

Internet of Things (IoT) Course Curriculum - DIYguru

Day 1

- Basics of Arduino Programming
- HTML Coding basics
- Node MCU development Kit – Description
- Creating a Webpage
- Creating a Server on Node MCU
- Controlling of IO peripheral on Node MCU using Webpage
- Introduction to MIT App Inventor
- Building an Android App and Controlling IO Peripheral

DAY 2

- Working with IFTTT
- MQTT Protocol
- Using Adafruit IO
- Getting Sensor Values and Updating it Live
- Push notifications, Facebook/Twitter status update
- Controlling of IO over the Internet

Internet of Things

It is defined as the network of physical objects – devices, vehicles, buildings and other items – embedded with sensors, electronics, software and network connectivity that enables these objects to get the ability to sense and communicate.

There are now about 4.6 billion connected devices excluding phones, tablets and laptops.

A number that is expected to increase to 15.3 billion in the next five years according to the Ericsson Mobility report.

A recent study released by Gartner says that 43% of all companies are using or plan to implement an IoT application.

Details: <https://courses.diyguru.org>