

Introduction to IoT

School Year 2023-2024

Valsalice



Course Structure

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2	Basic Data Types and Operators
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4	Control Structures Pt. 2
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6	Arrays
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12	Basic Communication and Networking
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14	Introduction to Cooja
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= Core Topics



= Optional Topics

Open your Virtual Machines

1. Turn on your Laptops
2. Login to Windows using "User"
3. Open the **Virtual Box** program
4. Select the **nRF52840LAB** Virtual Machine & click **Start**
5. Log-in using credentials:

Username: **ubuntu**


Password: **ubuntu**
6. Open **Visual Studio Code** (use the App bar on the left)




Prepare the Coding Environment

- 1 From the Terminal:

```
make setup
```

- 2  valsalice-iot-23 git:(master) make setup
Enter your username:



```
✓ Repository setup complete!
```



If you see any (yellow) errors input the credentials again

- 3 Open the **week13** folder in the terminal
- 4 Right click on the left + **“Open in Integrated terminal”**

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: Boolean Operators

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

Recap: 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)
```


Recap: 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");
}
```

Recap: While-Loops

Repeat parts of
your code!

```
int num;  
printf("Input a number greater than 100: ");  
scanf("%d", &num);  
  
while (num <= 100) {  
    printf("Wrong number, try again: ");  
    scanf("%d", &num);  
}  
  
printf("Well done!\n");
```



Recap: For-Loops

Repeat a **specific** amount of times!

```
int x;

for (x = 1; x <= 5; x++) {
    printf("Hello %d\n", x);
}
```

```
int x = 0;

while (x < 5) {
    x += 1;
    printf("Hello %d\n", x);
}
```

Recap: Arrays

Modifiable containers for data.

With **variables**:

```
int num1 = 42;
int num2 = 100;
int num3 = 10;

printf("%d\n", num1);
printf("%d\n", num2);
printf("%d\n", num3);
```

With a **list**:

```
int array[] = {42, 100,
10};

for(int i = 0; i < 3; i++)
{
    printf("%d\n",
array[i]);
}
```

Recap: Accessing Array Elements

To access array elements you can use the **[index]** operator.

NOTE: List indices start from **0**

index:	0	1	2	3	4
<code>int array[] = {</code>	<code>17,</code>	<code>28,</code>	<code>33,</code>	<code>56,</code>	<code>6};</code>

```
printf("%d\n", array[0]);
```

```
printf("%d\n", array[3]);
```

Recap: Assigning Array Elements

To assign array elements you can use the **[index]** operator on the left-hand-side of a statement (like a variable)

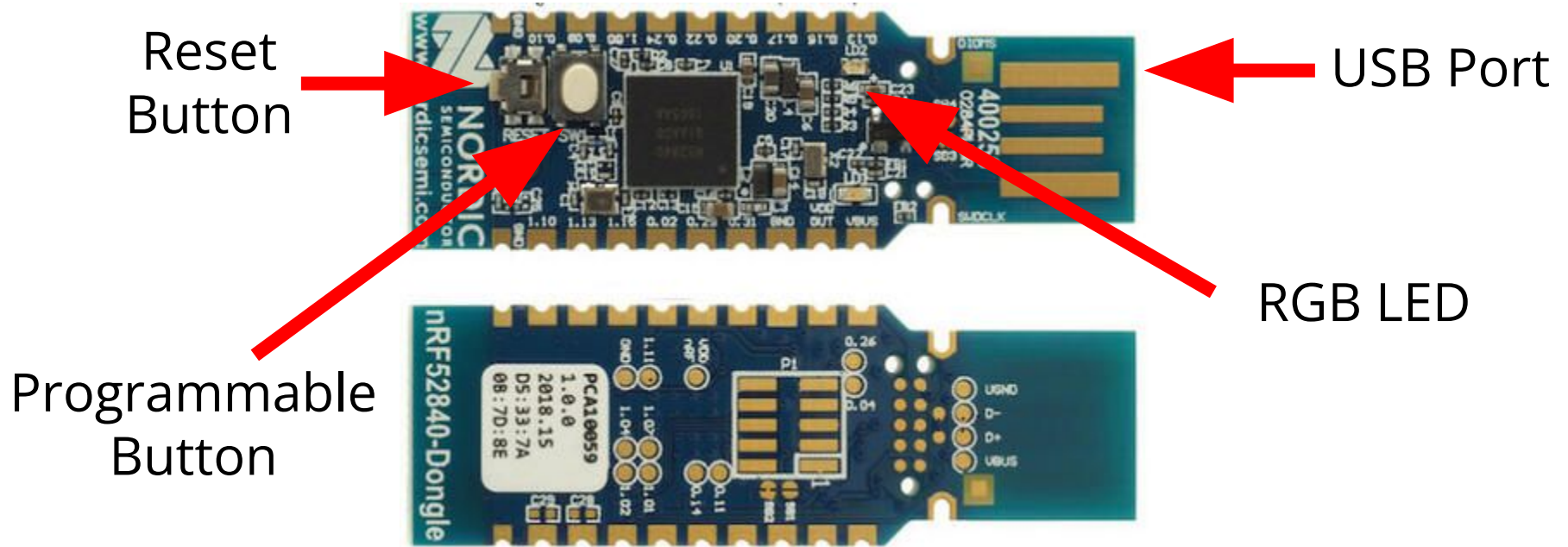
```
int array[] = {17, 28, 33, 56, 6};  
array[3] = 100;  
array[2] = -7;
```

```
printf("%d\n", array[0]);
```

```
printf("%d\n", array[3]);
```



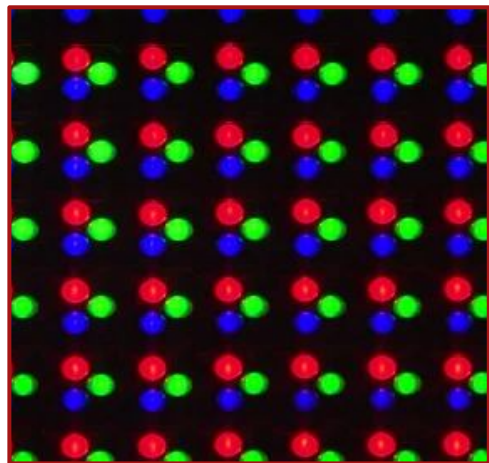
Recap: What is the nRF52840?



Recap: RGB LEDs

LEDs are **actuators**, they allow the device to act on the outside world. RGB LEDs have **three configurable color** channels:

1. **Red**
2. **Green**
3. **Blue**



LED displays (such as those of PCs) work the same way

Recap: The LED Library

```
#define RGB_LED_RED      1
#define RGB_LED_GREEN    2
#define RGB_LED_BLUE     4
#define RGB_LED_MAGENTA (RGB_LED_RED | RGB_LED_BLUE)
#define RGB_LED_YELLOW  (RGB_LED_RED | RGB_LED_GREEN)
#define RGB_LED_CYAN     (RGB_LED_GREEN | RGB_LED_BLUE )
#define RGB_LED_WHITE    (RGB_LED_RED | RGB_LED_GREEN | RGB_LED_BLUE)
/*-----*/
void rgb_led_off(void);
void rgb_led_set(uint8_t colour);
```

Recap: The E-Timer Library

```
/* Event generated when a timer expires */
#define PROCESS_EVENT_TIMER          0x88
/*-----*/
/* Set the amount of time on the timer. Also start the timer */
void etimer_set(struct etimer *et, clock_time_t interval);
/* Restart the timer with the previously set amount of time */
void etimer_restart(struct etimer *et);
void etimer_stop(struct etimer *et);
/*-----*/
/* Check if the timer has completed */
bool etimer_expired(struct etimer *et)
```

Recap: Using an E-Timer

1

```
#define BLINK_INTERVAL (0.2 * CLOCK_SECOND)
static struct etimer blink_timer;
```

2

```
PROCESS_THREAD(demo_process, ev, data) {
    PROCESS_BEGIN();
    etimer_set(&blink_timer, BLINK_INTERVAL);
```

3

4

```
    while (true) {
        PROCESS_WAIT_EVENT();

        if (etimer_expired(&blink_timer)) {
            etimer_reset(&blink_timer);
            // Do something on timer expiry
        }
    }
    PROCESS_END();
}
```

Recap: Programming the nRF52840

1 Attach the **nRF52840** chip to your laptops

⚠ Ensure the device is in **bootloader mode** (blinking red light)

Reset
Button

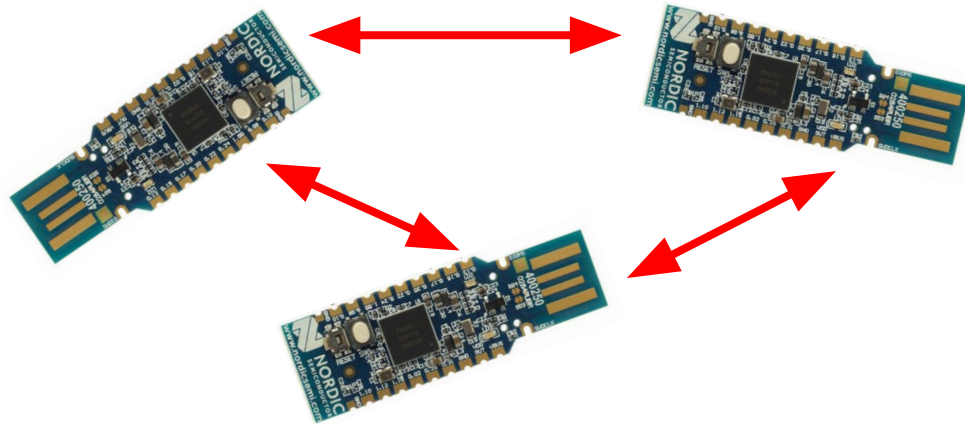


3 Program the firmware

```
make program_name.dfu-upload
```

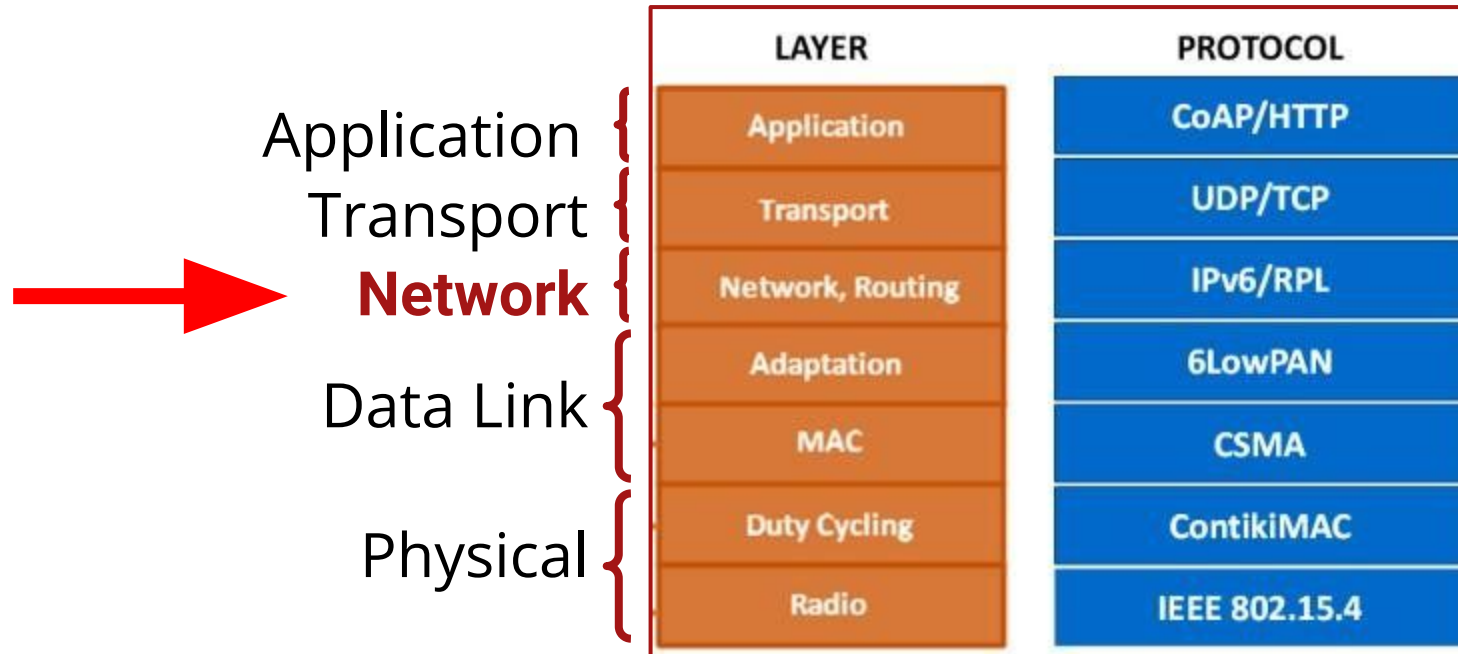
Recap: Networking

- **Networking** is the practice of connecting computers and other devices to **share information**.
- Involves **transmitting data** over various types of media, like wireless signals.



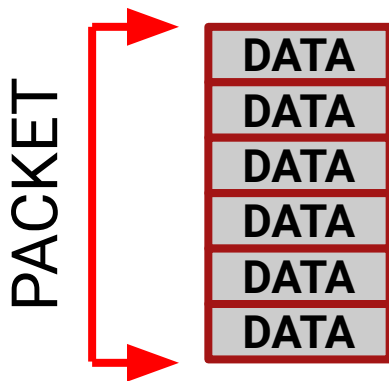
Recap: Networking

The Network layer is part of the **OSI standard**. We disable the Application and Transport layers in Contiki-NG using “**Nullnet**”.



Recap: Networking Packets

- **Packets** are small chunks of **data** sent over the network.
- Packets can have **arbitrary length** (up to a maximum)



Recap: Receiving Packets

We provide a helper function to simplify **receiving packets** over nullnet:

receive_nullnet_data

You can add functionality **inside the function body**.

```
/* Helper function to receive data over nullnet */
void receive_nullnet_data (
    const void *bytes,
    uint16_t len,
    const linkaddr_t *src,
    const linkaddr_t *dest)
{
    int data;
    memcpy(&data, bytes, len);

    printf("Data received: %d\n", data);
}
```


Recap Exercise

To flash:

```
make receiver.dfu-upload
```

For console:

```
make login
```

Flash the code in (**receiver.c**) to the nRF52840.

Use **make login** to connect to serial output.

1) What is the code doing?

2) Where in the code can you find this behavior specified?

Recap Exercise

To flash: `make receiver.dfu-upload`

For console: `make login`

Extend (**receiver.c**) to:

3) Turn the **LED Green** any time it receives data.

Test this on your nRF52840

4) Turn the **LED Cyan** when it receives your **team's name**.

NOTE: your team "name" is the character on your chip

Exercise Solution

Change
with actual
team name



```
void receive_nullnet_data(...) {  
    char data;  
    memcpy(&data, bytes, len);  
  
    // Add custom code BELOW this line  
    printf("Data received: '%c'\n", data);  
    if (data == 'F') {  
        rgb_led_set(RGB_LED_CYAN);  
    } else {  
        rgb_led_set(RGB_LED_GREEN);  
    }  
}
```

Save remotely your Changes

1

```
make save
```

2

```
|Password
```

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

3

```
✓ Changes committed and pushed. All done!
```

Disambiguating Packets

To know where packets are coming from we add a **team_id** field to packets.

To use this field in the next exercise you **MUST** set the **TEAM_ID** macro at the top of the file.

```
typedef struct {  
    char team_id;  
    int data;  
} message_t;
```

```
// IMPORTANT!  
// Change the `TEAM_ID`!  
#define TEAM_ID 'Z'
```

Exercise

To flash: `make repeat.dfu-upload`

For console: `make login`

⚠ Change the **TEAM_ID** at the top of **repeat.c**!

Flash the code in (**repeat.c**) to the nRF52840.

Use **make login** to connect to serial output.

1) What is the code doing?

2) Where in the code can you find this behavior specified?

Exercise Detail

```
void receive_nullnet_data(...) {  
    message_t message;  
    memcpy(&message, bytes, len);  
  
    char team = message.team_id;  
    int data = message.data;  
  
    printf("Received instruction for TEAM: '%c'\n", team);  
    if (team == TEAM_ID) {  
        printf("Data received: %d\n", data);  
    }  
}
```

Exercise

To flash: `make repeat.dfu-upload`

For console: `make login`


Change the code in **repeat.c**



Change the **TEAM_ID** at the top!

1) Any time you receive data with **value 1** you should turn on the Green LED.

2) Any time you receive data with **value 2** you should turn on the Magenta LED.



```
void receive_nullnet_data (...) {  
    message_t message;  
    memcpy(&message, bytes, len);  
  
    int data = message.data;  
    if (message.team_id == TEAM_ID) {  
        printf("Data received: %d\n", data);  
        /* EDIT inside this IF-statement */  
    }  
}
```


Exercise Solution

```
if (team == TEAM_ID) {  
    printf("Data received: %d\n", data);  
    /* EDIT inside this IF-statement */  
  
    if (data == 1) {  
        rgb_led_set(RGB_LED_GREEN);  
    } else if (data == 2) {  
        rgb_led_set(RGB_LED_MAGENTA);  
    }  
}
```

Save remotely your Changes

1

```
make save
```

2

```
|Password
```

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

3

```
✓ Changes committed and pushed. All done!
```

Recap: Sending Packets

We provide a helper function to simplify **sending packets** over nullnet:

send_nullnet_data

You can **call** this function but you **should NOT edit** it.

```
/* Helper function to send data over nullnet */  
void send_nullnet_data (int data) {  
    printf("Sending data: %d\n", data);  
    nullnet_buf = (uint8_t *)&data;  
    nullnet_len = sizeof(data);  
  
    NETSTACK_NETWORK.output(NULL);  
}
```

```
send_nullnet_data (200);  
  
variable = 42;  
send_nullnet_data (variable);
```

Exercise

To flash: `make repeat.dfu-upload`

For console: `make login`

Extend the code in **repeat.c**



Change the **TEAM_ID** at the top!

1) Any time you receive data with **value 0** you should use **send_nullnet_data** to reply with **value 42**.

2) Any time you receive data with **value 3** you should turn on the Blue LED.

```
void receive_nullnet_data (...) {
    message_t message;
    memcpy(&message, bytes, len);

    int data = message.data;
    if (message.team_id == TEAM_ID) {
        printf("Data received: %d\n", data);
        /* EDIT inside this IF-statement */
    }
}
```



Exercise Solution

```
if (team == TEAM_ID) {  
    printf("Data received: %d\n", data);  
    if (data == 0) {  
        send_nullnet_data(42);  
    } else if (data == 1) {  
        rgb_led_set(RGB_LED_GREEN);  
    } else if (data == 2) {  
        rgb_led_set(RGB_LED_MAGENTA);  
    } else if (data == 3) {  
        rgb_led_set(RGB_LED_BLUE);  
    }  
}
```

Save remotely your Changes

1

```
make save
```

2

```
|Password
```

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

3

```
✓ Changes committed and pushed. All done!
```

Quiz Time!

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End of Class

See you all next week!