NELKINDA SOFTWARE CRAFT



<u>IoT - Internet of Things</u>

- O Duration: 5 Days
- 🔯 Available Languages: English

Audience

Software Developers that want to get started with IoT.

Precondition

Knowledge of at least one of: C, Python.

Goals

Be able to perform basic IoT projects.

Contents

- Introduction
 - # Overview of IoT
 - # Solution approaches using IoT
 - # Protocols
- Embedded Systems
 - # Cross compilation toolchains
 - # Build system creation
 - # Developing firmware drivers
 - # Developing interfaces
 - # Testing firmware drivers
- Sensors
 - # Power supply to sensors
 - # Output data formats of sensors
- Sensors Data Collection
 - # Wired interface
 - # Analog interface
 - # Digital interface
 - # Wireless interface
 - # Ad Hoc Network
 - # Wi-Fi direct
 - # Mesh network
- Embedded protocols
 - # USART
 - # |2C
 - # SPI
 - # CAN
- · Wireless technologies
 - # GSM / GPRS

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TRAINING

- # Wi-Fi
- # BLE
- # XBee
- IoT protocols
 - # COAP
 - # MQTT
 - # WebSockets
- Databases
 - # MongoDB
 - # SQL
- Demo projects
 - # Weather monitoring system
 - # Controlling devices using cloud

Booking

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