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Internet Of Things With Arduino Blueprints



Synopsis

Develop interactive Arduino-based Internet projects with Ethernet and WiFi
Build Internet-based Arduino devices to make your home feel more secure
Learn how to connect various sensors and actuators to the Arduino and access data from Internet
A project-based guide filled with schematics and wiring diagrams to help you build projects incrementally
Who This Book Is For
This book is intended for those who want to learn more about Arduino and make Internet-based interactive projects with Arduino. If you are an experienced software developer who understands the basics of electronics, then you can quickly learn how to build the Arduino projects explained in this book.

What You Will Learn
Make a powerful Internet controlled relay with an embedded web server to monitor and control your home electrical appliances
Build a portable Wi-Fi signal strength sensor to give haptic feedback about signal strength to the user
Measure water flow speed and volume with liquid flow sensors and record real-time readings
Secure your home with motion-activated Arduino security cameras and upload images to the cloud
Implement real-time data logging of a solar panel voltage with Arduino cloud connectors
Track locations with GPS and upload location data to the cloud
Control a garage door light with your Twitter feed
Control infrared enabled devices with IR remote and Arduino

In Detail
Arduino is a small single-chip computer board that can be used for a wide variety of creative hardware projects. The hardware consists of a simple microcontroller, board, and chipset. It comes with a Java-based IDE to allow creators to program the board. Arduino is the ideal open hardware platform for experimenting with the world of the Internet of Things. This credit card sized Arduino board can be used via the Internet to make more useful and interactive Internet of things projects.

Internet of Things with Arduino Blueprints is a project-based book that begins with projects based on IoT and cloud computing concepts. This book covers up to eight projects that will allow devices to communicate with each other, access information over the Internet, store and retrieve data, and interact with usersâ••creating smart, pervasive, and always-connected environments. It explains how wired and wireless Internet connections can be used with projects and the use of various sensors and actuators. The main aim of this book is to teach you how Arduino can be used for Internet-related projects so that users are able to control actuators, gather data from various kinds of sensors, and send and receive data wirelessly across HTTP and TCP protocols. Finally, you can use these projects as blueprints for many other IoT projects and put them to good use. By the end of the book, you will be an expert in the use of IoT with Arduino to develop a set of projects that can relate very well to IoT applications in the real world.

Style and approach
Every chapter in this book clearly explains how to assemble components through easy-to-follow steps on while laying out important concepts, code snippets, and expected

output results so that you can easily end up with a successful project where you can also enhance or modify the project according to your requirements.

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Customer Reviews

This book is an excellent project book for intermediate to advanced Arduino users. The projects are clear, well-documented, and include all relevant code (downloadable separately). My principle reason for not giving this five stars is due to the fairly extensive BOM that you will need to build these projects. There are numerous somewhat specialized components required (Power SwitchTail, Arduino WiFi and Ethernet Shields, Adafruit Haptic Controller, liquid flow sensor, Hitachi HD44780 Compatible LCD, etc.), that while relatively easy to source, do represent quite a bit of investment in time and money. The required components are listed as prerequisites, with links to the product URL. It would have been nice to have everything presented as a BOM, with then-current cost and substitutes. Overall it's an excellent book of useful IoT projects for the Arduino.

I purchased this item directly from the publisher (which gives access to a nicely formatted PDF book). In terms of content, the book offers an impressive collection of hands-on projects, which are very useful for understanding how the Arduino can be used in networking applications. Note that the book is not a beginner's guide, in fact assuming a fair bit of experience in electronics and network programming (however, there are other books, also from Packt, that fulfill this purpose). I am docking one star for the following two reasons. First, the book currently requires specific items to be

used, which may not always be available. Perhaps providing guidelines on selecting alternative parts should be more appropriate. Second, Windows is assumed to be the operating system used, which means OSX or Linux users will at times have to cope with surprises and adjustments in the instructions. Perhaps an Appendix detailing modifications needed for other operating systems will be helpful.

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