

Internet of Things: Theory and Practice

B. Sc. (Information Technology)		Semester – V	
Course Name: Internet of Things: Theory and Practice		Course Code: USIT502	
Periods per week (1 Period is 50 minutes)		5	
Credits		2	
		Hours	Marks
Evaluation System	Theory Examination	2½	75
	Internal	--	25

Course Objectives:

- To understand the concept of the Internet of Things and its impact on technology
- To learn about the design principles of connected devices for a seamless user experience
- To delve into the workings of the internet and its communication protocols
- To explore different techniques of prototyping embedded devices and their physical design
- To gain knowledge about various business models and funding options for Internet of Things startups.

Unit	Details	Lectures
I	<p>The Internet of Things: An Overview : The Flavour of the Internet of Things, The “Internet” of “Things”, The Technology of the Internet of Things, Enchanted Objects, Who is Making the Internet of Things?</p> <p>Design Principles for Connected Devices: Calm and Ambient Technology, Magic as Metaphor, Privacy, Keeping Secrets, Whose Data Is It Anyway? Web Thinking for Connected Devices, Small Pieces, Loosely Joined, First-Class Citizens On The Internet, Graceful Degradation, Affordances.</p> <p>Internet Principles: Internet Communications: An Overview, IP, TCP, The IP Protocol Suite (TCP/IP), UDP, IP Addresses, DNS, Static IP Address Assignment, Dynamic IP Address Assignment, IPv6, MAC Addresses, TCP and UDP Ports, An Example: HTTP Ports, Other Common Ports, Application Layer Protocols, HTTP, HTTPS: Encrypted HTTP, Other Application Layer Protocols.</p>	12
II	<p>Thinking About Prototyping: Sketching, Familiarity, Costs versus Ease of Prototyping, Prototypes and Production, Changing Embedded Platform, Physical Prototypes and Mass Personalisation, Climbing into the Cloud, Open Source versus Closed Source, Why Closed? Why Open? Mixing Open and Closed Source, Closed Source for Mass Market Projects, Tapping into the Community.</p> <p>Prototyping Embedded Devices: Electronics, Sensors, Actuators, Scaling Up the Electronics, Embedded Computing Basics, Microcontrollers, System-on-Chips, Choosing Your Platform, Arduino, Developing on the Arduino, Some Notes on the Hardware, Openness, Raspberry Pi, Cases and Extension Boards, Developing on the Raspberry Pi, Some Notes on the Hardware, Openness.</p>	12
III	<p>Prototyping the Physical Design: Preparation, Sketch, Iterate, and Explore, Nondigital Methods, Laser Cutting, Choosing a Laser Cutter, Software, Hinges and Joints, 3D Printing, Types of 3D Printing, Software, CNC Milling, Repurposing/Recycling.</p> <p>Prototyping Online Components: Getting Started with an API, Mashing Up APIs, Scraping, Legalities, Writing a New API, Clockodillo, Security,</p>	12

	Implementing the API, Using Curl to Test, Going Further, Real-Time Reactions, Polling, Comet, Other Protocols, MQ Telemetry Transport, Extensible Messaging and Presence Protocol, Constrained Application Protocol.	
IV	<p>Techniques for Writing Embedded Code: Memory Management, Types of Memory, Making the Most of Your RAM, Performance and Battery Life, Libraries, Debugging,</p> <p>Business Models: A Short History of Business Models, Space and Time, From Craft to Mass Production, The Long Tail of the Internet, Learning from History, The Business Model Canvas, Who Is the Business Model For? Models, Make Thing, Sell Thing, Subscriptions, Customisation, Be a Key Resource, Provide Infrastructure: Sensor Networks, Take a Percentage, Funding an Internet of Things Startup, Hobby Projects and Open Source, Venture Capital, Government Funding, Crowdfunding, Lean Startups.</p>	12
V	<p>Moving to Manufacture: What Are You Producing? Designing Kits, Designing Printed circuit boards, Software Choices, The Design Process, Manufacturing Printed Circuit Boards, Etching Boards, Milling Boards. Assembly, Testing, Mass-Producing the Case and Other Fixtures, Certification, Costs, Scaling Up Software, Deployment, Correctness and Maintainability, Security, Performance, User Community.</p> <p>Ethics: Characterizing the Internet of Things, Privacy, Control, Disrupting Control, Crowdsourcing, Environment, Physical Thing, Electronics, Internet Service, Solutions, The Internet of Things as Part of the Solution, Cautious Optimism, The Open Internet of Things Definition.</p>	12

Books and References:

Sr. No.	Title	Author/s	Publisher	Edition	Year
1.	Designing the Internet of Things	Adrian McEwen, Hakim Cassimally	WILEY	First	2014
2.	Internet of Things – Architecture and Design	Raj Kamal	McGraw Hill	First	2017
3.	Getting Started with the Internet of Things	Cuno Pfister	O'Reilly	Sixth	2018
4.	Getting Started with Raspberry Pi	Matt Richardson and Shawn Wallace	SPD	Third	2016

Course Outcomes:

Upon completion of the course, students will be able to:

CO1. Explain the concept of the Internet of Things and its applications in real-life scenarios.

CO2. Apply design principles to create user-friendly and connected devices.

CO3. Understand the communication protocols of the internet and design efficient web-connected devices.

CO4. Prototype embedded devices and create their physical design using various tools and techniques.

CO5. Understand the business models and funding options available for startups in the Internet of Things domain and apply them to real-life scenarios.