



INTERNET OF THINGS [IOT]

The Internet of Things (IoT) is the network of physical devices, home appliances and other items embedded with electronics, software, sensors, actuators, and connectivity which enables these things to connect and exchange data.

KEY FEATURES

Effective Upskilling Planned Curriculum
Team Learning Awesome Quizzes
Complete Hands on

The below Curriculum is Schedule for 2 weeks

CURRICULUM

Session – 1: Insights about IoT

- Introduction to Internet of Things (IoT)
- Complete Big Outline of IoT
- 4D – 5L Architecture of IoT
- Use Cases

Session – 2: IoT Platform

- Introduction to IoT Platform
- Architecture and Specifications
- Basic Information about the platform
- Use Cases

Session – 3: Python Outline

- Python
- Why Python is preferable in IoT?
- Basic Syntaxes
- Examples and Exercises

Session – 4: Getting Started

- Getting Started with IoT Platform
- Configuring Keyboard
- Configuring LAN
- Booting program onto IoT Platform

Session – 5: Basic Electronics

- Interfacing Basic I/O with IoT Platform
- Interfacing Sensors with IoT Platform
- Examples
- Use Cases

Session – 6: IoT Dashboard – Cloud

- Introduction to ORL IoT Dashboard
- Creating an account
- Benefits and Advantages
- Getting Started

Session – 7: Sensor Cloud

- Creating a Channel
- Generating unique API Requests
- Programming the sensory motes
- Uploading data onto IoT Dashboard

Session – 8: Device Cloud

- Generating unique API Requests
- Programming the Device
- Controlling through IoT Dashboard
- Making Devices Live



CURRICULUM

- Deployment of Architecture
- Creating a Flow
- Generating Code
- Use Cases