CS433: Internet of Things (IoT)



Lab no 03 Part 02 – Simple Application on Raspberry Pi

This lab introduces a simple application on Raspberry Pi. In this Lab, you will control LED connected to Raspberry Pi using a webpage via Wi-Fi.

Parts: -

- 1. Install Flask.
- 2. Connect the hardware.
- 3. Develop Python and HTML Code.

Required Resources

- Raspberry Pi with a power adapter.
- SD card.
- Led.
- Resistor 330 ohm.
- Breadboard.

Part 1: Install Flask.

Flask is used for developing web applications using python. To install Flask, you'll need to have pip installed.

Open Terminal on your Raspberry Pi.

Run the following commands to update your Pi and install pip:

sudo apt-get update sudo apt-get upgrade sudo apt-get install python-pip python-flask

Use pip to install Flask and its dependencies:

sudo pip install flask

Note: **PyPI** is the Python Package index repository of python modules. **pip** is used to download and install packages directly from PyPI.

Part 2: Connect the hardware

In the lab, our target is a simple application, to control a LED. The Figure below shows the circuit schematic. we connect LED to pin GPIO 17 of the Raspberry Pi.



Note GPIO 17 for the Raspberry Pi 3 +b. Check your kit version.



Part 3: Develop Python and HTML Code.

<u>Creating the Python Script</u>

1. **<u>Create</u>** a new folder and create a new file called <u>app.py</u>.

mkdir webserver cd webserver nano app.py

2. <u>Copy</u> and paste the following script to the Raspberry Pi terminal.



#Put the pin dictionary into the template data dictionary:
templateData = {'pins' : pins}
#Pass the template data into the template main.html and return it to the user
return render_template('main.html', **templateData)
#The function below is executed when someone requests a URL with the pin number and action in it:
@app.route("/ <changepin>/<action>")</action></changepin>
def action(changePin, action):
#Convert the pin from the URL into an integer:
changePin = int(changePin)
#Get the device name for the pin being changed:
deviceName = pins[changePin]['name']
#If the action part of the URL is "on," execute the code indented below:
if action == "on":
#Set the pin high:
GPIO.output(changePin, GPIO.HIGH)
#Save the status message to be passed into the template:
message = "Turned " + deviceName + " on."
if action == "off":
GPIO.output(changePin, GPIO.LOW)
message = "Turned " + deviceName + " off."
For each pin, read the pin state and store it in the pins dictionary:
pins[pin]['state'] = GPIO.input(pin)
#Along with the pin dictionary, put the message into the template data dictionary:
templateData = {'pins' : pins}
return render_template('main.html', **templateData)
ifname == "main":
app.run(host='0.0.0.0', port=80, debug=True)

• Creating the HTML File

Keeping HTML tags separated from your Python script is the key to keep your project organized.

Flask uses a template engine called Jinja2 that can be uses to send dynamic data from the Python script to the HTML file. Follow the steps below:

1. <u>Create</u> a new folder in the webserver folder called templates:

mkdir templates cd templates

2. <u>Create</u> a new file called main.html.

nano main.html

3. **Copy** and paste the following template to your Pi:

```
<!DOCTYPE html>
<head>
<title>RPi Web Server</title>
</head>
<body>
<h1>RPi Web Server</h1>
{% for pin in pins %}
<h2>{{ pins[pin].name }}
{% if pins[pin].state == true %}
is currently <strong>on</strong></h2><div class="row"><div class="col-md-2">
<a href="/{{pin}}/off" class="btn btn-block btn-lg btn-default" role="button">Turn off</a></div>
{% else %}
is currently <strong>off</strong></h2><div class="row"><div class="col-md-2">
<a href="/{{pin}}/on" class="btn btn-block btn-lg btn-primary" role="button">Turn on</a></div>
{% endif %}
{% endfor %}
</body>
</html>
```

4. **<u>Run</u>** the following command:

sudo python app.py

- <u>Open</u> your Raspberry Pi address in your browser by entering its IP address (192.168.137.61).
- 6. **<u>Control</u>** the LED using Turn On/OFF Button

