

95-733 Internet of Things

Introduction to Course Structure

Course Web Site

- <http://www.andrew.cmu.edu/~mm6>
- We will use Canvas for grades and project submission.
- We will use Piazza for our discussion board.
- Please use Piazza rather than email.
- GitHub has the bulk of the materials.
- <https://github.com/mm6/InternetOfThingsCourse>

Prerequisites

- The ability to program.
- The willingness to explore new programming languages.
- Enthusiasm for programming
- Interested in IoT and Web technologies

Quick list of topics

- Interaction patterns
- Node.js
- Node-RED
- JavaScript
- C++ for firmware
- Message Formats: JSON and JSON-LD
- AJAX, Websockets, Webhooks
- RESTful design
- HTTP, MQTT, XMPP, CoAp, Bluetooth Low Energy, Edge Analytics using Apache Edgent
- Microcontrollers (Particle Argon)
- Beacon technology (Ibeacon and Eddystone)
- OpenChirp <https://github.com/OpenChirp/docs/wiki>
- Security issues along the way

Structure of the Course

- Lectures/class participation
- Readings mostly from primary sources, i.e., journal articles assigned
- Projects (programming)
- Quizzes at start of every class. For next week, Quiz 1 covers "Enabling the Internet of Things".
- Final examination covers the entire class

Readings

- Readings from primary sources will be assigned each week.
- Read Chapter 1 of “Building the Web of Things” book.
- Suggested optional readings:
 - If you are new to web technologies, read the following chapters from the Sebesta text or work with Lynda (now LinkedIn) video training.
 - Read “Programming the World Wide Web”, by Sebesta 8th ed. Chapters 1, 2 and 3.
 - Read “Programming the World Wide Web”, 8th ed. chapters 4 and 5 on Javascript and Chapter 10 covers AJAX

Grading

- Homework/Programming (2) 50%
- Quizzes 15% (one low quiz score will be dropped)
- Final Exam 35%