# Communication **Internet of Things**





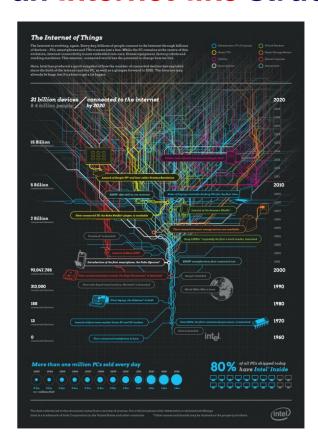


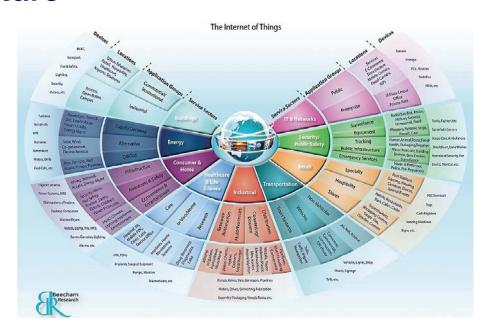
Technische Universiteit **Eindhoven**University of Technology

Where innovation starts

# What is the Internet of Things

 The Internet of Things refers to uniquely identifiable objects (things) and their virtual representations in an Internet-like structure

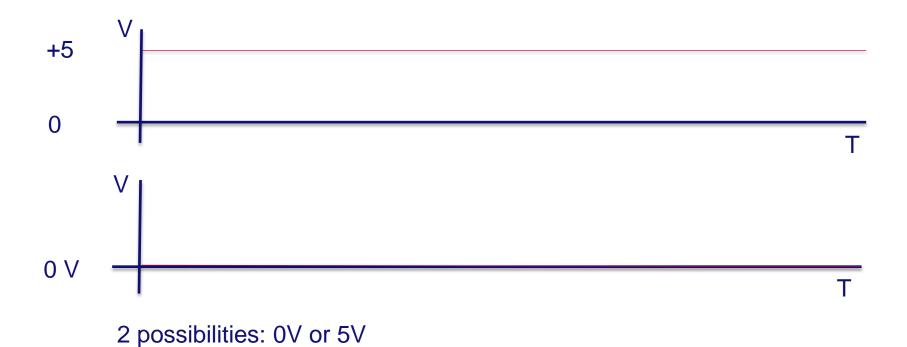




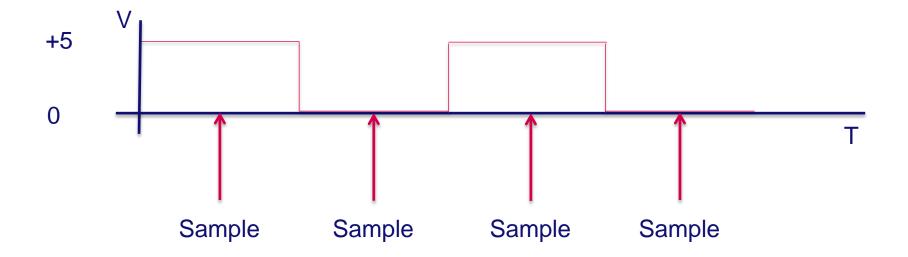
http://www.symplio.com/2011/09/4-infographics-about-internet-of-things/



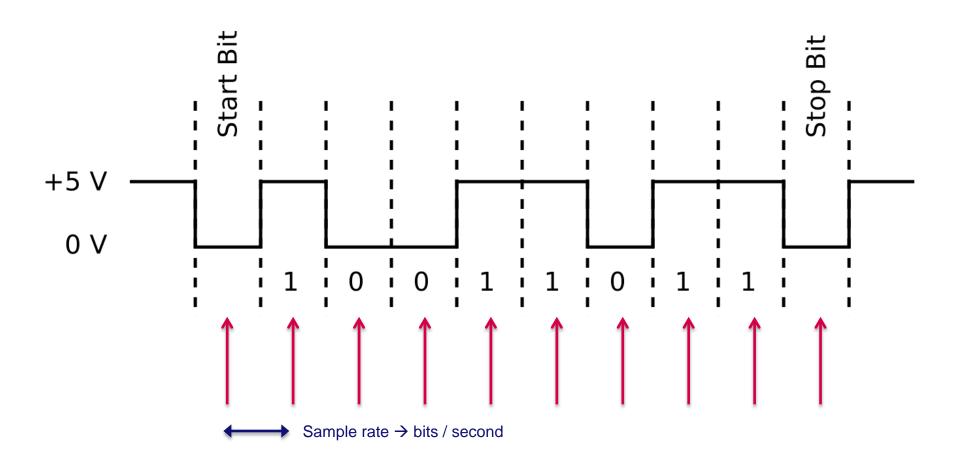
## Its all about communication



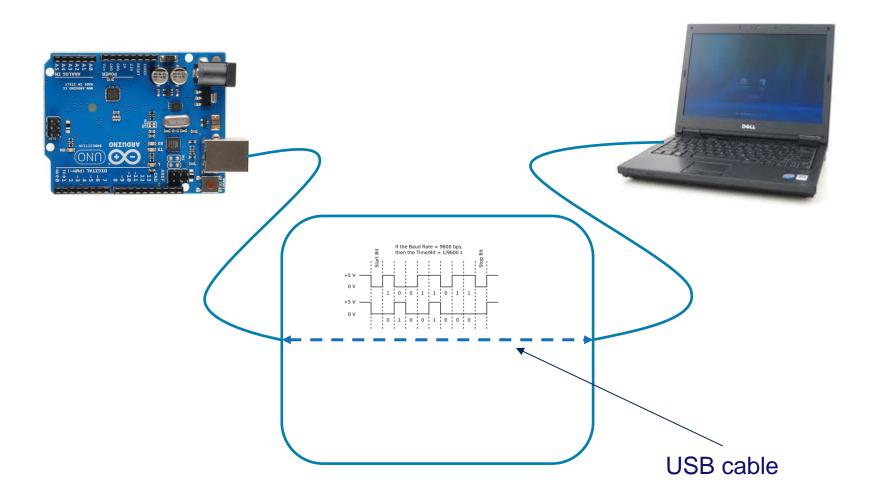
## Its all about communication



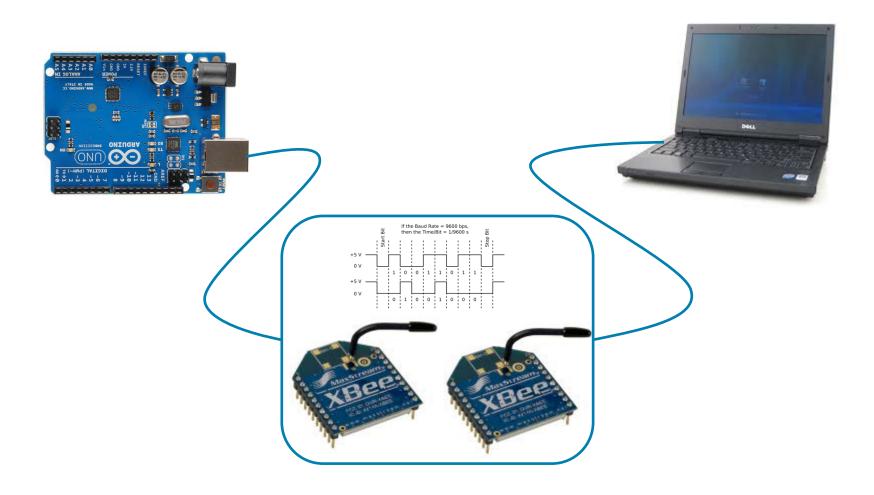
#### Its all about communication



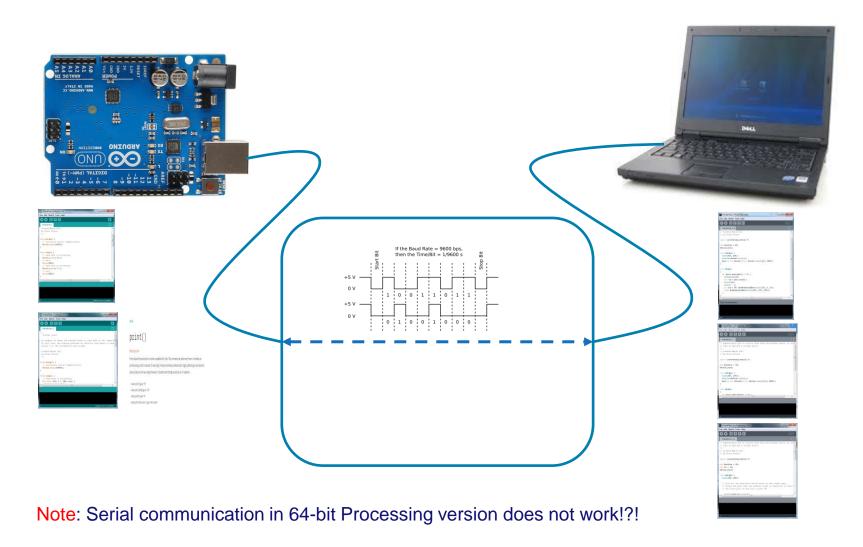
## Serial connection to notebook



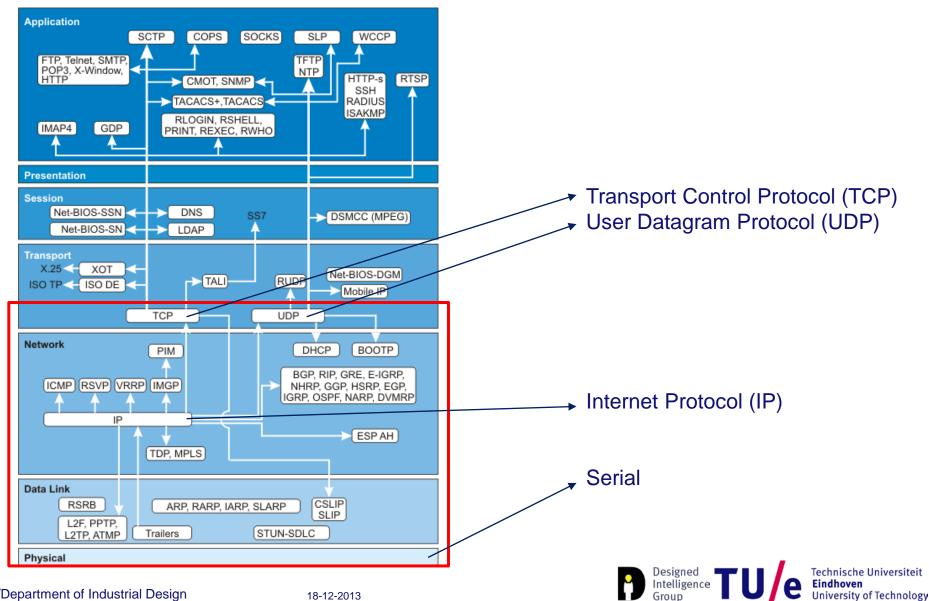
## Serial connection to notebook



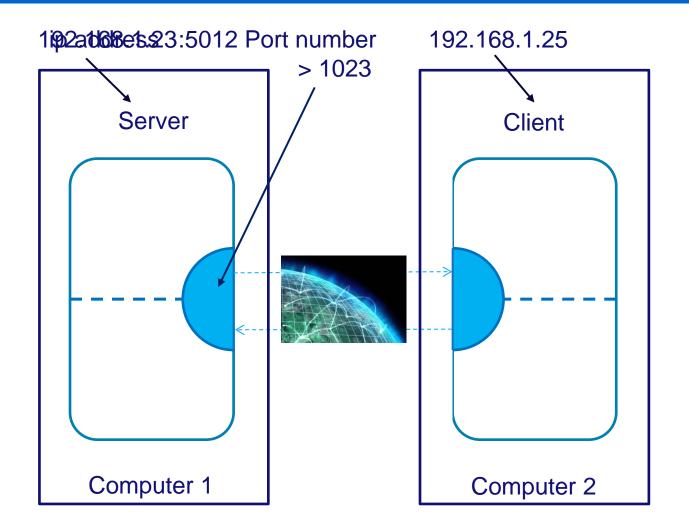
## How to do serial communication



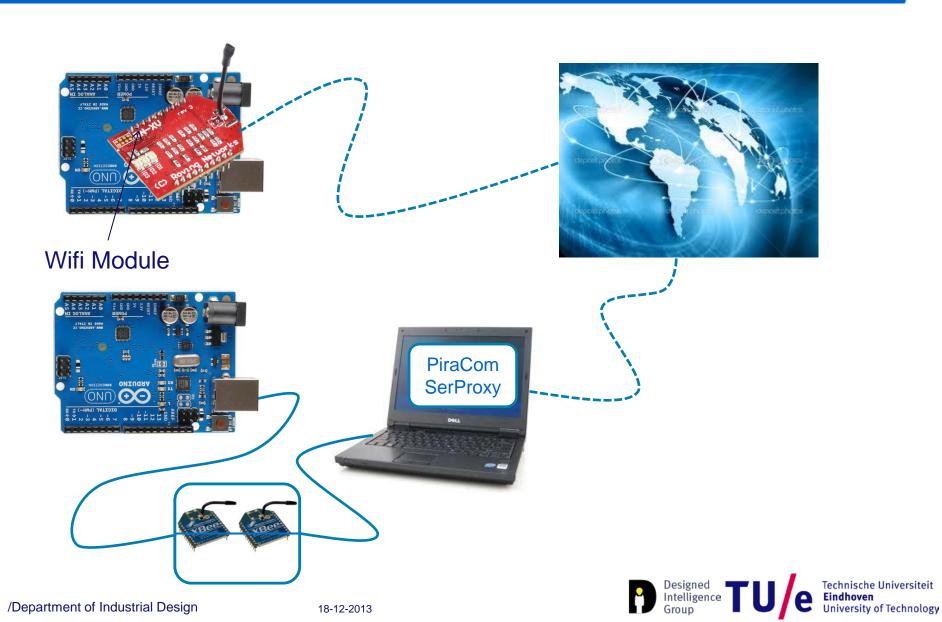
# Its all about communication (again)



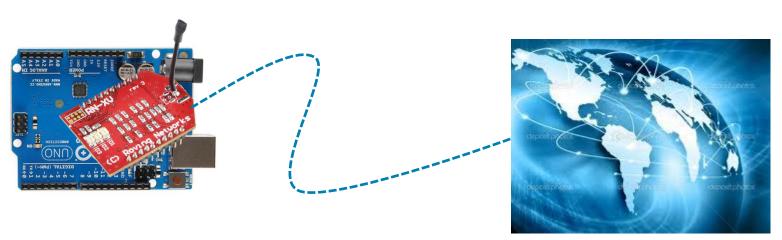
#### **Socket communication**



# Ways to connect to Internet



## How to connect with a Wifi module



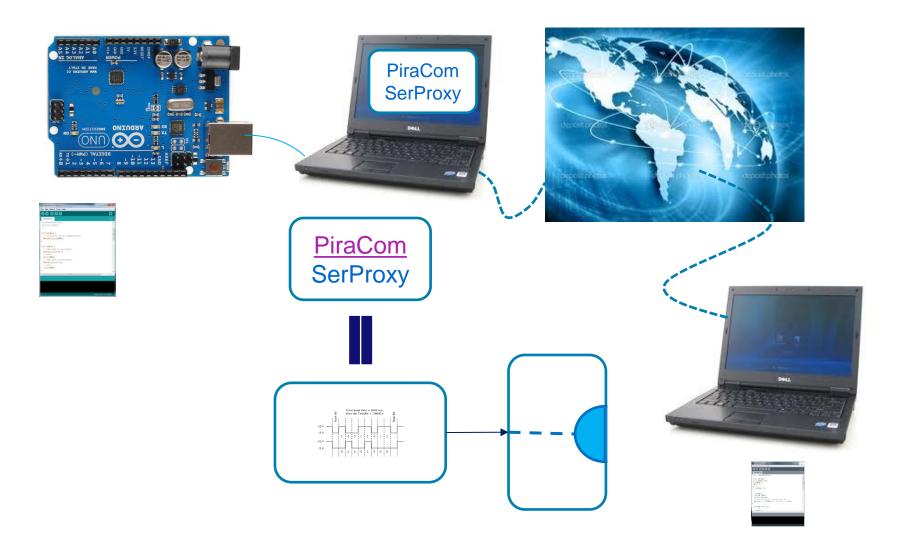




#### **Processing**

```
import processing.net.*;
Client myClient;
int[] data;
void setup() {
  // Connect to the host machine at port 4321.
  myClient = new Client(this, "192.168.1.51", 4321);
void draw() {
  if (checkForNewData()) {
   background(0);
   for (int i=0; i<data.length; i++) {</pre>
      // do something with data
boolean checkForNewData() {
  if (myClient.available() > 0) {
    String inString = myClient.readString();
   if (inString != null) {
      data = int(split(trim(inString), ','));
      return true:
  return false:
```

# How to connect with a Serial/Socket proxy



#### So far

- Arduino connects to notebook via cable (serial)
- Notebook connects to Internet (socket)
- Arduino connects to Xbee1 (serial)
- Xbee1 connects to Xbee2 (wireless serial)
- Xbee2 connects to notebook (serial)
- Notebook connects to Internet (socket)
- Arduino connects to WiFi module (serial)
- WiFi module connects to Internet(socket)



#### **Possibilities**

- Make sensors available for reading worldwide
- Make actuators available worldwide
- Send sensor values to server location where it can be read by many.



#### Resources

- You may look at:
  - Tutorial serial communication Arduino Processing
    - http://www.youtube.com/watch?v=GJX0BRUagCg
  - Xively/Pachube/Cosm
    - http://xively.com/, https://xively.com/dev/tutorials/