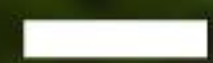




Particolato Condiviso

A short, thick white horizontal line.

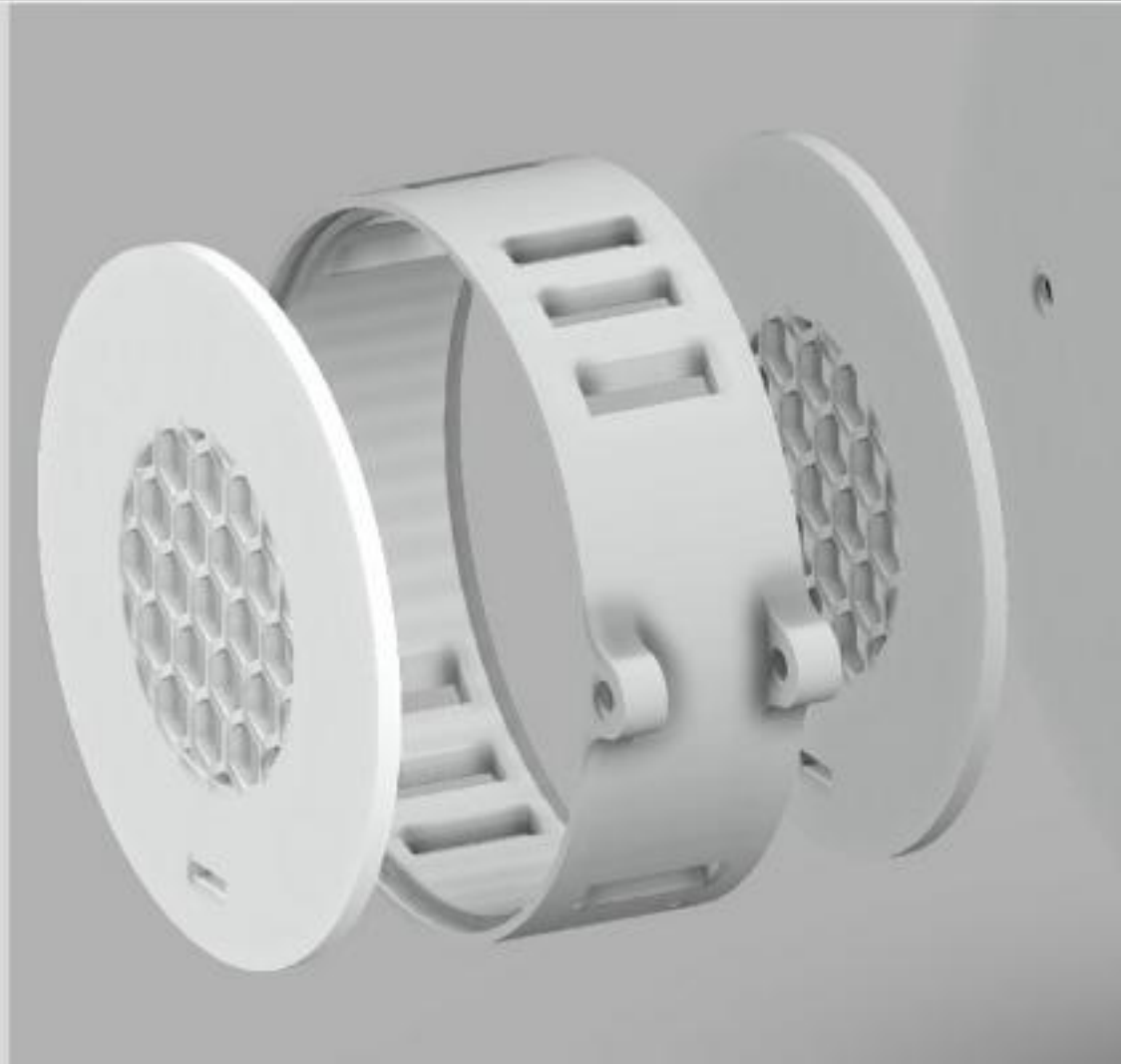
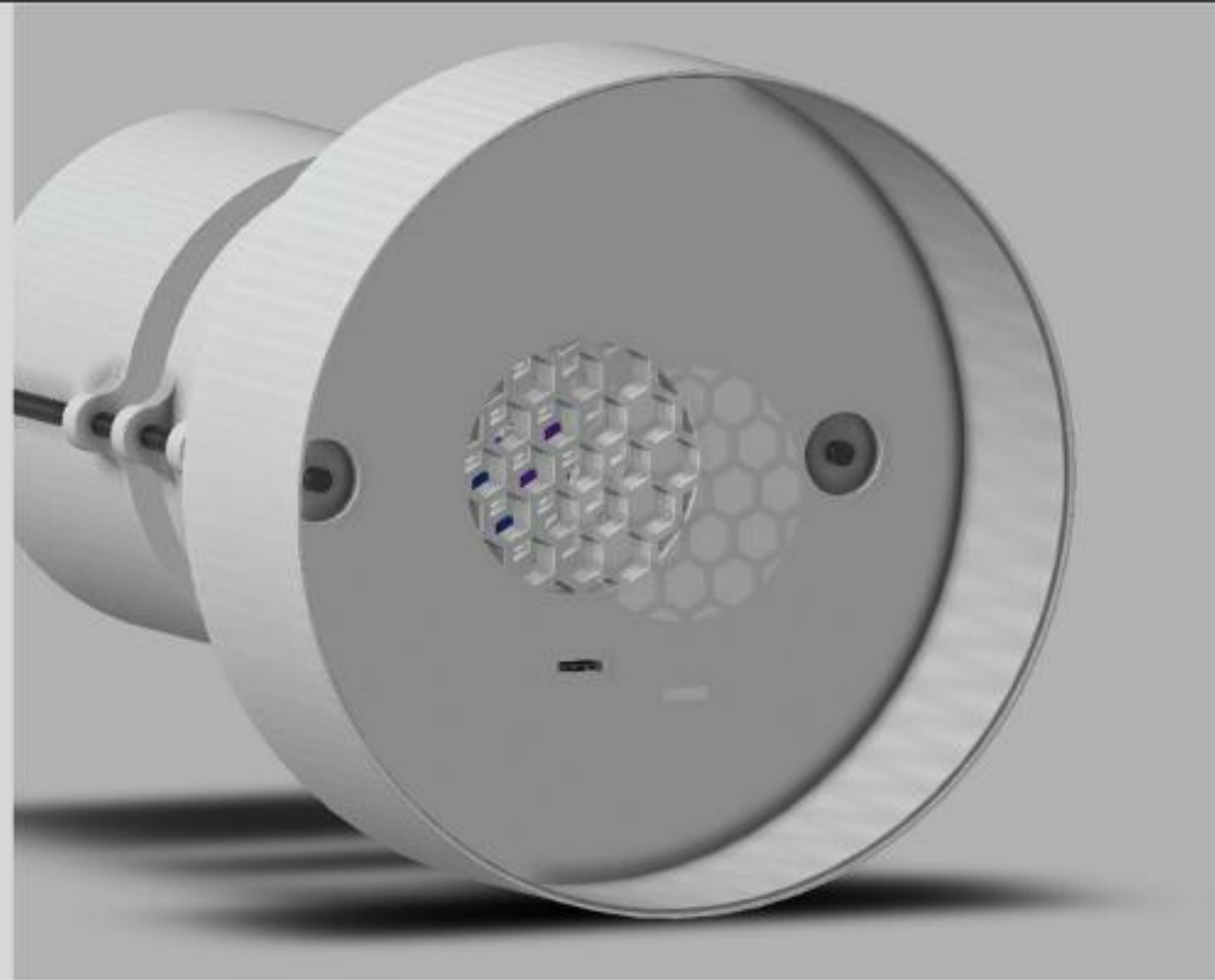
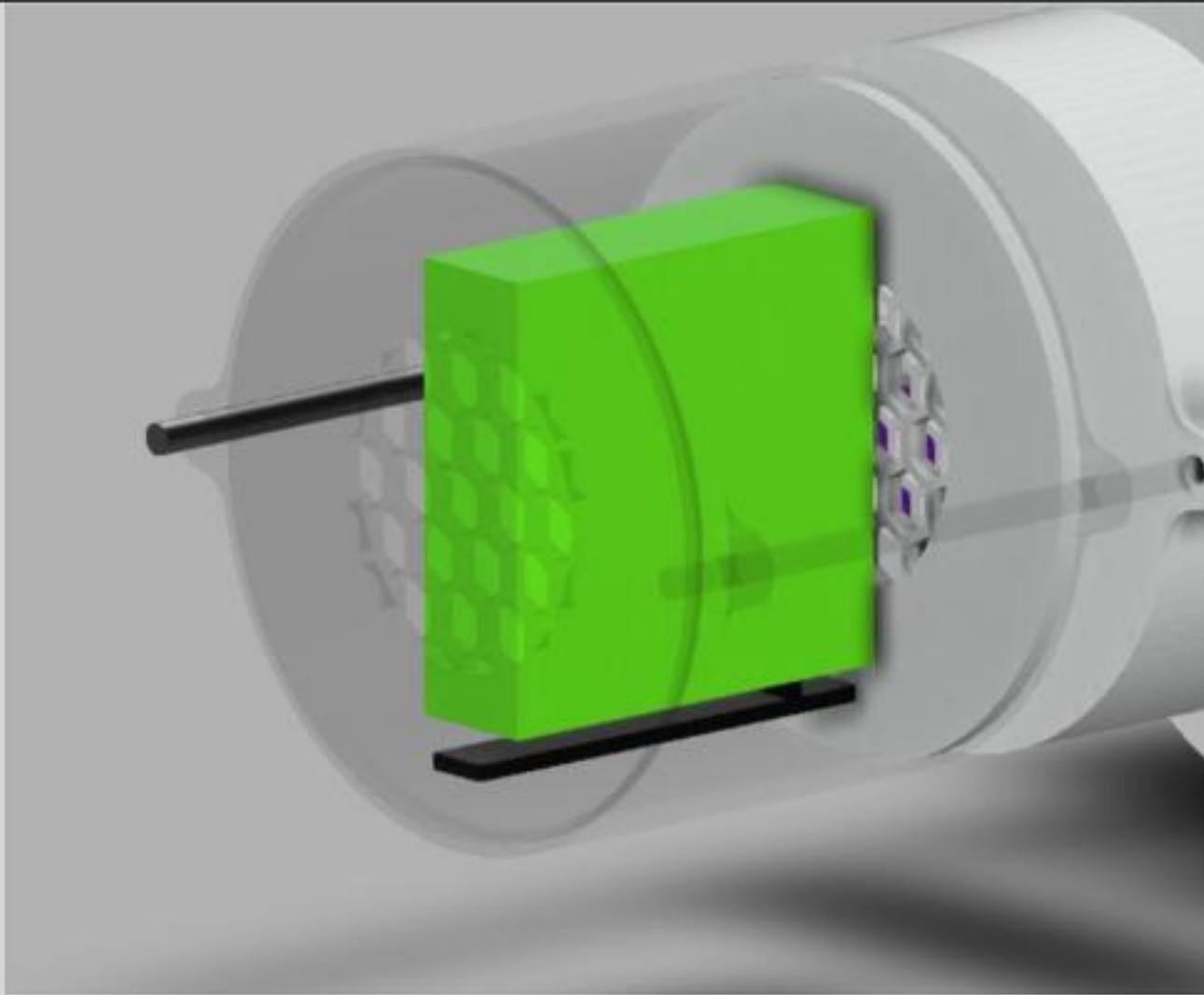
What

What

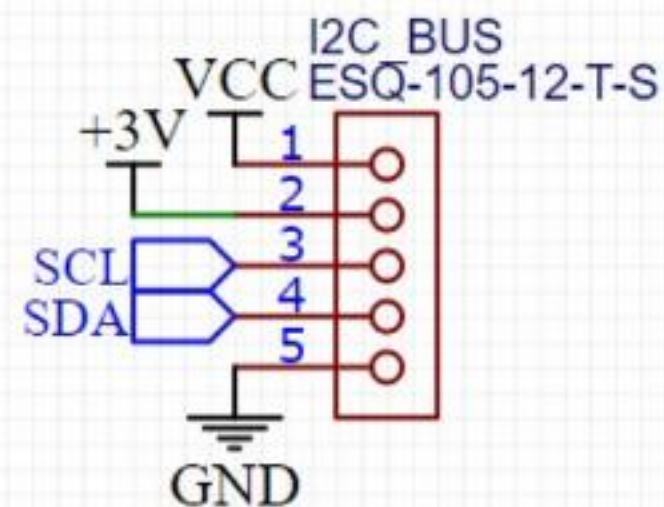
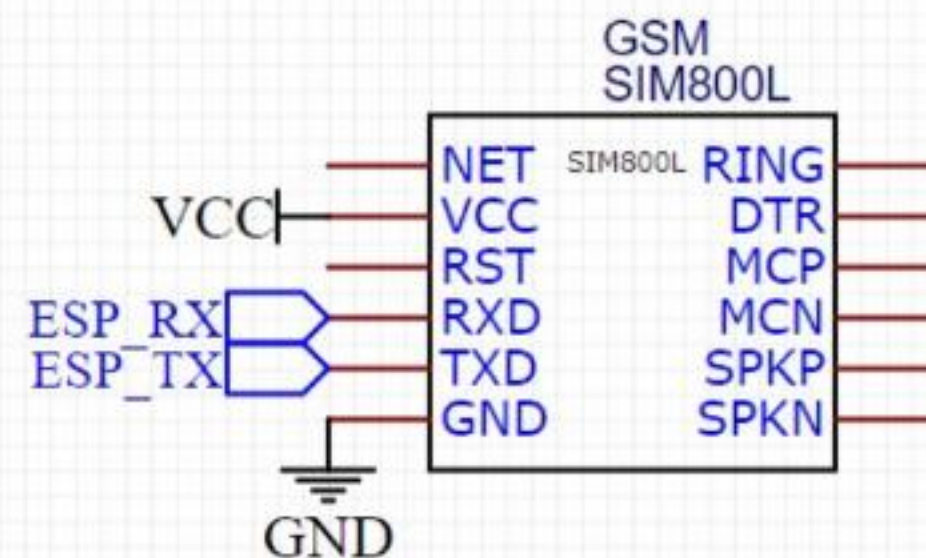
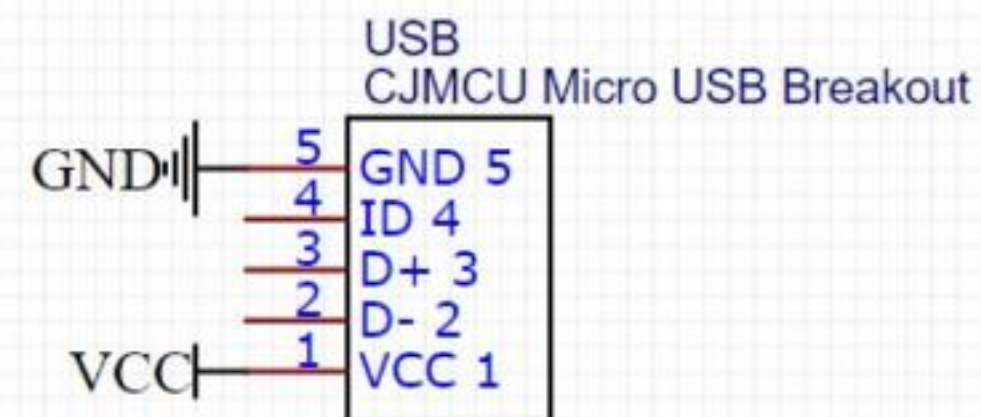
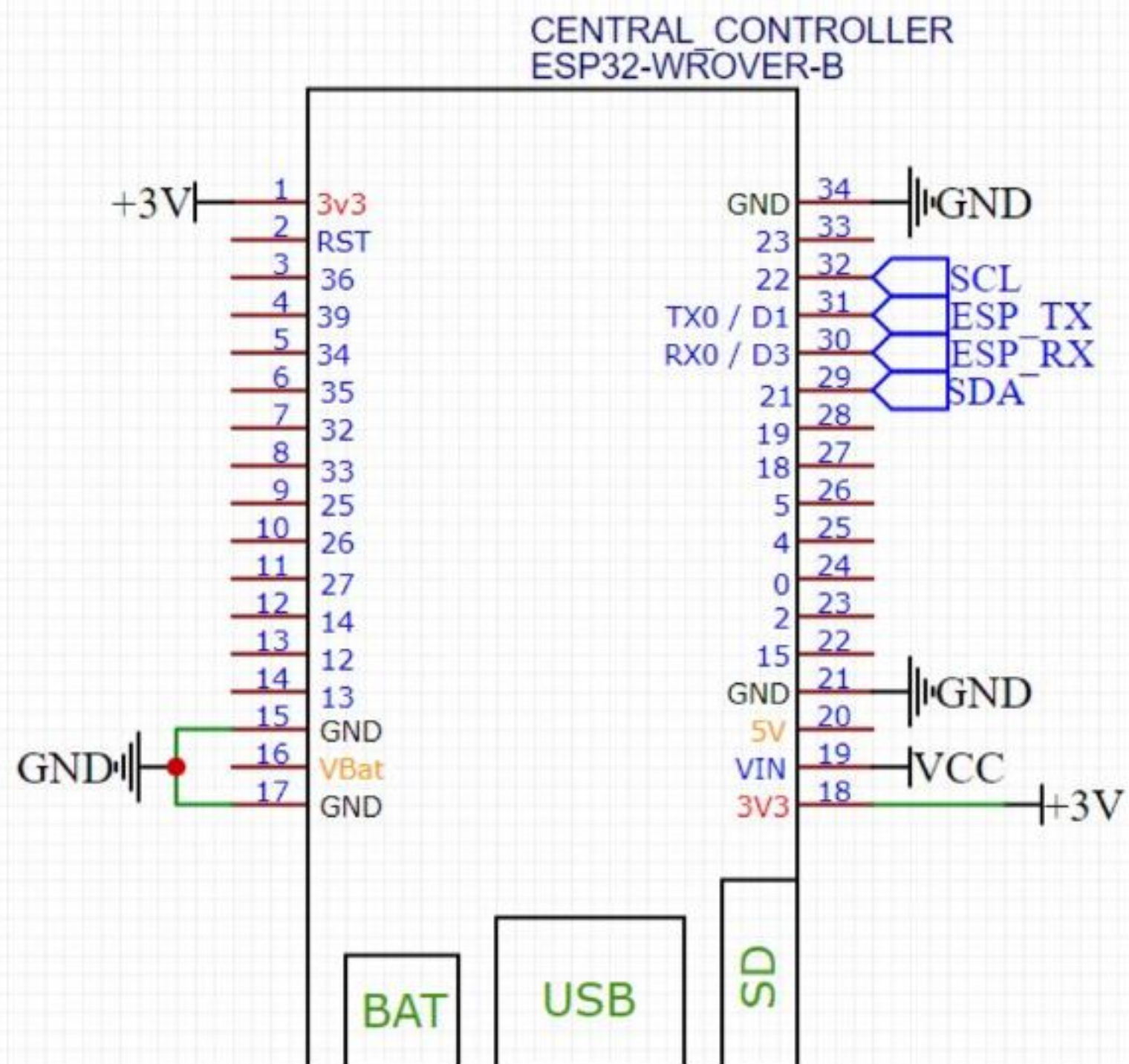
- Progetto sviluppato in collaborazione con CNR e 5F
- Mirato alla raccolta di dati sul particolato
- Condividere con rete scolastica ed europea

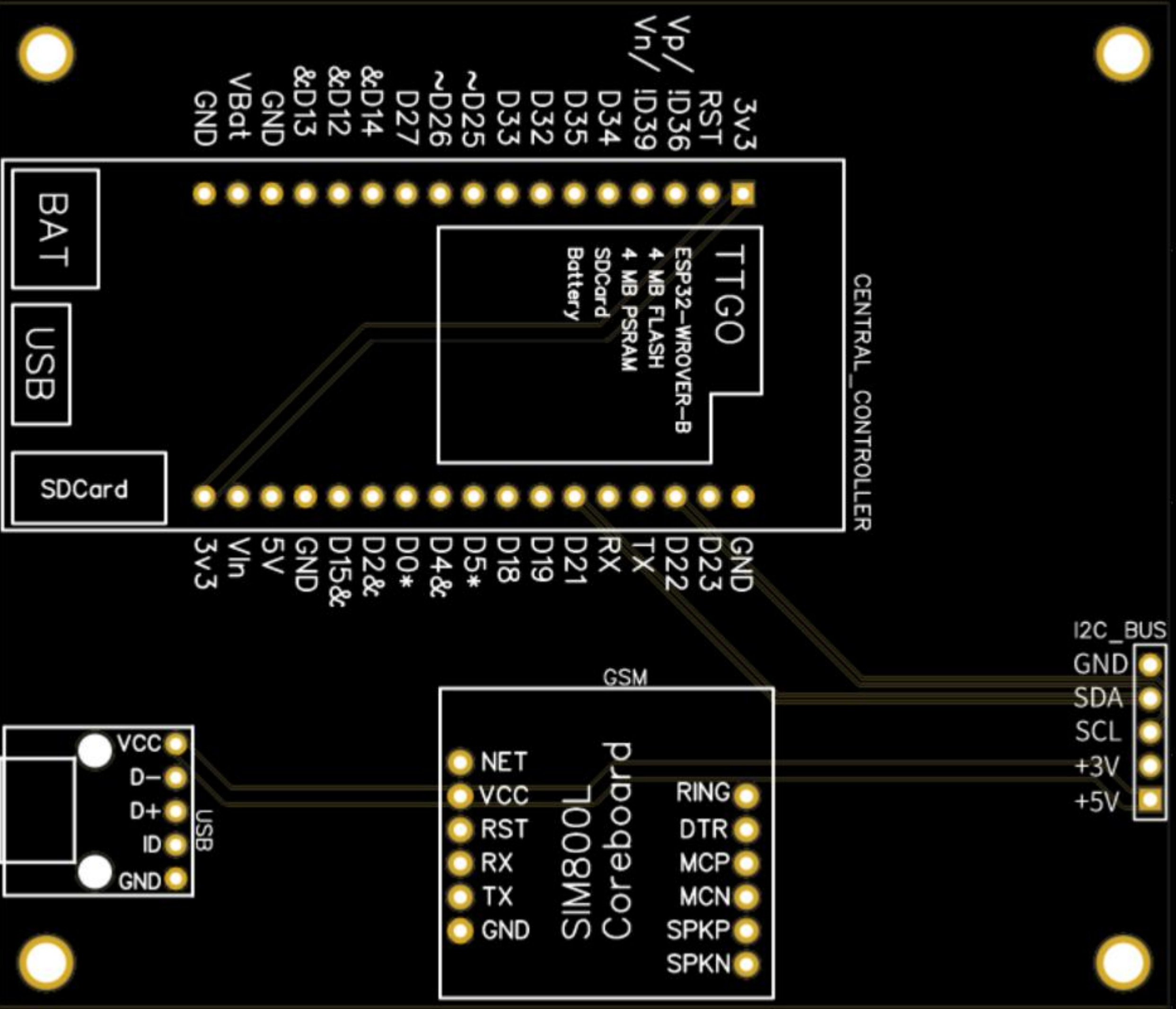
An aerial, slightly blurred photograph of a city courtyard. In the center is a green lawn. To the left, there's a wooden pergola structure. To the right, a brick building with a white roof is visible. The overall scene is urban and green.

— Hardware



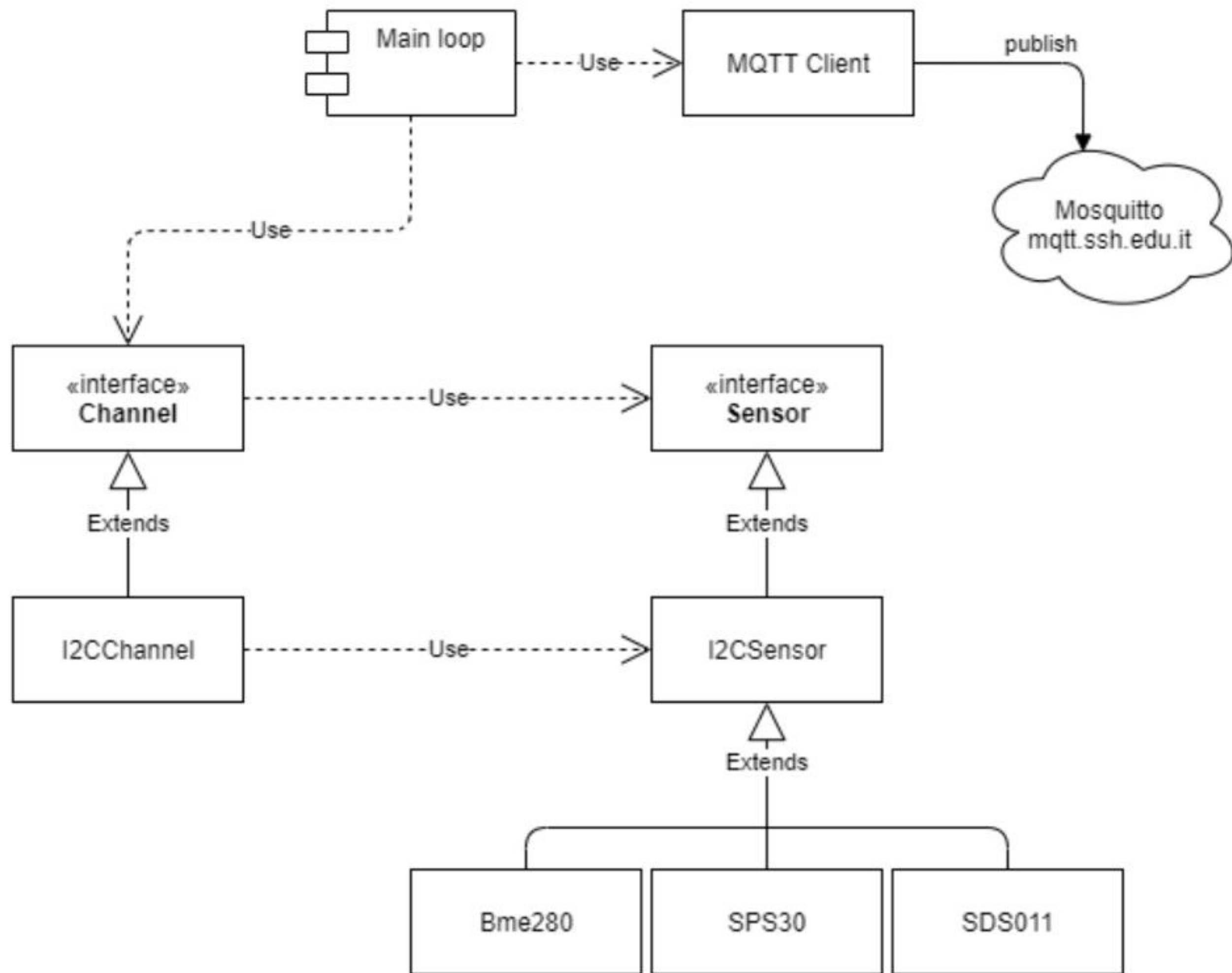
Adobe Fusion





Software





—
Strong code





```
template <typename SensorType>
class Channel
{
public:
    virtual string readNext() = 0;

    void addSensor    (std::unique_ptr<SensorType>&& sensor);
    void removeSensor(const byte id);

    void initAll() const;

protected:
    Channel(std::vector<std::unique_ptr<SensorType>> sensors);
    Channel() : Channel({}) {}

    SensorType* getNext();

    std::vector<
        std::unique_ptr<SensorType>
    > _sensors;

public:
    Channel(const Channel&&) = delete;
    Channel(Channel&)       = delete;
};
```



```
template <typename SensorType>
Channel<SensorType>::Channel(/* ... */)
{
    static_assert(
        std::is_base_of<sensors::Sensor, SensorType>::value,
        "`SensorType` must be derived from `Sensor`");
}
```



```
class I2CChannel : public Channel<sensors::I2CSensor>
{
public:
    I2CChannel(std::vector<std::unique_ptr<sensors::I2CSensor>> sensors)
        : Channel(move(sensors)) {}

    I2CChannel() : Channel({}){}
    string readNext();
};

string I2CChannel::readNext()
{
    const auto sensor = this->getNext();

    auto data = sensor->read();
    return sensor->decode(data);
}
```



```
struct SensorData
{
    byte id;
    std::vector<byte> data;
};

class Sensor
{
public:
    virtual string decode(const SensorData& rawData) const = 0;
    virtual void    init() = 0;

    const byte    id;
    const string name;

protected:
    Sensor(
        const byte    id,
        const string name
    ) :
        id(id),
        name(name)
    {};
};
```



```
class I2CSensor : public Sensor
{
public:
    virtual SensorData read() const = 0;

protected:
    I2CSensor(
        const byte id,
        const string name
    ) : Sensor(id, name) {}
};
```

— Finally, a sensor



```
class Bme280 : public I2CSensor
{
public:
    Bme280();

    void init();
    byte syncId() const;

    auto read() const -> SensorData;
    auto decode(const SensorData&) const -> string;

    int32_t computeTemperature(dword rawTemperature) const;
    dword   computePressure   (dword rawPressure)   const;
    dword   computeHumidity   (dword rawHumidity)   const;

    static dword computeRawTemperature(const std::vector<byte>& data);
    static dword computeRawPressure   (const std::vector<byte>& data);
    static dword computeRawHumidity   (const std::vector<byte>& data);

    static auto sdtoCb(const std::vector<byte>& data) -> Bme280CalibrationParams;

private:
    Bme280CalibrationParams _calibrationParams;

    auto readCalibrationParams() -> Bme280CalibrationParams;
};
```



```
Bme280::Bme280() : I2CSensor(0x76, "bme280") {}
```

```
void Bme280::init()
```

```
{
```

```
    i2c::write<6>(this->id,
```

```
{
```

```
        Bme280Register::CONFIG,
```

```
        0xA0,    // Sampling rate 1 sec
```

```
        Bme280Register::CTRL_HUM,
```

```
        0x01,
```

```
        Bme280Register::CTRL_MEAS,
```

```
        0x27,    // Pressure and temperature data acquisition options
```

```
    });
```

```
    this->_calibrationParams = readCalibrationParams();
```

```
}
```



```
SensorData Bme280::read() const
{
    constexpr byte TOTAL_BYTES = 8;
    SensorData res {
        .id    = this->id,
        .data = vector<byte>(TOTAL_BYTES),
    };

    i2c::beginTransaction(
        this->id,
        Bme280Register::ADDR_DATA_LOW,
        TOTAL_BYTES);

    i2c::readMultiple<byte, TOTAL_BYTES>(res.data);
    return res;
}
```



```
string Bme280::decode(const SensorData& rawData) const
{
    StaticJsonDocument<JSON_OBJECT_SIZE(4)> doc;

    const auto& data = rawData.data;
    const dword rawTemperature = computeRawTemperature(data);
    const dword rawPressure    = computeRawPressure(data);
    const dword rawHumidity    = computeRawHumidity(data);

    doc["id"]          = rawData.id;
    doc["temperature"] = computeTemperature(rawTemperature);
    doc["pressure"]     = computePressure(rawPressure);
    doc["humidity"]     = computeHumidity(rawHumidity);

    char output[56];
    serializeJson(doc, output);
    return string(output);
}
```



```
I2CChannel i2c;  
AsyncMqttClient mqttClient;  
  
void setup()  
{  
    i2c.addSensor(cc::make_unique<Bme280>());  
    i2c.initAll();  
  
    WiFi.begin(WIFI_SSID, WIFI_PASS);  
  
    mqttClient.setServer(MQTT_HOSTNAME, MQTT_PORT);  
    mqttClient.connect();  
}  
  
void loop()  
{  
    const auto data = i2c.readNext();  
    mqttClient.publish(  
        WEATHER_DATA_TOPIC, 0, false, data.c_str());  
  
    delay(1000);  
}
```



```
I2CChannel i2c;
AsyncMqttClient mqttClient;
std::mutex mqttLock;

void setup()
{
    i2c.addSensor(cc::make_unique<Bme280>());
    i2c.initAll();

    WiFi.begin(WIFI_SSID, WIFI_PASS);

    mqttClient.setServer(MQTT_HOSTNAME, MQTT_PORT);
    mqttClient.connect();

    const auto readingThread = std::thread([]
    {
        const auto data = i2c.readNext();

        { std::lock_guard<std::mutex>(mqttLock);
          mqttClient.publish(
              WEATHER_DATA_TOPIC, 0, false, data.c_str());
        }
        delay(1000);
    });
}
```



Grazie per l'attenzione



Di Adriano
Buffagni,
Stefano
Calabretti

Con l'aiuto di
Matteo Budriesi e
Riccardo Rosi
[Github repository](#)



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Chimica Elettronica Informatica

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