Building An Iot Node For Less Than 15 Nodemcu Esp8266

How can we build bridges from the digital world of the Internet to the analog world that surrounds us? By bringing accessibility to embedded components such as sensors and microcontrollers, JavaScript and Node.js might shape the world of physical computing as they did for web browsers. This practical guide shows hardware and software engineers, makers, and web developers how to talk in JavaScript with a variety of hardware platforms. Authors Patrick Mulder and Kelsey Breseman also delve into the basics of microcontrollers, single-board computers, and other hardware components. Use JavaScript to program microcontrollers with Arduino and Espruino Prototype IoT devices with the Tessel 2 development platform Learn about electronic input and output components, including sensors Connect microcontrollers to the Internet with the Particle Photon toolchain Run Node.js on single-board computers such as Raspberry Pi and Intel Edison Talk to embedded devices with Node.js libraries such as Johnny-Five, and remotely control the devices with Bluetooth Use MQTT as a message broker to connect devices across networks Explore ways to use robots as

building blocks for shared experiences

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.

These transactions publish research in computer-based methods of computational collective intelligence (CCI) and their applications in a wide range of fields such as performance optimization in IoT, big data, reliability, privacy, security, service selection, QoS and machine learning. This thirty-fourth issue contains 12 selected papers which present new findings and innovative methodologies as well as discuss issues and challenges in the field of collective intelligence in group decision making with special emphasize given to voting theory, power indices and graphs while addressing elections, social choices, IoT

and allocation algorithms.

Management of IoT Open Data Projects in Smart Cities demonstrates a key project management methodology for the implementation of Smart Cities projects: Principles and Regulations for Smart Cities (PaRSC). This methodology adopts a basis in classic Scrum soft management methods with carefully considered expansions. These include design principals for high-level architecture design and recommendations for design at the level of project teams. This approach enables the deployment of rule-based linguistic models for IoT project management, supporting the design of high-level architecture and providing rules for Scrum Smart Cities team. After reading this book, the reader will have a thorough grounding in IoT nodes and methods of their design, the acquisition and use of open data, and the use of project management methods to collect open data and build business models based on them. Presents a unified method for smart urban interventions based on the adjustment of Scrum to the complexity of smart city projects Establishes a key model for intelligent systems verification in Smart Cities projects Demonstrates how practitioners can gain from the adoption of rule-based linguistic models

These transactions publish research in computer-based methods of computational collective intelligence (CCI) and their applications in a wide range

of fields such as the semantic web, social networks, and multi-agent systems. TCCI strives to cover new methodological, theoretical and practical aspects of CCI understood as the form of intelligence that emerges from the collaboration and competition of many individuals (artificial and/or natural). The application of multiple computational intelligence technologies, such as fuzzy systems, evolutionary computation, neural systems, consensus theory, etc., aims to support human and other collective intelligence and to create new forms of CCI in natural and/or artificial systems. This thirty-first issue presents 12 selected papers from the 3rd Seminar on Quantitative Methods of Group Decision Making which was held in November 2017 at the WSB University in Wroclaw. Cybersecurity is an extremely important area which is rapidly evolving, necessarily, to meet current and future threats. Anyone who studies within this domain requires a particular skillset and way of thinking, balancing technical knowledge and human insight. It is vital to recognize both sides of this complex area and integrate the two. This book looks at the technical fields progressively, building up in layers before expanding into more advanced topics. Each area is looked at succinctly, describing the main elements and problems in each area and reinforcing these concepts with practical coding examples, questions and ideas for further research. The book builds on an overview of basic architecture

of systems and networks, setting a context for how information is vulnerable. Cryptography is explained in detail with examples, showing the steady progress in this area over time through to the possibilities of quantum encryption. Steganography is also explained, showing how this can be used in a modern-day context through multimedia and even Virtual Reality. A large section of the book is given to the technical side of hacking, how such attacks occur, how they can be avoided and what to do after there has been an intrusion of some description. Cyber countermeasures are explored, along with automated systems of defense, whether created by the programmer or through firewalls and suchlike. The human aspect of cyber security is detailed along with the psychology and motivations for launching attacks. Social engineering is focused on and with the various techniques looked at – revealing how an informed individual, organization or workplace can protect themselves against incursions and breaches. Finally, there is a look the latest developments in the field, and how systems, such as the IoT are being protected. The book is intended for advanced undergraduate and postgraduate courses on cybersecurity but is also useful for those studying IT or Computer Science more generally.

Abstracts of XV International Scientific and Practical Conference

This book explains the key feature to develop a complex and stable network that

helps to gather the data to optimize the asset performance and maximize the production in the Industries leveraging on the cloud infrastructure and services. By the end, you can design the Industrial IoT network and the architecture for processing its data in the cloud.

Managing the Web of Things: Linking the Real World to the Web presents a consolidated and holistic coverage of engineering, management, and analytics of the Internet of Things. The web has gone through many transformations, from traditional linking and sharing of computers and documents (i.e., Web of Data), to the current connection of people (i.e., Web of People), and to the emerging connection of billions of physical objects (i.e., Web of Things). With increasing numbers of electronic devices and systems providing different services to people, Web of Things applications present numerous challenges to research institutions, companies, governments, international organizations, and others. This book compiles the newest developments and advances in the area of the Web of Things, ranging from modeling, searching, and data analytics, to software building, applications, and social impact. Its coverage will enable effective exploration, understanding, assessment, comparison, and the selection of WoT models, languages, techniques, platforms, and tools. Readers will gain an up-to-date understanding of the Web of Things systems that accelerates their research. Offers a comprehensive and systematic presentation of the methodologies, technologies, and applications that enable efficient and effective management of the Internet of Things

Provides an in-depth analysis on the state-of-the-art Web of Things modeling and searching technologies, including how to collect, clean, and analyze data generated by the Web of Things Covers system design and software building principles, with discussions and explorations of social impact for the Web of Things through real-world applications Acts as an ideal reference or recommended text for graduate courses in cloud computing, service computing, and more

The book entitled “Advancements in Smart City and Intelligent Building” is the Proceedings of the International Conference on Smart City and Intelligent Building (ICSCIB 2018) held in Hefei, China, September 15-16, 2018. It contains 58 papers in total categorized into 8 different tracks, on Building Energy Efficiency, Construction Robot and Automation, Intelligent Community and Urban Safety, Intelligentialization of Heating Ventilation Air Conditioning System, Information Technology and Intelligent Transportation Systems, New Generation Intelligent Building Platform Techniques, Smart Home and Utility, and Smart Underground Space, which cover a wide range areas of smart cities and intelligent buildings. ICSCIB2018 provided an international forum for professionals, academics, and researchers to present the latest developments from interdisciplinary theoretical studies, computational algorithm developments and engineering applications in smart cities and smart buildings. This academic event featured many opportunities to network with colleagues from around the world in a wonderful environment. Its program covered invitation and presentations

from scientists, researchers, and practitioners who have been working in the related areas to establish platforms for collaborative research projects in these fields. The conference invited leaders from industry and academia to exchange and share their experiences, present research results, explore collaborations and to spark new ideas, with the aim of developing new projects and exploiting new technology in these fields, and bridge theoretical studies and emerging applications in various science and engineering branches. This book addresses the recent development and achievement in the field of smart city and intelligent building. It is primarily intended for researchers and students for undergraduate and postgraduate programs in the background of multiple disciplines including computer science, information systems, information technology, automatic control and automation, electrical and electronic engineering, and telecommunications who wish to develop and share their ideas, knowledge and new findings in smart city and intelligent building.

Understand how Node-RED, the free and open-source flow-based programming tool, is used for handling IoT data and how it allows programmers of any level to interconnect I/O, APIs, and online services in new and exciting ways. This book is a comprehensive introduction to Node-RED and will get you up to speed with building web apps in no time.

This book focuses on how to maintain environmental sustainability as one of its main principles, and it addresses how smart cities serve to diminish wastes and maintain

natural resources by having clean green energy that is operated by new smart technology designs. Living in a smart city is not something of the future anymore, it is here, and it is being implemented all over the world. A smart city uses different types of electronic Internet of things (IoT) sensors to collect data and then use these data to manage assets and resources efficiently. The smart city concept integrates information and communication technology (ICT), and various physical devices connected to the IoT network to optimize the efficiency of city operations and services and achieve sustainable solutions to allow us to grow with proper management of our resources. Smart sustainable structures and infrastructures face the need of urban areas due to the growth of populations while in the same time save our environment. To achieve this, we need to revisit the conventional methods in design and construction and the conventional materials which are used now to optimize the design and provide smart solutions. In the past few years, the consumption of resources has been massive, and the waste produced from that consumption has been inconceivable. This is causing environmental degradation, which produces many environmental challenges, such as global climate change, excessive fossil fuel dependency and the growing demand for energy. As well as, discussing the challenges facing the civil engineering design and construction of smart cities components and presenting concepts and insight from experts and researchers from different civil engineering disciplines., this book explains how to construct buildings and special structures and how to manage and monitor

energy.

The growth of Internet use and technologies has increased exponentially within the business sector. When utilized properly, these applications can enhance business functions and make them easier to perform. Exploring the Convergence of Big Data and the Internet of Things is a pivotal reference source featuring the latest empirical research on the business use of computing devices to send and receive data in conjunction with analytic applications to reduce maintenance costs, avoid equipment failures, and improve business operations. Including research on a broad range of topics such as supply chain, aquaculture, and speech recognition systems, this book is ideally designed for researchers, academicians, and practitioners seeking current research on various technology uses in business.

Build a complete, professional-quality, hybrid mobile application with Ionic About This Book Develop high-grade and performance-optimized hybrid applications using the latest version of Ionic Discover the latest and upcoming features of Ionic A practical guide that will help you fully utilize all the features and components of Ionic efficiently Who This Book Is For The target audience for this book is intermediate-level application developers who have some basic knowledge of Ionic. What You Will Learn Use every Ionic component and its customization according to the application along with some important third party components Recently released Lazy Loading and Grid System supporting desktop application with Electron Integration of the various Ionic backend

services and features such as Ionic Push, DB, Auth, Deploy in your application Exploration of white-listing, CORS, and various other platform security aspects to secure your application Synchronization of your data with the cloud server and fetching it in real time using Ionic Cloud and Firebase services Integration of the Cordova iBeacon plugin which will fetch contextual data on the basis of location and Websockets for real time communication for IOT based applications Implementation of offline functionality in your PWA application using service-worker, cache storage and indexedDB In Detail Ionic is an open source, front-end framework that allows you to develop hybrid mobile apps without any native-language hassle for each platform. It offers a library of mobile-optimized HTML, CSS, and JS components for building highly interactive mobile apps. This book will help you to develop a complete, professional and quality mobile application with Ionic Framework. You will start the journey by learning to configure, customize, and migrate Ionic 1x to 3x. Then, you will move on to Ionic 3 components and see how you can customize them according to your applications. You will also implement various native plugins and integrate them with Ionic and Ionic Cloud services to use them optimally in your application. By this time, you will be able to create a full-fledged e-commerce application. Next, you will master authorization, authentication, and security techniques in Ionic 3 to ensure that your application and data are secure. Further, you will integrate the backend services such as Firebase and the Cordova iBeacon plugin in your application. Lastly, you will be looking into

Progressive Web Applications and its support with Ionic, with a demonstration of an offline-first application. By the end of the book, you will not only have built a professional, hybrid mobile application, but will also have ensured that your app is secure and performance driven. Style and approach A step-by-step guide (covering all its features and components) to build a complete mobile application using Ionic. Each chapter will cover different features of Ionic.

This book constitutes the refereed proceedings of the First International Conference on Smart Blockchain, SmartBlock 2018, held in Tokyo, Japan, in December 2018. The 17 papers presented in this volume were carefully reviewed and selected from 102 submissions. They focus on a broad range of topics in the area of blockchain, from privacy-preserving solutions to designing advanced blockchain mechanism, from empirical studies to practical manuals.

This is a book about building Arduino-powered devices for everyday use, and then connecting those devices to the Internet. If you're one of the many who have decided to build your own Arduino-powered devices for IoT applications, you've probably wished you could find a single resource--a guidebook for the eager-to-learn Arduino enthusiast--that teaches logically, methodically, and practically how the Arduino works and what you can build with it. Building Arduino Projects for the Internet of Things: Experiments with Real-World Applications is exactly what you need. Written by a software developer and solution architect who got tired of hunting and gathering various

lessons for Arduino development as he taught himself all about the topic, this book gives you an incredibly strong foundation of Arduino-based device development, from which you can go in any direction according to your specific development needs and desires. Readers are introduced to the building blocks of IoT, and then deploy those principles to by building a variety of useful projects. Projects in the books gradually introduce the reader to key topics such as internet connectivity with Arduino, common IoT protocols, custom web visualization, and Android apps that receive sensor data on-demand and in realtime. IoT device enthusiasts of all ages will want this book by their side when developing Android-based devices. What You'll Learn: Connect an Arduino device to the Internet Creating an Arduino circuit that senses temperature Publishing data collected from an Arduino to a server and to an MQTT broker Setting up channels in Xively Setting up an app in IBM Bluematrix Using Node-RED to define complex flows Publishing data visualization in a web app Reporting motion-sensor data through a mobile app Creating a remote control for house lights Creating a machine-to-machine communication requiring no human intervention Creating a location-aware device ket="" of="" new="" enthusiasts="" all="" ages="" who="" are="" just="" starting="" out="" with="" iot="" device="" development.

Gain a strong foundation of Arduino-based device development, from which you can go in any direction according to your specific development needs and desires. You'll build Arduino-powered devices for everyday use, and then connect those devices to the Internet. You'll be

introduced to the building blocks of IoT, and then deploy those principles to by building a variety of useful projects. Projects in the books gradually introduce the reader to key topics such as internet connectivity with Arduino, common IoT protocols, custom web visualization, and Android apps that receive sensor data on-demand and in realtime. IoT device enthusiasts of all ages will want this book by their side when developing Android-based devices. If you're one of the many who have decided to build your own Arduino-powered devices for IoT applications, then Building Arduino Projects for the Internet of Things is exactly what you need. This book is your single resource--a guidebook for the eager-to-learn Arduino enthusiast--that teaches logically, methodically, and practically how the Arduino works and what you can build with it. Written by a software developer and solution architect who got tired of hunting and gathering various lessons for Arduino development as he taught himself all about the topic. For Arduino enthusiasts, this book not only opens up the world of IoT applications, you will also learn many techniques that likely would not be obvious if not for experience with such a diverse group of applications What You'll Learn Create an Arduino circuit that senses temperature Publish data collected from an Arduino to a server and to an MQTT broker Set up channels in Xively Using Node-RED to define complex flows Publish data visualization in a web app Report motion-sensor data through a mobile app Create a remote control for house lights Set up an app in IBM Bluematrix Who This Book Is For IoT device enthusiasts of all ages will want this book by their side when developing Android-based devices.

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.

This reference presents information about different facets of IoT and blockchain systems that

have been recently proposed for practical situations. Chapters provide knowledge about how these technologies are applied in functions related to trust management, identity management, security threats, access control and privacy. Key Features: - Introduces the reader to fundamental concepts of IoT and blockchain technology - reports advances in the field of IoT, ubiquitous computing and blockchain computing - includes the applications of different frameworks - explains the role of blockchains in improving IT security - provides examples of smart grids, data transmission models, digital business platforms, agronomics and big data solutions - Includes references for further reading Blockchain Applications for Secure IoT Frameworks Technologies Shaping the Future is a handy reference for information technology professionals and students who want updated information about applications of IoT and blockchains in secure operational and business processes.

This book describes the building blocks and introductory business models for Internet of Things (IoT). The author provide an overview of the entire IoT architecture and constituent layers, followed by detail description of each block . Various inter-connecting technologies and sensors are discussed in context of IoT networks. In addition to this, concepts of Big Data and Fog Computing are presented and characterized as per data generated by versatile IoT applications . Smart parking system and context aware services are presented as an hybrid model of cloud and Fog Afterwards, various IoT applications and respective business models are discussed. Finally, author summarizes the IoT building blocks and identify research issues in each, and suggest potential research projects worthy of pursuing.

This volume constitutes the refereed proceedings of the 12th Asian Conference on Intelligent Information and Database Systems, ACIIDS 2020, held in Phuket, Thailand, in March 2020.

The total of 50 full papers accepted for publication in these proceedings were carefully reviewed and selected from 180 submissions. The papers are organized in the following topical sections: ?advanced big data, machine learning and data mining; industry applications of intelligent methods and systems; artificia intelligence, optimization, and databases in practical applications; intelligent applications of internet of things; recommendation and user centric applications of intelligent systems.

The two-volume set LNICST 150 and 151 constitutes the thoroughly refereed post-conference proceedings of the First International Internet of Things Summit, IoT360 2014, held in Rome, Italy, in October 2014. This volume contains 74 full papers carefully reviewed and selected from 118 submissions at the following four conferences: the First International Conference on Cognitive Internet of Things Technologies, COIOTE 2014; the First International Conference on Pervasive Games, PERGAMES 2014; the First International Conference on IoT Technologies for HealthCare, HealthyIoT 2014; and the First International Conference on IoT as a Service, IoTaaS 2014. The papers cover the following topics: user-centric IoT; artificial intelligence techniques for the IoT; the design and deployment of pervasive games for various sectors, such as health and wellbeing, ambient assisted living, smart cities and societies, education, cultural heritage, and tourism; delivery of electronic healthcare; patient care and medical data management; smart objects; networking considerations for IoT; platforms for IoTaaS; adapting to the IoT environment; modeling IoTaaS; machine to machine support in IoT.

Interoperability in IoT for Smart Systems discusses the different facets of interoperability issues among the IoT devices and their solutions, the scalability issues in an IoT network, and

provides solutions for plug-n-play of new devices with the existing IoT system. It also addresses the possible usage of interoperable and plug-n-play IoT networks in different systems to make them smarter. Aimed at researchers and graduate students in computer science, computer engineering, computer networks, electronics engineering, this book Exclusively covers interoperability of IoT systems in parallel with their use towards the development of smart systems Discusses the requirements of interoperability in smart IoT systems and their solutions Reviews IoT applications in different smart and intelligent systems Explores dealing with interoperability of heterogeneous participating devices Provides different case studies and open problems related to interoperability in IoT systems

The book compiles the research works related to smart solutions concept in context to smart energy systems, maintaining electrical grid discipline and resiliency, computational collective intelligence consisted of interaction between smart devices, smart environments and smart interactions, as well as information technology support for such areas. It includes high-quality papers presented in the International Conference on Intelligent Computing Techniques for Smart Energy Systems organized by Manipal University Jaipur. This book will motivate scholars to work in these areas. The book also prophesies their approach to be used for the business and the humanitarian technology development as research proposal to various government organizations for funding approval.

End to end solutions for IoT enthusiasts and web developers About This Book Leverage the capability of IoT with the combination of Raspberry Pi 3 and JavaScript (ES5/ES6) Develop a health monitoring device along with some cool

projects like Smart Agriculture & Raspberry Pi 3 based surveillance. A practical book which will help you build Mobile/Web/Desktop apps that will show how to manage and monitor data from sensors and actuators in real time. Who This Book Is For This book targets IoT enthusiasts and web developers who would like to build IoT-based applications with Raspberry Pi, Arduino and JavaScript. Some knowledge about electronics and familiarity with programming concepts (JavaScript - ES5/ES6) is expected. What You Will Learn Integrate sensors and actuators with the cloud and control them for your Smart Weather Station. Develop your very own Amazon Alexa integrating with your IoT solution Define custom rules and execute jobs on certain data events using IFTTT Build a simple surveillance solutions using Amazon Recognition & Raspberry Pi 3 Design a fall detection system and build a notification system for it. Use Amazon Rekognition for face detection and face recognition in your Surveillance project In Detail In this world of technology upgrades, IoT is currently leading with its promise to make the world a more smarter and efficient place. This book will show you how to build simple IoT solutions that will help you to understand how this technology works. We would not only explore the IoT solution stack, but we will also see how to do it with the world's most misunderstood programming language - JavaScript. Using Raspberry Pi 3 and JavaScript (ES5/ES6) as the base to build all the

projects, you will begin with learning about the fundamentals of IoT and then build a standard framework for developing all the applications covered in this book. You will then move on to build a weather station with temperature, humidity and moisture sensors and further integrate Alexa with it. Further, you will build a smart wearable for understanding the concept of fall detection. You will then extend it with the 'If This Then That' (IFTTT) rules engine to send an email on fall detection. Finally, you will be working with the Raspberry Pi 3 camera module and surveillance with a bit of facial detection using Amazon Rekognition platform. At the end of the book, you will not only be able to build standalone exciting IoT applications but also learn how you can extend your projects to another level. Style and Approach This book will follow a project based approach where each chapter will teach the readers to build a standalone project. It will not only guide you to build exciting projects but will also teach you to extend your project to another level.

Apress is proud to announce that Rethinking the Internet of Things was a 2014 Jolt Award Finalist, the highest honor for a programming book. And the amazing part is that there is no code in the book. Over the next decade, most devices connected to the Internet will not be used by people in the familiar way that personal computers, tablets and smart phones are. Billions of interconnected

devices will be monitoring the environment, transportation systems, factories, farms, forests, utilities, soil and weather conditions, oceans and resources. Many of these sensors and actuators will be networked into autonomous sets, with much of the information being exchanged machine-to-machine directly and without human involvement. Machine-to-machine communications are typically terse. Most sensors and actuators will report or act upon small pieces of information - "chirps". Burdening these devices with current network protocol stacks is inefficient, unnecessary and unduly increases their cost of ownership. This must change. The architecture of the Internet of Things must evolve now by incorporating simpler protocols toward at the edges of the network, or remain forever inefficient. Rethinking the Internet of Things describes reasons why we must rethink current approaches to the Internet of Things. Appropriate architectures that will coexist with existing networking protocols are described in detail. An architecture comprised of integrator functions, propagator nodes, and end devices, along with their interactions, is explored.

Summary A hands-on guide that will teach how to design and implement scalable, flexible, and open IoT solutions using web technologies. This book focuses on providing the right balance of theory, code samples, and practical examples to enable you to successfully connect all sorts of devices to the web

and to expose their services and data over REST APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Because the Internet of Things is still new, there is no universal application protocol. Fortunately, the IoT can take advantage of the web, where IoT protocols connect applications thanks to universal and open APIs. About the Book Building the Web of Things is a guide to using cutting-edge web technologies to build the IoT. This step-by-step book teaches you how to use web protocols to connect real-world devices to the web, including the Semantic and Social Webs. Along the way you'll gain vital concepts as you follow instructions for making Web of Things devices. By the end, you'll have the practical skills you need to implement your own web-connected products and services. What's Inside Introduction to IoT protocols and devices Connect electronic actuators and sensors (GPIO) to a Raspberry Pi Implement standard REST and Pub/Sub APIs with Node.js on embedded systems Learn about IoT protocols like MQTT and CoAP and integrate them to the Web of Things Use the Semantic Web (JSON-LD, RDFa, etc.) to discover and find Web Things Share Things via Social Networks to create the Social Web of Things Build a web-based smart home with HTTP and WebSocket Compose physical mashups with EVRYTHNG, Node-RED, and IFTTT About the Reader For both

seasoned programmers and those with only basic programming skills. About the Authors Dominique Guinard and Vlad Trifa pioneered the Web of Things and cofounded EVRYTHNG, a large-scale IoT cloud powering billions of Web Things. Table of Contents PART 1 BASICS OF THE IOT AND THE WOT From the Internet of Things to the Web of Things Hello, World Wide Web of Things Node.js for the Web of Things Getting started with embedded systems Building networks of Things PART 2 BUILDING THE WOT Access: Web APIs for Things Implementing Web Things Find: Describe and discover Web Things Share: Securing and sharing Web Things

As populations have continued to grow and expand, many people have made their homes in cities around the globe. With this increase in city living, it is becoming vital to create intelligent urban environments that efficiently support this growth and simultaneously provide friendly and progressive environments to both businesses and citizens alike. Smart Cities and Smart Spaces: Concepts, Methodologies, Tools, and Applications is an innovative reference source that discusses social, economic, and environmental issues surrounding the evolution of smart cities. Highlighting a range of topics such as smart destinations, urban planning, and intelligent communities, this multi-volume book is designed for engineers, architects, facility managers, policymakers, academicians, and

researchers interested in expanding their knowledge on the emerging trends and topics involving smart cities.

Unleash the power of the Raspberry Pi 3 board to create interesting IoT projects Key Features Learn how to interface various sensors and actuators with the Raspberry Pi 3 and send this data to the cloud. Explore the possibilities offered by the IoT by using the Raspberry Pi to upload measurements to Google Docs. A practical guide that will help you create a Raspberry Pi robot using IoT modules. Book Description This book is designed to introduce you to IoT and Raspberry Pi 3. It will help you create interesting projects, such as setting up a weather station and measuring temperature and humidity using sensors; it will also show you how to send sensor data to cloud for visualization in real-time. Then we shift our focus to leveraging IoT for accomplishing complex tasks, such as facial recognition using the Raspberry Pi camera module, AWS Rekognition, and the AWS S3 service. Furthermore, you will master security aspects by building a security surveillance system to protect your premises from intruders using Raspberry Pi, a camera, motion sensors, and AWS Cloud. We'll also create a real-world project by building a Wi-Fi – controlled robot car with Raspberry Pi using a motor driver circuit, DC motor, and a web application. This book is a must-have as it provides a practical overview of IoT's existing architectures,

communication protocols, and security threats at the software and hardware levels—security being the most important aspect of IoT. What you will learn Understand the concept of IoT and get familiar with the features of Raspberry Pi Learn to integrate sensors and actuators with the Raspberry Pi Communicate with cloud and Raspberry using communication protocols such as HTTP and MQTT Build DIY projects using Raspberry Pi, JavaScript/node.js and cloud (AWS) Explore the best practices to ensure the security of your connected devices Who this book is for If you're a developer or electronics engineer and are curious about the Internet of Things, then this is the book for you. With only a rudimentary understanding of electronics, the Raspberry Pi, or similar credit-card sized computers, and some programming experience, you will be taught to develop state-of-the-art solutions for the Internet of Things in an instant.

Building an Iot Node for Less Than 15 $Nodemcu & Esp8266

JavaScript Robotics is on the rise. Rick Waldron, the lead author of this book and creator of the Johnny-Five platform, is at the forefront of this movement. Johnny-Five is an open source JavaScript Arduino programming framework for robotics. This book brings together fifteen innovative programmers, each creating a unique Johnny-Five robot step-by-step, and offering tips and tricks along the way. Experience with JavaScript is a prerequisite.

The Special Issue Distributed Energy Resources Management 2018 includes 13 papers, and is a continuation of the Special Issue Distributed Energy Resources Management. The success of the previous edition shows the unquestionable relevance of distributed energy resources in the operation of power and energy systems at both the distribution level and at the wider power system level. Improving the management of distributed energy resources makes it possible to accommodate the higher penetration of intermittent distributed generation and electric vehicle charging. Demand response programs, namely the ones with a distributed nature, allow the consumers to contribute to the increased system efficiency while receiving benefits. This book addresses the management of distributed energy resources, with a focus on methods and techniques to achieve an optimized operation, in order to aggregate the resources namely in the scope of virtual power players and other types of aggregators, and to remunerate them. The integration of distributed resources in electricity markets is also addressed as an enabler for their increased and efficient use.

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 Choosing the right hard & software to build an IoT node for less than 15 $ is possible now.

In this book, several advanced topics in the area of Power Management Analog and Mixed-Signal Circuits and Systems have been addressed. The fundamental aspects of these topics are discussed, and state-of-the-art developments are presented. The book covers subject areas like bio-sensors co-integration with nanotechnology, and for these CMOS circuits one popular application could be personalized medicine. Having seen the power assets for such technologies, and knowing what challenges these present for the circuits and systems designer, remote powering and sensors solutions are reviewed in the second chapter. The third chapter contains an industrial contribution on remote powering, presenting energy harvesting from the RF field to power a target wireless sensor network consumption. Having touched the idea of the low current consumption, µA or Nano-Amp range and their transient behaviours are also described. Digital and large-scale integrated circuits - seen from an academic point of view – is included in chapter five, and this same topic from an industrial point of view is given in the chapter thereafter. An additional topic on the hall sensor, applied in an automotive case study,

is then also presented. Approaching the duty-cycling of active mode, oscillator for timers and system-level power management including the cloud are covered in the last chapters. Power Management for Internet of Everything targets post-graduate students and those persons active in industry, whom understand and can connect system design with system on chip (SoC) and mixed-signal design as broader set of circuits and systems. The topic of Internet of Things (IoT), ranging from data converters for sensor interfaces to radios and software application, is also addressed from the viewpoint of power and energy management. The contents ensures a good balance between academia and industry, combined with a judicious selection of distinguished international authors.

Discover how every solution in some way related to the IoT needs a platform and how to create that platform. This book is about being agile and reducing time to market without breaking the bank. It is about designing something that you can scale incrementally without having to do a lot of rework and potentially disrupting your current state of the work. So the key questions are: what does it take, how long does it take, and how much does it take to build your own IoT platform? Build Your Own IoT Platform answers these questions and provides you with step-by-step guidance on how to build your own IoT platform. The author bursts the bubble of IoT platforms and highlights what the core of an IoT platform looks like. There are must-haves and there are nice-to-haves; this book will distinguish the two and focus on how to build the must-

haves. Building your own IoT platform is not only the biggest cost saver, but also can be a satisfying learning experience, giving you control over your project. What You Will Learn Architect an interconnected system Develop a flexible architecture Create a redundant communication platform Prioritize system requirements with a bottom-up approach Who This Book Is For IoT developers and development teams in small- to medium-sized companies. Basic to intermediate programming skills are required. Smart Cities Cybersecurity and Privacy examines the latest research developments and their outcomes for safe, secure, and trusting smart cities residents. Smart cities improve the quality of life of citizens in their energy and water usage, healthcare, environmental impact, transportation needs, and many other critical city services. Recent advances in hardware and software, have fueled the rapid growth and deployment of ubiquitous connectivity between a city's physical and cyber components. This connectivity however also opens up many security vulnerabilities that must be mitigated. Smart Cities Cybersecurity and Privacy helps researchers, engineers, and city planners develop adaptive, robust, scalable, and reliable security and privacy smart city applications that can mitigate the negative implications associated with cyber-attacks and potential privacy invasion. It provides insights into networking and security architectures, designs, and models for the secure operation of smart city applications. Consolidates in one place state-of-the-art academic and industry research Provides a holistic and systematic framework for design, evaluating,

and deploying the latest security solutions for smart cities Improves understanding and collaboration among all smart city stakeholders to develop more secure smart city architectures

As innovators continue to explore and create new developments within the fields of artificial intelligence and computer science, subfields such as machine learning and the internet of things (IoT) have emerged. Now, the internet of everything (IoE), foreseen as a cohesive and intelligent connection of people, processes, data, and things, is theorized to make internet connections more valuable by converting information into wise actions that create unprecedented capabilities, richer experiences, and economic opportunities to all players in the market. Harnessing the Internet of Everything (IoE) for Accelerated Innovation Opportunities discusses the theoretical, design, evaluation, implementation, and use of innovative technologies within the fields of IoE, machine learning, and IoT. Featuring research on topics such as low-power electronics, mobile technology, and artificial intelligence, this book is ideally designed for computer engineers, software developers, investigators, advanced-level students, professors, and professionals seeking coverage on the various contemporary theories, technologies, and tools in IoE engineering.