

Building The Web Of Things With Examples In Node Js And Raspberry Pi

Giuseppe Andreoni, Cinzia Mambretti

Building the Web of Things Dominique Dom Guinard, Vlad M. Trifa, 2016-06-06 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 EVERYTHING, 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 EVERYTHING, 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

Internet of Things with Raspberry Pi 3 Maneesh Rao, 2018-04-30 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.

[Node.js for Embedded Systems](#) Patrick Mulder, Kelsey Breseman, 2016-10-10 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

Smart Innovation of Web of Things Aarti Jain,Rubén González Crespo,Manju Khari,2020-06-02 The Web of Things (WoT) is a concept that describes approaches, programming tools and software architectural systems, which interface networks of real-world objects with the World Wide Web. The book is organized into 11 chapters, each focusing on a unique wireless technological aspect of the Web of Things, and it aims to comprehensively cover each of its various applications, including: A strong emphasis on WoT problems and solutions, identifying the main open issues, innovations and latest technologies behind WoT A blend of theoretical and simulation-based problems for better understanding of the concepts behind WoT Various exemplifying applications in which the use of WoT is very attractive and an inspiration for future applications The book will be useful to researchers, software developers and undergraduate and postgraduate students, as well as practitioners.

Mastering Internet of Things Peter Waher,2018-03-28 Augment your IoT skills with the help of engaging and enlightening tutorials designed for Raspberry Pi 3 Key Features Design and implement state-of-the-art solutions for the Internet of Things Build complex projects using motions detectors, controllers, sensors, and Raspberry Pi 3 A hands-on guide that provides interoperable solutions for sensors, actuators, and controllers Book Description The Internet of Things (IoT) is the fastest growing technology market. Industries are embracing IoT technologies to improve operational expenses, product life, and people's well-being. Mastering Internet of Things starts by presenting IoT fundamentals and the smart city. You will learn the important technologies and protocols that are used for the Internet of Things, their features, corresponding security implications, and practical examples on how to use them. This book focuses on creating applications and services for the Internet of Things. Further, you will learn to create applications and services for the Internet of Things. You will be discover various interesting projects and understand how to publish sensor data, control devices, and react to asynchronous events using the XMPP protocol. The book also introduces chat, to interact with your devices. You will learn how to automate your tasks by using Internet of Things Service Platforms as the base for an application. You will understand the subject of privacy, requirements they should be familiar with, and how to avoid violating any of the important new regulations being introduced. At the end of the book, you will have mastered creating open, interoperable and secure networks of things, protecting the privacy and integrity of your users and their information. What you will learn Create your own project, run and debug it Master different communication patterns using the MQTT, HTTP, CoAP, LWM2M and XMPP protocols Build trust-based as hoc networks for open, secure and interoperable communication Explore the IoT Service Platform Manage the entire product life cycle of devices Understand and set up the security and privacy features required for your system Master interoperability, and how it is solved in the realms of HTTP,CoAP, LWM2M and XMPP Who this book is for If you're a developer or electronic engineer and are curious about the Internet of Things, this is the book for you. With only a rudimentary understanding of electronics and Raspberry Pi 3, and some programming experience using managed code, such

as C# or Java, you will be taught to develop state-of-the-art solutions for the Internet of Things.

Integrating the Internet of Things Into Software Engineering Practices Mala, D. Jeya,2019-01-25 To provide the necessary security and quality assurance activities into Internet of Things (IoT)-based software development, innovative engineering practices are vital. They must be given an even higher level of importance than most other events in the field. Integrating the Internet of Things Into Software Engineering Practices provides research on the integration of IoT into the software development life cycle (SDLC) in terms of requirements management, analysis, design, coding, and testing, and provides security and quality assurance activities to IoT-based software development. The content within this publication covers agile software, language specification, and collaborative software and is designed for analysts, security experts, IoT software programmers, computer and software engineers, students, professionals, and researchers.

Handbook of Research on Contemporary Perspectives on Web-Based Systems Elçi, Atilla,2018-05-04 Information systems development underwent many changes as systems transitioned onto web-based forums. Complemented by advancements in security and technology, internet-based systems have become an information mainstay. The Handbook of Research on Contemporary Perspectives on Web-Based Systems is a critical scholarly resource that examines relevant theoretical frameworks, current practice guidelines, industry standards, and the latest empirical research findings in web-based systems. Featuring coverage on a wide range of topics such as data integration, mobile applications, and semantic web, this publication is geared toward computer engineers, IT specialists, software designers, professionals, researchers, and upper-level students seeking current and relevant research on the prevalence of these systems and advancements made to them.

Web Engineering Maria Bielikova,Tommi Mikkonen,Cesare Pautasso,2020-06-09 This book constitutes the proceedings of the 20th International Conference on Web Engineering, ICWE 2020, which was planned to take place in Helsinki, Finland, during June 9-12, 2020. Due to the corona pandemic the conference changed to a virtual format. The total of 24 full and 10 short contributions presented in this volume were carefully reviewed and selected from 78 submissions. The book also contains 4 PhD and 7 demo papers. The papers were organized in topical sections named: User interface technologies; performance of Web technologies; machine learning; testing of Web applications; emotion detection; location-aware applications; sentiment analysis; open data; liquid Web applications; Web-based learning; PhD symposium; demos and posters.

Management of IOT Open Data Projects in Smart Cities Cezary Orlowski,2020-09-24 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

Web Engineering Maxim Bakaev, Flavius Frasincar, In-Young Ko, 2019-04-25 This book constitutes the refereed proceedings of the 19th International Conference on Web Engineering, ICWE 2019, held in Daejeon, South Korea, in June 2019. The 26 full research papers and 9 short papers presented were carefully reviewed and selected from 106 submissions. Additionally, two demonstrations, four posters, and four contributions to the PhD symposium as well as five tutorials are included in this volume. The papers cover research areas such as Web mining and knowledge extraction, Web big data and Web data analytics, social Web applications and crowdsourcing, Web user interfaces, Web security and privacy, Web programming, Web services and computing, Semantic Web and linked open data applications, and Web application modeling and engineering.

Rapid Mashup Development Tools Florian Daniel, Martin Gaedke, 2017-01-23 This book constitutes revised selected papers from the Second International Rapid Mashup Challenge, RMC 2016, held in Lugano, Switzerland in June 2016. The 6 papers presented in this volume were carefully reviewed and selected from 8 submissions. They are post-challenge extensions of the selected short participation proposals. The 2016 edition of the Challenge is the second installment of a series of challenges that aim to engage researchers and practitioners in a competition for the best mashup approach.

Convergent Cognitive Information Technologies Vladimir Sukhomlin, Elena Zubareva, 2020-01-31 This book constitutes the refereed proceedings of the Third International Conference on Convergent Cognitive Information Technologies, Convergent 2018, held in Moscow, Russia, in December 2018. The 26 revised full papers and 9 short papers were carefully reviewed and selected from 147 submissions. The papers of this volume are organized in topical sections on theoretical questions of computer science, computational mathematics, computer science and cognitive information technologies; cognitive information technologies in control systems; big data and applications; the Internet of Things (IoT): standards, communication and information technologies, network applications; smart cities: standards, cognitive-information technologies and their applications.- cognitive information technologies in the digital economics.- digital transformation of transport.

Model and Data Engineering Klaus-Dieter Schewe, Neeraj Kumar Singh, 2019-10-21 This book constitutes the refereed

proceedings of the 9th International Conference on Model and Data Engineering, MEDI 2019, held in Toulouse, France, in October 2019. The 11 full papers and 7 short papers presented in this book were carefully reviewed and selected from 41 submissions. The papers cover broad research areas on both theoretical, systems and practical aspects. Some papers include mining complex databases, concurrent systems, machine learning, swarm optimization, query processing, semantic web, graph databases, formal methods, model-driven engineering, blockchain, cyber physical systems, IoT applications, and smart systems.

Fog-Enabled Intelligent IoT Systems Yang Yang,Xiliang Luo,Xiaoli Chu,Ming-Tuo Zhou,2019-10-16 This book first provides a comprehensive review of state-of-the-art IoT technologies and applications in different industrial sectors and public services. The authors give in-depth analyses of fog computing architecture and key technologies that fulfill the challenging requirements of enabling computing services anywhere along the cloud-to-thing continuum. Further, in order to make IoT systems more intelligent and more efficient, a fog-enabled service architecture is proposed to address the latency requirements, bandwidth limitations, and computing power issues in realistic cross-domain application scenarios with limited priori domain knowledge, i.e. physical laws, system statuses, operation principles and execution rules. Based on this fog-enabled architecture, a series of data-driven self-learning applications in different industrial sectors and public services are investigated and discussed, such as robot SLAM and formation control, wireless network self-optimization, intelligent transportation system, smart home and user behavior recognition. Finally, the advantages and future directions of fog-enabled intelligent IoT systems are summarized. Provides a comprehensive review of state-of-the-art IoT technologies and applications in different industrial sectors and public services Presents a fog-enabled service architecture with detailed technical approaches for realistic cross-domain application scenarios with limited prior domain knowledge Outlines a series of data-driven self-learning applications (with new algorithms) in different industrial sectors and public services

Practical Node-RED Programming Taiji Hagino,2021-03-22 Use a low-code programming approach to create event-driven applications from scratch by wiring together hardware devices, APIs, and online services Key FeaturesDiscover how you can automate the Internet of Things (IoT) without writing huge blocks of codeLearn how to wire together flows using a browser-based visual editorHandle IoT data with little to no coding knowledgeBook Description Node-RED is a free and open source flow-based programming tool used to handle IoT data that allows programmers of any level to interconnect physical I/O, cloud-based systems, databases, and APIs to build web applications without code. Practical Node-RED Programming is a comprehensive introduction for anyone looking to get up to speed with the Node-RED ecosystem in no time. Complete with hands-on tutorials, projects, and self-assessment questions, this easy-to-follow guide will help you to become well versed in the foundations of Node-RED. You'll learn how to use Node-RED to handle IoT data and build web applications without having to write complex code. Once you've covered the basics, you'll explore various visual programming techniques and find

out how to make sample flows as you cover web development, IoT development, and cloud service connections, and finally build useful real-world applications. By the end of this book, you'll have learned how to use Node-RED to develop a real-world application from scratch, which can then be implemented in your business. What you will learn

- Understand the history of Node-RED and why you need to learn a flow-based programming tool
- Use Node-RED to build Node.js-based applications
- Handle data for IoT devices using Node-RED flows
- Explore advanced Node-RED features such as connecting repositories and customizing the flow editor
- Find out what the MQTT protocol is and how it relates to Node-RED
- Create and publish your own nodes and flows using the Node-RED library

Who this book is for This Node-RED book is for web developers and IoT engineers with some background in JavaScript and Node.js. Although not necessary, familiarity with the concepts of electronics will help you to make the most out of this book.

Research Anthology on Cross-Disciplinary Designs and Applications of Automation Management Association, Information Resources, 2021-10-29 Throughout human history, technological advancements have been made for the ease of human labor. With our most recent advancements, it has been the work of scholars to discover ways for machines to take over a large part of this labor and reduce human intervention. These advancements may become essential processes to nearly every industry. It is essential to be knowledgeable about automation so that it may be applied. Research Anthology on Cross-Disciplinary Designs and Applications of Automation is a comprehensive resource on the emerging designs and application of automation. This collection features a number of authors spanning multiple disciplines such as home automation, healthcare automation, government automation, and more. Covering topics such as human-machine interaction, trust calibration, and sensors, this research anthology is an excellent resource for technologists, IT specialists, computer engineers, systems and software engineers, manufacturers, engineers, government officials, professors, students, healthcare administration, managers, CEOs, researchers, and academicians.

Artificial Intelligence and the Fourth Industrial Revolution Utpal Chakraborty, Amit Banerjee, Jayanta Kumar Saha, Niloy Sarkar, Chinmay Chakraborty, 2022-05-26 This book presents the overall technology spectrum in artificial intelligence (AI) and the Fourth Industrial Revolution, which is set to revolutionize the world. It discusses their various aspects and related case studies from industry, academics, administration, law, finance, and accounting as well as educational technology. The contributors, who are experts in their respective fields and from industry and academia, focus on a gesture-recognition prototype for specially abled people; jurisprudential approach to AI and legal reasoning; automated chatbot for autism spectrum disorder using AI assistance; Big Data analytics and Internet of Things (IoT); role of AI in advancement of drug discovery; development, opportunities, and challenges of the Fourth Industrial Revolution; legal, ethical, and policy implications of AI; Internet of Health Things for smart healthcare and digital wellbeing; machine learning and computer vision; computer vision-based system for automation and industrial applications; AI-IoT in home-based healthcare; and AI in

super-precision human brain and spine surgery. Buttressed with comprehensive theoretical, methodological, well-established, and validated empirical examples, the book covers the interests of a broad audience from basic science to engineering and technology experts and learners. It will be greatly helpful for CEOs, entrepreneurs, academic leaders, researchers, and students of engineering, biomedicine, and master's programs in science as well as the vast workforce and students with technical or non-technical backgrounds. It also serves common public interest by presenting new methods to improve the quality of life in general, with a better integration into society.

Cybersecurity for Industry 4.0 Lane Thames,Dirk Schaefer,2017-04-03 This book introduces readers to cybersecurity and its impact on the realization of the Industry 4.0 vision. It covers the technological foundations of cybersecurity within the scope of the Industry 4.0 landscape and details the existing cybersecurity threats faced by Industry 4.0, as well as state-of-the-art solutions with regard to both academic research and practical implementations. Industry 4.0 and its associated technologies, such as the Industrial Internet of Things and cloud-based design and manufacturing systems are examined, along with their disruptive innovations. Further, the book analyzes how these phenomena capitalize on the economies of scale provided by the Internet. The book offers a valuable resource for practicing engineers and decision makers in industry, as well as researchers in the design and manufacturing communities and all those interested in Industry 4.0 and cybersecurity.

The Automated City Seng W. Loke,Andry Rakotonirainy,2021-09-01 The book outlines the concept of the Automated City, in the context of smart city research and development. While there have been many other perspectives on the smart city such as the participatory city and the data-centric city, this book focuses on automation for the smart city based on current and emerging technologies such as the Internet of Things, Artificial Intelligence and Robotics. The book attempts to provide a balanced view, outlining the promises and potential of the Automated City as well as the perils and challenges of widespread automation in the city. The book discusses, at some depth, automated vehicles, urban robots and urban drones as emerging technologies that will automate many aspects of city life and operation, drawing on current work and research literature. The book also considers broader perspectives of the future city, in the context of automation in the smart city, including aspirational visions of cities, transportation, new business models, and socio-technological challenges, from urban edge computing, ethics of the Automated City and smart devices, to large scale cooperating autonomous systems in the city.

Digital Health Technology for Better Aging Giuseppe Andreoni,Cinzia Mambretti,2021-08-01 This book describes the multidisciplinary approach needed to tackle better aging. Aging populations are one of the 21st century's biggest challenges. National health systems are forced to adapt in order to provide adequate and affordable care. Innovation, driven by digital technology, is a key to improving quality of life and encouraging healthy living. Well-designed technology keeps people empowered, independent, and mobile; however, despite widespread adoption of ICT in day-to-day life, digital health

technologies have yet to catch on. To this end, technology needs to be effective, usable, cheap, and designed to ensure the security of the managed data. In the era of mHealth, mobile technology, and social design, this book describes, in six sections, the collaboration of polytechnic know-how and social science and health sectors in the creation of a system for encouraging people to engage in healthy behavior and achieve a better quality of life.

Building The Web Of Things With Examples In Node Js And Raspberry Pi Book Review: Unveiling the Power of Words

In a world driven by information and connectivity, the power of words has are more evident than ever. They have the capacity to inspire, provoke, and ignite change. Such could be the essence of the book **Building The Web Of Things With Examples In Node Js And Raspberry Pi** , a literary masterpiece that delves deep into the significance of words and their effect on our lives. Written by a renowned author, this captivating work takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we shall explore the book is key themes, examine its writing style, and analyze its overall impact on readers.

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Building The Web Of Things With Examples In Node Js And Raspberry Pi Introduction

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established method to foster sustainability in existing infrastructure · Benefits of the Mass Balance Approach · Biomass balance and ChemCycling · ChemCycling ... 8. Mass Balance Mass-balance analysis may also be referred to as. “Material Flow Analysis” or “Substance Flow Analysis.” Table 8.1 provides several examples of possible inputs,. Mass Balance Approach in the Chemical Industry The mass balance Approach (MBA) is a process for determining the use of chemically recycled or bio-based feedstock in a final product when both recycled and ... BRC 3.9.2 Trace Exercise Sample Procedure to conduct a mass balance check · 1. Select a raw material lot number used in a finished product made within the last 6 months. · 2. Review storage ... UNDERSTANDING VULNERABILITY ASSESSMENT Table 6 provides examples of PRNs for different raw materials. Table 6 Priority ... Mass balance exercises at critical points in the supply chain - the mass ... ISSUE 8 FOOD SAFETY - Frequently Asked Questions - a worked example from the raw material supplier, which ... to conduct a mass balance test every 6 months for each claim or a single mass balance test every.