enhance your drone and control it over a mobile phone. This book will start with teaching you how to solve problems while building your own WiFi controlled Arduino based drone. You will also learn how to build a Quadcopter and a mission critical drone. Moving on you will learn how to build a prototype drone that will be given a mission to complete which it will do it itself. You will also learn to build various exciting projects such as gliding and racing drones. By the end of this book you will learn how to maintain and troubleshoot your drone. By the end of this book, you will have learned to build drones using ESP8266 and Arduino and leverage their functionalities to the fullest. What you will learn Includes a number of projects that utilize different ESP8266 and Arduino capabilities, while interfacing with external hardware Covers electrical engineering and programming concepts, interfacing with the World through analog and digital sensors, communicating with a computer and other devices, and internet connectivity Control and fly your quadcopter, taking into account weather conditions Build a drone that can follow the user wherever he/she goes Build a mission-control drone and learn how to use it effectively Maintain your vehicle as much as possible and repair it whenever required Who this book is for If you are a programmer or a DIY enthusiast and keen to create a fully functional drone with Arduino and ESP8266, then this book is for you. Basic skills in electronics and programming would be beneficial. This book is not for the beginners as it includes lots of ideas not detailed how you can do that. If you are a beginner, then you might get lost here. The prerequisites of the book include a good knowledge of Arduino, electronics, programming in C or C++ and lots of interest in creating things out of nothing.

Information Systems Design and

Intelligent Applications

Proceedings of Fourth International Conference INDIA 2017

Springer The book is a collection of high-quality peer-reviewed research papers presented at International Conference on Information System Design and Intelligent Applications (INDIA 2017) held at Duy Tan University, Da Nang, Vietnam during 15-17 June 2017. The book covers a wide range of topics of computer science and information technology discipline ranging from image processing, database application, data mining, grid and cloud computing, bioinformatics and many others. The various intelligent tools like swarm intelligence, artificial intelligence, evolutionary algorithms, bio-inspired algorithms have been well applied in different domains for solving various challenging problems.

Programming with MicroPython

Embedded Programming with Microcontrollers and Python

"O'Reilly Media, Inc." It's an exciting time to get involved with MicroPython, the re-implementation of Python 3 for microcontrollers and embedded systems. This practical guide delivers the knowledge you need to roll up your sleeves and create exceptional embedded projects with this lean and efficient programming language. If you're familiar with Python as a programmer, educator, or maker, you're ready to learn—and have fun along the way. Author Nicholas Tollervey takes you on a journey from first steps to advanced projects. You'll explore the types of devices that run MicroPython, and examine how the language uses and interacts with hardware to process input, connect to the outside world, communicate wirelessly, make sounds and music, and drive robotics projects. Work with MicroPython on four typical devices: PyBoard, the micro:bit, Adafruit's Circuit Playground Express, and ESP8266/ESP32 boards Explore a framework that helps you generate, evaluate, and evolve embedded projects that solve real problems Dive into practical MicroPython examples: visual feedback, input and sensing, GPIO, networking, sound and music, and robotics Learn how idiomatic MicroPython helps you express a lot with the minimum of resources Take the next step by getting involved with the Python community

Medical Internet of Things Techniques, Practices and Applications

CRC Press In recent years, the Medical Internet of Things (MIoT) has emerged as one of the most helpful technological gifts to mankind. With the incredible development in data science, big data technologies, IoT and embedded systems, it is now possible to collect a huge amount of sensitive and personal data, compile it and store it through cloud or edge computing techniques. However, important concerns remain about security and privacy, the preservation of sensitive and personal data, and the efficient transfer, storage and processing of MIoT-based data. Medical Internet of Things: Techniques, Practices and Applications is an attempt to explore new ideas and novel techniques in the area of MIoT. The book is composed of fifteen chapters discussing basic concepts, issues, challenges, case studies and applications in MIoT. This book offers novel advances and applications of MIoT in a precise and clear manner to the research community to achieve in-depth knowledge in the field. This book will help those interested in the field as well as researchers to gain insight into different concepts and their importance in multifaceted applications of real life. This has been done to make the book more flexible and to stimulate further interest in the topic. Features: A systematic overview of concepts in Medical Internet of Things (MIoT) is included. Recent research and some pointers on future advancements in MIoT are discussed. Examples and case studies are included. It is written in an easy-to-understand style with the help of numerous figures and datasets. This book serves as a reference book for scientific investigators who are interested in working on MIoT, as well as researchers developing methodology in this field. It may also be used as a textbook for postgraduate-level courses in computer science or information technology.

ESP8266 Home Automation Projects Leverage the power of this tiny WiFi chip to build exciting smart home projects

Packt Publishing Ltd Unleash the power of the ESP8266 and build a complete home automation system with it. About This Book Harness the power of the ESP8266 Wi-Fi chip to build an effective Home Automation System Learn about the various ESP8266 modules Configuring the ESP8266 and making interesting home automation projects

A step-by-step guide on the ESP8266 chip and how to convert your home into a smart home. Who This Book Is For This book is targeted at people who want to build connected and inexpensive home automation projects using the ESP8266 Wi-Fi chip, and to completely automate their homes. A basic understanding of the board would be an added advantage What You Will Learn Get, compile, install, and configure an MQTT server Use the Wi-Fi connectivity feature to control appliances remotely Control several home appliances using the ESP8266 Wi-Fi chip Control and monitor your home from the cloud using ESP8266 modules Stream real-time data from the ESP8266 to a server over WebSockets Create an Android mobile application for your project In Detail The ESP8266 is a low-cost yet powerful Wi-Fi chip that is becoming more popular at an alarming rate, and people have adopted it to create interesting projects. With this book, you will learn to create and program home automation projects using the ESP8266 Wi-Fi chip. You will learn how to build a thermostat to measure and adjust the temperature accordingly and how to build a security system using the ESP8266. Furthermore, you will design a complete home automation system from sensor to your own cloud. You will touch base on data monitoring, controlling appliances, and security aspects. By the end of the book, you will understand how to completely control and monitor your home from the cloud and from a mobile application. You will be familiar with the capabilities of the ESP8266 and will have successfully designed a complete ready-to-sell home automated system. Style and approach A practical book that will cover independent home automation projects.

Internet of Things with ESP8266

Packt Publishing Ltd Build amazing Internet of Things projects using the ESP8266 Wi-Fi chip About This Book Get to know the powerful and low cost ESP8266 and build interesting projects in the field of Internet of Things Configure your ESP8266 to the cloud and explore the networkable modules that will be utilized in the IoT projects This step-by-step guide teaches you the basics of IoT with ESP8266 and makes your life easier Who This Book Is For This book is for those who want to build powerful and inexpensive IoT projects using the ESP8266 WiFi chip, including those who are new to IoT, or those who already have experience with other platforms such as Arduino. What You Will Learn Control various devices from the cloud Interact with web services, such as Twitter or Facebook Make two ESP8266 boards communicate with each other via the cloud Send notifications to users of the ESP8266, via email, text message, or push notifications Build a physical device that indicates the current price of Bitcoin Build a simple home automation system that can be controlled from the cloud Create your own cloud platform to control ESP8266 devices In Detail The Internet of Things (IoT) is the network of objects such as physical things embedded with electronics, software, sensors, and connectivity, enabling data exchange. ESP8266 is a low cost WiFi microcontroller chip that has the ability to empower IoT and helps the exchange of information among various connected objects. ESP8266 consists of networkable microcontroller modules, and with this low cost chip, IoT is booming. This book will help deepen your knowledge of the ESP8266 WiFi chip platform and get you building exciting projects. Kick-starting with an introduction to

the ESP8266 chip, we will demonstrate how to build a simple LED using the ESP8266. You will then learn how to read, send, and monitor data from the cloud. Next, you'll see how to control your devices remotely from anywhere in the world. Furthermore, you'll get to know how to use the ESP8266 to interact with web services such as Twitter and Facebook. In order to make several ESP8266s interact and exchange data without the need for human intervention, you will be introduced to the concept of machine-to-machine communication. The latter part of the book focuses more on projects, including a door lock controlled from the cloud, building a physical Bitcoin ticker, and doing wireless gardening. You'll learn how to build a cloud-based ESP8266 home automation system and a cloud-controlled ESP8266 robot. Finally, you'll discover how to build your own cloud platform to control ESP8266 devices. With this book, you will be able to create and program Internet of Things projects using the ESP8266 WiFi chip. Style and approach This is a step-by-step guide that provides great IOT projects with ESP8266. All the key concepts are explained details with the help of examples and demonstrations of the projects.

Open-Source Electronics Platforms

MDPI Open-source electronics are becoming very popular, and are integrated with our daily educational and developmental activities. At present, the use open-source electronics for teaching science, technology, engineering, and mathematics (STEM) has become a global trend. Off-the-shelf embedded electronics such as Arduino- and Raspberry-compatible modules have been widely used for various applications, from do-it-yourself (DIY) to industrial projects. In addition to the growth of open-source software platforms, open-source electronics play an important role in narrowing the gap between prototyping and product development. Indeed, the technological and social impacts of open-source electronics in teaching, research, and innovation have been widely recognized.

Opportunistic Networks

Fundamentals, Applications and Emerging Trends

CRC Press The opportunistic network is an emerging and recent area of research. To make this research area more adaptable for practical and industrial use, there is a need to further investigate several research challenges in all aspects of opportunistic networks. Therefore, Opportunistic Networks: Fundamentals, Applications and Emerging Trends provides theoretical, algorithmic, simulation, and implementation- based research developments related to fundamentals, applications, and emerging research trends in opportunistic networks. The book follows a theoretical approach to

describe fundamentals to beginners and incorporates a practical approach depicting the implementation of real-life applications to intermediate and advanced readers. This book is beneficial for academicians, researchers, developers, and engineers who work in or are interested in the fields related to opportunistic networks, delay tolerant networks, and intermittently connected ad hoc networks. This book also serves as a reference book for graduate and postgraduate courses in computer science, computer engineering, and information technology streams.

Advances in Automation, Signal Processing, Instrumentation, and Control

Select Proceedings of i-CASIC 2020

Springer Nature This book presents the select proceedings of the International Conference on Automation, Signal Processing, Instrumentation and Control (i-CASIC) 2020. The book mainly focuses on emerging technologies in electrical systems, IoT-based instrumentation, advanced industrial automation, and advanced image and signal processing. It also includes studies on the analysis, design and implementation of instrumentation systems, and high-accuracy and energy-efficient controllers. The contents of this book will be useful for beginners, researchers as well as professionals interested in instrumentation and control, and other allied fields.

Handbook of IoT and Big Data

CRC Press This multi-contributed handbook focuses on the latest workings of IoT (internet of Things) and Big Data. As the resources are limited, it's the endeavor of the authors to support and bring the information into one resource. The book is divided into 4 sections that covers IoT and technologies, the future of Big Data, algorithms, and case studies showing IoT and Big Data in various fields such as health care, manufacturing and automation. Features Focuses on the latest workings of IoT and Big Data Discusses the emerging role of technologies and the fast-growing market of Big Data Covers the movement toward automation with hardware, software, and sensors, and trying to save on energy resources Offers the latest technology on IoT Presents the future horizons on Big Data

Programming Arduino Getting Started with Sketches

McGraw Hill Professional Program Arduino with ease! Using clear, easy-to-follow examples, Programming Arduino: Getting Started with Sketches reveals the software

side of Arduino and explains how to write well-crafted sketches using the modified C language of Arduino. No prior programming experience is required! The downloadable sample programs featured in the book can be used as-is or modified to suit your purposes. Understand Arduino hardware fundamentals Install the software, power it up, and upload your first sketch Learn C language basics Write functions in Arduino sketches Structure data using arrays and strings Use Arduino's digital and analog inputs and outputs in your programs Work with the Standard Arduino Library Write sketches that can store data Program LCD displays Use an Ethernet shield to enable Arduino to function as a web server Write your own Arduino libraries In December 2011, Arduino 1.0 was released. This changed a few things that have caused two of the sketches in this book to break. The change that has caused trouble is that the classes 'Server' and 'Client' have been renamed to 'EthernetServer' and 'EthernetClient' respectively. To fix this: Edit sketches 10-01 and 10-02 to replace all occurrences of the word 'Server' with 'EthernetServer' and all occurrences of 'Client' with 'EthernetClient'. Alternatively, you can download the modified sketches for 10-01 and 10-02 from here: http://www.arduinobook.com/arduino-1-0 Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

AI, Edge and IoT-based Smart Agriculture

Academic Press AI, Edge, and IoT Smart Agriculture integrates applications of IoT, edge computing, and data analytics for sustainable agricultural development and introduces Edge of Thing-based data analytics and IoT for predictability of crop, soil, and plant disease occurrence for improved sustainability and increased profitability. The book also addresses precision irrigation, precision horticulture, greenhouse IoT, livestock monitoring, IoT ecosystem for agriculture, mobile robot for precision agriculture, energy monitoring, storage management, and smart farming. The book provides an overarching focus on sustainable environment and sustainable economic development through smart and e-agriculture. Providing a medium for the exchange of expertise and inspiration, contributions from both smart agriculture and data mining researchers around the world provide foundational insights. The book provides practical application opportunities for the resolution of real-world problems, including contributions from the data mining, data analytics, Edge of Things, and cloud research communities working in the farming production sector. The book offers broad coverage of the concepts, themes, and instruments of this important and evolving area of IOT-based agriculture, Edge of Things and cloud-based farming, Greenhouse IOT, mobile agriculture, sustainable agriculture, and big data analytics in agriculture toward smart farming. Integrates sustainable agriculture, Greenhouse IOT, precision agriculture, crops monitoring, crops controlling to prediction, livestock monitoring, and farm management Presents data mining techniques for precision agriculture, including weather prediction, plant disease prediction, and decision support for crop and soil selection Promotes the importance and uses in managing

the agro ecosystem for food security Emphasizes low energy usage options for low cost and environmental sustainability

Intelligent Data Communication Technologies and Internet of Things

ICICI 2019

Springer Nature This book focuses on the emerging advances in distributed communication systems, big data, intelligent computing and Internet of Things, presenting state-of-the-art research in frameworks, algorithms, methodologies, techniques and applications associated with data engineering and wireless distributed communication technologies. In addition, it discusses potential topics like performance analysis, wireless communication networks, data security and privacy, human computer interaction, 5G Networks, and smart automated systems, which will provide insights for the evolving data communication technologies. In a nutshell, this proceedings book compiles novel and high-quality research that offers innovative solutions for communications in IoT networks.

Electronics and Microprocessing for Research

You Can Make It

Cambridge Scholars Publishing This book is an accompanying textbook for an introductory course in microprocessing. Using the Arduino IDE platform, it explains introductory electronics, programming, microprocessing, and data collection techniques to allow students to start designing and building their own instruments for research projects. The course starts from a beginner level, assuming no prior knowledge in these areas. The format of the book is that of a laboratory manual, which can be used as a stand-alone crash-course for a self-motivated student, or be directly adopted as a course textbook for an elective in a college or university context. This text was originally developed for PHC435 Pharmaceutical Data Acquisition and Analysis, and PHM1138 Electronics for Pharmaceutical Applications at the Leslie Dan Faculty of Pharmacy of the University of Toronto. The book includes various fun lab activities that increase in difficulty, and enough theory and practical advice to help complement the activities with understanding.

Internet of Things and Analytics for

Agriculture, Volume 3

Springer Nature The book discusses one of the major challenges in agriculture which is delivery of cultivate produce to the end consumers with best possible price and quality. Currently all over the world, it is found that around 50% of the farm produce never reaches the end consumer due to wastage and suboptimal prices. The authors present solutions to reduce the transport cost, predictability of prices on the past data analytics and the current market conditions, and number of middle hops and agents between the farmer and the end consumer using IoT-based solutions. Again, the demand by consumption of agricultural products could be predicted quantitatively; however, the variation of harvest and production by the change of farm's cultivated area, weather change, disease and insect damage, etc., could be difficult to be predicted, so that the supply and demand of agricultural products has not been controlled properly. To overcome, this edited book designed the IoT-based monitoring system to analyze crop environment and the method to improve the efficiency of decision making by analyzing harvest statistics. The book is also useful for academicians working in the areas of climate changes.

International Conference on Innovative Computing and Communications

Proceedings of ICICC 2019, Volume 2

Springer Nature This book gathers high-quality research papers presented at the Second International Conference on Innovative Computing and Communication (ICICC 2019), which was held at the VSB - Technical University of Ostrava, Czech Republic, on 21–22 March 2019. Highlighting innovative papers by scientists, scholars, students, and industry experts in the fields of computing and communication, the book promotes the transformation of fundamental research into institutional and industrialized research, and the translation of applied research into real-world applications.

Hands-On Internet of Things with Blynk

Build on the power of Blynk to configure smart devices and build exciting IoT projects

Packt Publishing Ltd Connect things to create amazing IoT applications in minutes Key Features Use Blynk cloud and Blynk server to connect devices Build IoT applications on Android and iOS platforms A practical guide that will show how to connect devices using Blynk and Raspberry Pi 3 Book Description Blynk, known as the most user-friendly IoT platform, provides a way to build mobile applications in minutes. With the Blynk drag-n-drop mobile app builder, anyone can build amazing IoT applications with minimal resources and effort, on hardware ranging from prototyping platforms such as Arduino and Raspberry Pi 3 to industrial-grade ESP8266, Intel, Sierra Wireless, Particle, Texas Instruments, and a few others. This book uses Raspberry Pi as the main hardware platform and C/C++ to write sketches to build projects. The first part of this book shows how to set up a development environment with various hardware combinations and required software. Then you will build your first IoT application with Blynk using various hardware combinations and connectivity types such as Ethernet and Wi-Fi. Then you'll use and configure various widgets (control, display, notification, interface, time input, and some advanced widgets) with Blynk App Builder to build applications. Towards the end, you will learn how to connect with and use built-in sensors on Android and iOS mobile devices. Finally you will learn how to build a robot that can be controlled with a Blynk app through the Blynk cloud and personal server. By the end of this book, you will have hands-on experience building IoT applications using Blynk. What you will learn Build devices using Raspberry Pi and various sensors and actuators Use Blynk cloud to connect and control devices through the Blynk app builder Connect devices to Blynk cloud and server through Ethernet and Wi-Fi Make applications using Blynk app builder on Android and iOS platforms Run Blynk personal server on the Windows, MAC, and Raspberry Pi platforms Who this book is for This book is targeted at any stakeholder working in the IoT sector who wants to understand how Blynk works and build exciting IoT projects. Prior understanding of Raspberry Pi, C/C++, and electronics is a must.

Smart Systems and IoT: Innovations in Computing

Proceeding of SSIC 2019

Springer The book features original papers from the 2nd International Conference on Smart IoT Systems: Innovations and Computing (SSIC 2019), presenting scientific

work related to smart solution concepts. It discusses computational collective intelligence, which includes interactions between smart devices, smart environments and smart interactions, as well as information technology support for such areas. It also describes how to successfully approach various government organizations for funding for business and the humanitarian technology development projects. Thanks to the high-quality content and the broad range of the topics covered, the book appeals to researchers pursuing advanced studies.

Wireless Sensor and Actuator Networks for Smart Cities

MDPI This book is a printed edition of the Special Issue "Wireless Sensor and Actuator Networks for Smart Cities" that was published in JSAN

Beginning Sensor Networks with XBee, Raspberry Pi, and Arduino Sensing the World with Python and MicroPython

Apress Build sensor networks with Python and MicroPython using XBee radio modules, Raspberry Pi, and Arduino boards. This revised and updated edition will put all of these together to form a sensor network, and show you how to turn your Raspberry Pi into a MySQL database server to store your sensor data! You'll review the different types of sensors and sensor networks, along with new technology, including how to build a simple XBee network. You'll then walk through building an sensor nodes on the XBee, Raspberry Pi, and Arduino, and also learn how to collect data from multiple sensor nodes. The book also explores different ways to store sensor data, including writing to an SD card, sending data to the cloud, and setting up a Raspberry Pi MySQL server to host your data. You'll even learn how to connect to and interact with a MySQL database server directly from an Arduino! Finally you'll see how to put it all together by connecting your sensor nodes to your new Raspberry Pi database server. If you want to see how well XBee, Raspberry Pi, and Arduino can get along, especially to create a sensor network, then Beginning Sensor Networks with XBee, Raspberry Pi, and Arduino is just the book you need. What You'll LearnCode your sensor nodes with Python and MicroPython Work with new XBee 3 modulesHost your data on Raspberry PiGet started with MySQLCreate sophisticated sensor networks Who This Book Is For Those interested in building or experimenting with sensor networks and IoT solutions, including those with little or no programming experience. A secondary target includes readers interested in using XBee modules with Raspberry Pi and Arduino, those interested in controlling XBee modules with

MicroPython.

Modern Computer Architecture and Organization

Learn x86, ARM, and RISC-V architectures and the design of smartphones, PCs, and cloud servers

Packt Publishing Ltd A no-nonsense, practical guide to current and future processor and computer architectures, enabling you to design computer systems and develop better software applications across a variety of domains Key FeaturesUnderstand digital circuitry with the help of transistors, logic gates, and sequential logicExamine the architecture and instruction sets of x86, x64, ARM, and RISC-V processorsExplore the architecture of modern devices such as the iPhone X and high-performance gaming PCsBook Description Are you a software developer, systems designer, or computer architecture student looking for a methodical introduction to digital device architectures but overwhelmed by their complexity? This book will help you to learn how modern computer systems work, from the lowest level of transistor switching to the macro view of collaborating multiprocessor servers. You'll gain unique insights into the internal behavior of processors that execute the code developed in high-level languages and enable you to design more efficient and scalable software systems. The book will teach you the fundamentals of computer systems including transistors, logic gates, sequential logic, and instruction operations. You will learn details of modern processor architectures and instruction sets including x86, x64, ARM, and RISC-V. You will see how to implement a RISC-V processor in a low-cost FPGA board and how to write a quantum computing program and run it on an actual quantum computer. By the end of this book, you will have a thorough understanding of modern processor and computer architectures and the future directions these architectures are likely to take. What you will learnGet to grips with transistor technology and digital circuit principlesDiscover the functional elements of computer processorsUnderstand pipelining and superscalar executionWork with floating-point data formatsUnderstand the purpose and operation of the supervisor modeImplement a complete RISC-V processor in a low-cost FPGAExplore the techniques used in virtual machine implementationWrite a quantum computing program and run it on a quantum computerWho this book is for This book is for software developers, computer engineering students, system designers, reverse engineers, and anyone looking to understand the architecture and design principles underlying modern computer systems from tiny embedded devices to warehouse-

size cloud server farms. A general understanding of computer processors is helpful but not required.

Learning AWS IoT

Effectively manage connected devices on the AWS cloud using services such as AWS Greengrass, AWS button, predictive analytics and machine learning

Packt Publishing Ltd Learn to use AWS IoT services to build your connected applications with the help of this comprehensive guide. Key Features Gets you started with AWS IoT and its functionalities Learn different modules of AWS IoT with practical use cases. Learn to secure your IoT communication Book Description The Internet of Things market increased a lot in the past few years and IoT development and its adoption have showed an upward trend. Analysis and predictions say that Enterprise IoT platforms are the future of IoT. AWS IoT is currently leading the market with its wide range of device support SDKs and versatile management console. This book initially introduces you to the IoT platforms, and how it makes our IoT development easy. It then covers the complete AWS IoT Suite and how it can be used to develop secure communication between internet-connected things such as sensors, actuators, embedded devices, smart applications, and so on. The book also covers the various modules of AWS: AWS Greengrass, AWS device SDKs, AWS IoT Platform, AWS Button, AWS Management consoles, AWS-related CLI, and API references, all with practical use cases. Near the end, the book supplies security-related best practices to make bi-directional communication more secure. When you've finished this book, you'll be up-and-running with the AWS IoT Suite, and building IoT projects. What you will learn Implement AWS IoT on IoT projects Learn the technical capabilities of AWS IoT and IoT devices Create IoT-based AWS IoT projects Choose IoT devices and AWS IoT platforms to use based on the kind of project you need to build Deploy AWS Greengrass and AWS Lambda Develop program for AWS IoT Button Visualize IoT AWS data Build predictive analytics using AWS IoT and AWS Machine Learning Who this book is for This book is for anyone who wants to get started with the AWS IoT Suite and implement it with practical use cases. This book acts as an extensive guide, on completion of which you will be in a position to start building IoT projects using AWS IoT platform and using cloud services for your projects.

DIY Microcontroller Projects for Hobbyists

The ultimate project-based guide to building real-world embedded applications in C and C++ programming

Packt Publishing Ltd A practical guide to building PIC and STM32 microcontroller board applications with C and C++ programming Key FeaturesDiscover how to apply microcontroller boards in real life to create interesting IoT projectsCreate innovative solutions to help improve the lives of people affected by the COVID-19 pandemicDesign, build, program, and test microcontroller-based projects with the C and C++ programming languageBook Description We live in a world surrounded by electronic devices, and microcontrollers are the brains of these devices. Microcontroller programming is an essential skill in the era of the Internet of Things (IoT), and this book helps you to get up to speed with it by working through projects for designing and developing embedded apps with microcontroller boards. DIY Microcontroller Projects for Hobbyists are filled with microcontroller programming C and C++ language constructs. You'll discover how to use the Blue Pill (containing a type of STM32 microcontroller) and Curiosity Nano (containing a type of PIC microcontroller) boards for executing your projects as PIC is a beginner-level board and STM-32 is an ARM Cortex-based board. Later, you'll explore the fundamentals of digital electronics and microcontroller board programming. The book uses examples such as measuring humidity and temperature in an environment to help you gain hands-on project experience. You'll build on your knowledge as you create IoT projects by applying more complex sensors. Finally, you'll find out how to plan for a microcontroller-based project and troubleshoot it. By the end of this book, you'll have developed a firm foundation in electronics and practical PIC and STM32 microcontroller programming and interfacing, adding valuable skills to your professional portfolio. What you will learnGet to grips with the basics of digital and analog electronicsDesign, build, program, and test a microcontroller-based systemUnderstand the importance and applications of STM32 and PIC microcontrollersDiscover how to connect sensors to microcontroller boardsFind out how to obtain sensor data via codingUse microcontroller boards in real life and practical projectsWho this book is for This STM32 PIC microcontroller book is for students, hobbyists, and engineers who want to explore the world of embedded systems and microcontroller programming. Beginners, as well as more experienced users of digital electronics and microcontrollers, will also find this book useful. Basic

knowledge of digital circuits and C and C++ programming will be helpful but not necessary.

Simulation for Industry 4.0

Past, Present, and Future

Springer The book shows how simulation's long history and close ties to industry since the third industrial revolution have led to its growing importance in Industry 4.0. The book emphasises the role of simulation in the new industrial revolution, and its application as a key aspect of making Industry 4.0 a reality – and thus achieving the complete digitisation of manufacturing and business. It presents various perspectives on simulation and demonstrates its applications, from augmented or virtual reality to process engineering, and from quantum computing to intelligent management. Simulation for Industry 4.0 is a guide and milestone for the simulation community, as well as those readers working to achieve the goals of Industry 4.0. The connections between simulation and Industry 4.0 drawn here will be of interest not only to beginners, but also to practitioners and researchers as a point of departure in the subject, and as a guide for new lines of study.

Applications in Electronics Pervading Industry, Environment and Society

APPLEPIES 2020

Springer This book provides a thorough overview of cutting-edge research on electronics applications relevant to industry, the environment, and society at large. It covers a broad spectrum of application domains, from automotive to space and from health to security, while devoting special attention to the use of embedded devices and sensors for imaging, communication and control. The book is based on the 2020 ApplePies Conference, held online in November 2020, which brought together researchers and stakeholders to consider the most significant current trends in the field of applied electronics and to debate visions for the future. Areas addressed by the conference included information communication technology; biotechnology and biomedical imaging; space; secure, clean and efficient energy; the environment; and smart, green and integrated transport. As electronics technology continues to develop apace, constantly meeting previously unthinkable targets, further attention needs to be directed toward the electronics applications and the development of systems that facilitate human activities. This book, written by industrial and academic professionals, represents a valuable contribution in this endeavor.

Kick-Start to MicroPython using ESP32 / ESP8266

Harish Kondoor MicroPython is the recreated version of Python 3 that runs in the memory-restricted microcontrollers with a minimum of 256KB of ROM and 16KB of RAM. MicroPython supports chips like ESP32, ESP8266, STM32, nRF52, W600, etc. MicroPython follows Python 3 syntax which makes it easy to programme for microcontrollers. The hardware APIs are capable of handling GPIO pins in microcontrollers. In this course, we discuss the ESP32 dev module as the main controller which has a high level of flexibility in connecting with sensors, on-chip capabilities with onboard WiFi. The ebook includes links to YouTube videos (only important videos) and a code bundle(link to google drive).

Making Embedded Systems

Design Patterns for Great Software

"O'Reilly Media, Inc." Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written—entertaining, even—and filled with clear illustrations." —Jack Ganssle, author and embedded system expert.

Exploring Raspberry Pi

Interfacing to the Real World with Embedded Linux

John Wiley & Sons Expand Raspberry Pi capabilities with fundamental engineering principles Exploring Raspberry Pi is the innovators guide to bringing Raspberry Pi to life. This book favors engineering principles over a 'recipe' approach to give you the skills you need to design and build your own projects. You'll understand the fundamental principles in a way that transfers to any type of electronics, electronic modules, or external peripherals, using a "learning by doing" approach that caters to both beginners and experts. The book begins with basic Linux and programming skills, and helps you stock your inventory with common parts and supplies. Next, you'll learn how to make parts work together to achieve the goals of your project, no matter what type of components you use. The companion website provides a full repository that structures all of the code and scripts, along with links to video tutorials and supplementary content that takes you deeper into your project. The Raspberry Pi's most famous feature is its adaptability. It can be used for thousands of electronic applications, and using the Linux OS expands the functionality even more. This book helps you get the most from your Raspberry Pi, but it also gives you the fundamental engineering skills you need to incorporate any electronics into any project. Develop the Linux and programming skills you need to build basic applications Build your inventory of parts so you can always "make it work" Understand interfacing, controlling, and communicating with almost any component Explore advanced applications with video, audio, real-world interactions, and more Be free to adapt and create with Exploring Raspberry Pi.

C Programming for Embedded Microcontrollers

Elektor Electronics Technology is constantly changing. New microcontrollers become available every year and old ones become redundant. The one thing that has stayed the same is the C programming language used to program these microcontrollers. If you would like to learn this standard language to program microcontrollers, then this book is for you! ARM microcontrollers are available from a large number of manufacturers. They are 32-bit microcontrollers and usually contain a decent amount of memory and a large number of on-chip peripherals. Although this book concentrates on ARM microcontrollers from Atmel, the C programming language applies equally to other manufacturers ARMs as well as other microcontrollers. The book features: Use only free or open source software; Learn how to download, set up and use free C programming tools; Start learning the C language to write simple PC programs before tackling embedded programming -- no need to buy an embedded system right away!; Start learning to program from the very first chapter with simple programs and slowly build from there; No programming experience is necessary!;

Learn by doing -- type and run the example programs and exercises; Sample programs and exercises can be downloaded from the Internet; A fun way to learn the C programming language; Ideal for electronic hobbyists, students and engineers wanting to learn the C programming language in an embedded environment on ARM microcontrollers.

Internet of Things with Raspberry Pi and Arduino

CRC Press This book provides a platform to understand Internet of things with Raspberry Pi and the basic knowledge of the programming and interfacing of the devices and designed systems. It broadly covers introduction to Internet of Things and enabling technologies, interfacing with Raspberry Pi and Arduino and interfacing with Raspberry Pi GPIO. Internet of Things with Raspberry pi and Arduino is aimed at senior undergraduate, graduate students and professionals in electrical engineering, computer engineering including robotics.