

Faculty of Engineering & Technology

Fourth Year Bachelor of Engineering (IT)

(To be Proposed For: Academic Year 2020-21)

Subject Code: IT802-N	Subject Title: Internet of Things
Pre-requisite	

Teaching Scheme (Credits and Hours)

-	Teaching	g schem	e		Evaluation Scheme					
L	Т	Р	Total	Total Credit	Theory		Mid Sem Exam	CIA	Pract.	Total
Hrs	Hrs	Hrs	Hrs		Hrs	Marks	Marks	Marks	Marks	Marks
4	0	2	6	5	3	70	30	20	30	150

Course Objective:

- The aim of this course is to make students aware about 'Internet of Things'-IOT, which is an emerging technology through which all the manual process is to be converted in to system operated process and also integrates with the business.
- Students will understand the concepts of Internet of Things and can able to build IoT applications.

Outline of the Course:

Sr. No	Title of the Unit	Minimum Hours
1	Introduction to IoT	6
2	IoT & M2M	5
3	Network & Communication aspects.	9
4	Web Infrastructure for Managing IoT Resources	7
4	Challenges in IoT.	4
5	Domain specific applications of IoT	6
6	Developing IoTs	6
7	IoT Tools	6
8	IoT Strategy Execution	8
9	IoT Solution Delivery	7

Total hours (Theory): 64
Total hours (Practical): 32

Total hours: 96



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Detailed Syllabus

Sr. No	Topic	Lecture Hours	Weight age(%)
	Introduction to IoT		
1	Defining IoT.		
	Characteristics of IoT.		
	Physical design of IoT, Logical	6	9
	 design of IoT, 		
	 Functional blocks of IoT, 		
	Communication models & APIs		
2	M2M to IoT –		
	A Basic Perspective—Introduction,		
	Some Definitions,		
	M2M Value Chains,	_	0
	IoT Value Chains,	5	8
	 An emerging industrial structure for IoT. 		
	 An Architectural Overview – Building architecture, 		
	Main design principles and needed capabilities.		
3	Networks & Communication aspects		
	 Wireless medium access issues, 		
	MAC protocol survey,		
	 Survey routing protocols, 		4.4
	 Sensor deployment & Node discovery, 	9	14
	 Data aggregation & dissemination, 		
	Multicast and unicast.		
	RTS and CTS in details.		
4	Web Infrastructure for Managing IoT Resources		
	 OpenIoT Architecture for IoT/Cloud Convergence. 		
	Scheduling Introduction.		
	 Process and IoT Service Lifecycle. 	7	11
	 Scheduling and Resource Management. 		
	 Device/Cloud Collaboration Framework. 		
	 Applications of Device/Cloud Collaboration. 		
5	Challenges in IoT		
	Design challenges,		
	Development challenges,	4	7
	Security challenges,	-T	,
	Other challenges		
	-		



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6	Domain specific applications of IoT		
	 Home automation, 		
	 Industry applications, 	6	9
	Surveillance applications,		
	Other IoT applications.		
7	Developing IoTs		
	 Introduction to Python, 		
	 Introduction to different IoT tools, 		
	 Developing applications through IoT tools, 	6	9
	 Developing sensor-based application through embedded system 		
	platform, Implementing IoT concepts with python.		
8	IoT Strategy Execution		
	IoT Strategy		
	IoT Opportunity Identification		
	IoT Opportunity Management	C	
	Project Initiation	6	9
	0		
9	IoT Solution Delivery		
	 IoT Solution Lifecycle: Plan/Build/Run 		
	IoT Project Initiation		
	IoT Project Structure	8	13
	IoT and Agile		
	Building Blocks		
	Total	64	100

Instructional Method and Pedagogy:

- At the start of course, the course delivery pattern, prerequisite of the subject will be discussed.
- Lectures will be conducted with the aid of multi-media projector, black board, OHP etc.
- Attendance is compulsory in lecture and laboratory which carries 10 marks in overall evaluation.
- One internal exam will be conducted as a part of internal theory evaluation.
- Assignments based on the course content will be given to the students for each unit and will be evaluated at regular interval evaluation.
- Surprise tests/Quizzes/Seminar/tutorial will be conducted having a share of five marks in the overall internal evaluation.
- The course includes a laboratory, where students have an opportunity to build an appreciation for the concepts being taught in lectures.
- Experiments shall be performed in the laboratory related to course contents.



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Student Learning Outcomes

- On successful completion of the course, the student will:
- Understand the concepts of Internet of Things
- Analyze basic protocols in wireless sensor network
- Design IoT applications in different domain and be able to analyze their performance
- Implement basic IoT applications on embedded platform

List of Tutorials:

- Study of IoT based on amazon.
- IoT application supported by cloud environment.
- different application used to build IoT..
- IoT design implementation and challenges.

E-Resources:

- 1. www.google.com
- 2. https://internet-of-things-innovation.com/insights/
- 3. https://opensource.com/resources/internet-of-things

Reference Books:

- 1. Vijay Madisetti, Arshdeep Bahga, "Internet of Things: A Hands-On Approach"
- 2. Waltenegus Dargie, Christian Poellabauer, "Fundamentals of Wireless Sensor Networks:
- 3. Internet of Things Principles and Paradigms, Edited By Rajkumar Buyya, Amir Vahid Dastjerdi, Morgan Kaufmann, ELSEVIER
- 4. Fundamentals of Wireless Sensors Networks Theory and Practice, Waltenegus Dargie and Christian Poellabauer, WILEY Series
- 5. Rethinking the Internet of Things A Scalable approach to connecting everything, Francis daCosta, Apress Open
- 6. Arduino Cookbook, Michael Margolis, O'REILLY
- 7. Internet of Things From Research and Innovation to Market Deployment, Edited By Ovidiu Vermesan and Peter Friess, River Publishers.
- 8. Enterprise IoT: Strategies and Best Practices for Connected Products and Services.



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List of experiments:

No	Name of Experiment
1	Introduction to Arduino Board, Arduino IDE and Cables
2	Perform Practical to blink LED on Arduino Board and external LED as well.
3	Design an IOT application to use the concept of RFID Sensor.
4	Design and implement the concept of Flex Sensor.
5	Implement the concept of IR Sensor.
6	Implement the concept of Piezo Vibration Sensor.
7	Implement the concept of Accelerometer.
8	Implement the concept of Temperature and Humidity Sensor.
9	Implement the concept of flame Sensor.
10	Implement the concept of buzzer Sensor.