

# IoT Communication - MQTT

Welcome to Day 3 of our IoT Workshop Series! Building upon the foundation laid on Day 2, where you delved into the intricacies of sensors and their protocols, today is all about application. Get ready to harness that knowledge and dive into the world of data transmission as we explore how to gather and send sensor data using MQTT.

## 1. MQTT in detail

## 2. ESP8266 and WiFi

Next, we'll take a closer look at connecting the ESP8266 to WiFi. This step is crucial for enabling wireless communication, allowing your devices to seamlessly interact with the digital world.

[wifi-http-api-example.ino](#)

```
#include <ESP8266WiFi.h>
#include <WiFiClientSecure.h>

// Replace with your WiFi credentials
const char* ssid = "wifi-ssid";
const char* password = "wifi-password";

// Replace with your API details
const char* apiHost = "weather.eolab.de";
const char* apiEndpoint = "/api";

// Create an instance of WiFiClientSecure
WiFiClientSecure client;

void setup() {
  Serial.begin(115200);

  // Connect to Wi-Fi
  WiFi.begin(ssid, password);

  Serial.print("Connecting to ");
  Serial.print(ssid);

  while (WiFi.status() != WL_CONNECTED) {
    delay(1000);
    Serial.print(".");
  }
}
```

```
Serial.println("\nConnected to WiFi");

// Set the client to verify the server's certificate
client.setInsecure();

// Give the client a chance to perform the handshake
delay(1000);
}

void loop() {
    if (WiFi.status() == WL_CONNECTED) {
        // Make an HTTPS GET request
        client.connect(apiHost, 443); // Use port 443 for HTTPS
        client.print(String("GET ") + apiEndpoint + " HTTP/1.1\r\n" +
                     "Host: " + apiHost + "\r\n" +
                     "Connection: close\r\n\r\n");
        // Wait for the response
        while (client.connected()) {
            String line = client.readStringUntil('\n');
            if (line == "\r") {
                Serial.println("Headers received");
                break;
            }
        }

        // Print the response from the server
        while (client.available()) {
            String response = client.readStringUntil('\n');
            Serial.println(response);
        }

        client.stop();
    }

    // Wait for a while before making the next request
    delay(5000);
}
```

In this example code, you will first of all connect to a WiFi network and then try to access a predefined API. This API is the root of our public weather station API. You can find out more about the project right here: [HSRW Weather Station at Campus Kamp-Lintfort](#)

### 3. Our first MQTT Publish

Stepping ahead, you'll have the chance to implement your first MQTT publish from the ESP8266.

While the following example provides a static demonstration, we encourage you to take it a step further by incorporating one of the sensors available to you.

PubSubClient Library: [PubSubClient by knolleary](#)

[mqtt-publish.ino](#)

```
/*
  Basic ESP8266 MQTT example
  This sketch demonstrates the capabilities of the pubsub library in
  combination
  with the ESP8266 board/library.
  It connects to an MQTT server then:
    - publishes "hello world" to the topic defined as outTopic every two
  seconds
  It will reconnect to the server if the connection is lost using a
  blocking
  reconnect function. See the 'mqtt_reconnect_nonblocking' example for
  how to
  achieve the same result without blocking the main loop.
*/



#include <ESP8266WiFi.h>
#include <PubSubClient.h>

#define MSG_BUFFER_SIZE (50)

// Update these with values suitable for your network and mqtt broker

const char* ssid = "";
const char* password = "";
const char* mqtt_server = "broker.hivemq.com";

const char* outTopic = "unicaes/workshop/2023/jan";
const char* inTopic = "unicaes/workshop/2023/to-jan";

// Set up of some needed variables

WiFiClient espClient;
PubSubClient client(espClient);
unsigned long lastMsg = 0;
char msg[MSG_BUFFER_SIZE];
int value = 0;

void setup_wifi() {

  delay(10);
  // We start by connecting to a WiFi network
  Serial.println();
  Serial.print("Connecting to ");
  Serial.println(ssid);
```

```
WiFi.mode(WIFI_STA);
WiFi.begin(ssid, password);

while (WiFi.status() != WL_CONNECTED) {
    delay(500);
    Serial.print(".");
}

randomSeed(micros());

Serial.println("");
Serial.println("WiFi connected");
Serial.println("IP address: ");
Serial.println(WiFi.localIP());
}

void reconnect() {
    // Loop until we're reconnected
    while (!client.connected()) {
        Serial.print("Attempting MQTT connection...");
        // Create a random client ID
        String clientId = "ESP8266Client-";
        clientId += String(random(0xffff), HEX);
        // Attempt to connect
        if (client.connect(clientId.c_str())) {
            Serial.println("connected");
            // Once connected, publish an announcement...
            client.publish(outTopic, "hello world");
        } else {
            Serial.print("failed, rc=");
            Serial.print(client.state());
            Serial.println(" try again in 5 seconds");
            // Wait 5 seconds before retrying
            delay(5000);
        }
    }
}

void setup() {
    pinMode(BUILTIN_LED, OUTPUT);      // Initialize the BUILTIN_LED pin
    as an output
    Serial.begin(115200);
    setup_wifi();
    client.setServer(mqtt_server, 1883);
}

void loop() {
```

```

if (!client.connected()) {
  reconnect();
}
client.loop();

unsigned long now = millis();
if (now - lastMsg > 2000) {
  lastMsg = now;
  ++value;
  sprintf (msg, MSG_BUFFER_SIZE, "hello world #%ld", value);
  Serial.print("Publish message: ");
  Serial.println(msg);
  client.publish(outTopic, msg);
}
}

```

## 4. Subscribe

Now, let's move on to an essential aspect of our workshop. We'll guide you through the process of subscribing to an MQTT topic. This step is a practical gateway to interactive IoT applications. You'll learn how to exchange MQTT messages between devices, potentially triggering actions like LED reactions or serial outputs. While we'll provide initial guidance, feel free to explore further and experiment with this dynamic feature.

[mqtt-subscribe-example.ino](#)

```

/*
Basic ESP8266 MQTT example
This sketch demonstrates the capabilities of the pubsub library in
combination
with the ESP8266 board/library.
It connects to an MQTT server then:
- publishes "hello world" to the topic defined as outTopic every two
seconds
- subscribes to the topic defined as inTopic, printing out any
messages
it receives. NB - it assumes the received payloads are strings not
binary
- If the first character of the topic defined as inTopic is an 1,
switch ON the ESP Led,
else switch it off
It will reconnect to the server if the connection is lost using a
blocking
reconnect function. See the 'mqtt_reconnect_nonblocking' example for
how to
achieve the same result without blocking the main loop.
*/

```

```
#include <ESP8266WiFi.h>
#include <PubSubClient.h>

// Update these with values suitable for your network and mqtt broker

const char* ssid = "";
const char* password = "";
const char* mqtt_server = "broker.hivemq.com";

const char* outTopic = "unicaes/workshop/2023/jan";
const char* inTopic = "unicaes/workshop/2023/to-jan";

// Set up of some needed variables

WiFiClient espClient;
PubSubClient client(espClient);
unsigned long lastMsg = 0;
#define MSG_BUFFER_SIZE (50)
char msg[MSG_BUFFER_SIZE];
int value = 0;

void setup_wifi() {

    delay(10);
    // We start by connecting to a WiFi network
    Serial.println();
    Serial.print("Connecting to ");
    Serial.println(ssid);

    WiFi.mode(WIFI_STA);
    WiFi.begin(ssid, password);

    while (WiFi.status() != WL_CONNECTED) {
        delay(500);
        Serial.print(".");
    }

    randomSeed(micros());
    Serial.println("");
    Serial.println("WiFi connected");
    Serial.println("IP address: ");
    Serial.println(WiFi.localIP());
}

void callback(char* topic, byte* payload, unsigned int length) {
    Serial.print("Message arrived [");
    Serial.print(topic);
    Serial.print("] ");
    Serial.print((char*)payload, length);
    Serial.println();
}
```

```
for (int i = 0; i < length; i++) {
    Serial.print((char)payload[i]);
}
Serial.println();

// Switch on the LED if an 1 was received as first character
if ((char)payload[0] == '1') {
    digitalWrite(BUILTIN_LED, LOW);    // Turn the LED on (Note that LOW
is the voltage level
    // but actually the LED is on; this is because
    // it is active low on the ESP-01)
} else {
    digitalWrite(BUILTIN_LED, HIGH);   // Turn the LED off by making the
voltage HIGH
}

}

void reconnect() {
    // Loop until we're reconnected
    while (!client.connected()) {
        Serial.print("Attempting MQTT connection...");
        // Create a random client ID
        String clientId = "ESP8266Client-";
        clientId += String(random(0xffff), HEX);
        // Attempt to connect
        if (client.connect(clientId.c_str())) {
            Serial.println("connected");
            // Once connected, publish an announcement...
            client.publish(outTopic, "hello world");
            // ... and resubscribe
            client.subscribe(inTopic);
        } else {
            Serial.print("failed, rc=");
            Serial.print(client.state());
            Serial.println(" try again in 5 seconds");
            // Wait 5 seconds before retrying
            delay(5000);
        }
    }
}

void setup() {
    pinMode(BUILTIN_LED, OUTPUT);      // Initialize the BUILTIN_LED pin
as an output
    Serial.begin(115200);
    setup_wifi();
    client.setServer(mqtt_server, 1883);
    client.setCallback(callback);
}
```

```
void loop() {  
  
    if (!client.connected()) {  
        reconnect();  
    }  
    client.loop();  
  
    unsigned long now = millis();  
    if (now - lastMsg > 2000) {  
        lastMsg = now;  
        ++value;  
        sprintf (msg, MSG_BUFFER_SIZE, "hello world #%ld", value);  
        Serial.print("Publish message: ");  
        Serial.println(msg);  
        client.publish(outTopic, msg);  
    }  
}  
}
```

## Recording

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