

(19A05701P) INTERNET OF THINGS LABORATORY

(Common to CSE & IT)

Practicals:

1. Select any one development board (Eg., Arduino or Raspberry Pi) and control LED using the board.
2. Using the same board as in (1), read data from a sensor. Experiment with both analog and digital sensors.
3. Control any two actuators connected to the development board using Bluetooth.
4. Read data from sensor and send it to a requesting client. (using socket communication)
Note: The client and server should be connected to same local area network.
5. Create any cloud platform account, explore IoT services and register a thing on the platform.
6. Push sensor data to cloud.
7. Control an actuator through cloud.
8. Access the data pushed from sensor to cloud and apply any data analytics or visualization services.
9. Create a mobile app to control an actuator.
10. Design an IoT based air pollution control system which monitors the air pollution by measuring carbon monoxide, ammonia, etc and gives alarm or sends message when the pollution level is more than permitted range.
11. Design an IoT based system which measures the physical and chemical properties of the water and displays the measured values.
12. Identify a problem in your local area or college which can be solved by integrating the things you learned and create a prototype to solve it (Mini Project).
13. Design a business model canvas for a digital display

Course outcomes:

At the end of the course, students will be able to

- Choose the sensors and actuators for an IoT application (L1)
- Select protocols for a specific IoT application (L2)
- Utilize the cloud platform and APIs for IoT application (L3)
- Experiment with embedded boards for creating IoT prototypes (L3)
- Design a solution for a given IoT application (L6)

Text Book:

1. Adrian McEwen, Hakim Cassimally - Designing the Internet of Things, Wiley Publications, 2012.

2. Alexander Osterwalder, and Yves Pigneur – Business Model Generation – Wiley, 2011

Reference Books:

1. Arshdeep Bahga, Vijay Madisetti - Internet of Things: A Hands-On Approach, Universities Press, 2014.
2. The Internet of Things, Enabling technologies and use cases – Pethuru Raj, Anupama C. Raman, CRC Press.

Reference sites:

<https://www.arduino.cc/>

<https://www.raspberrypi.org/>