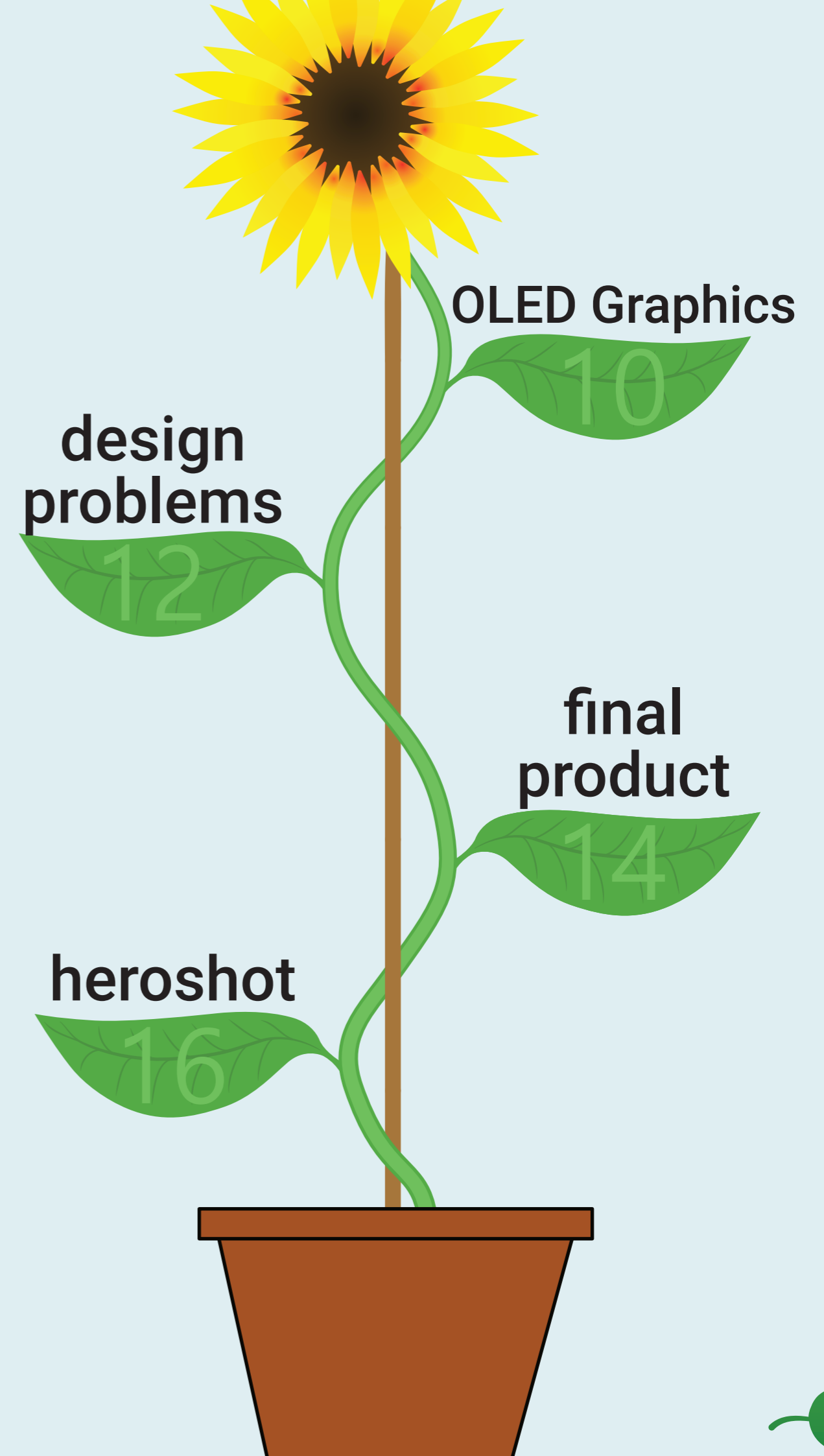
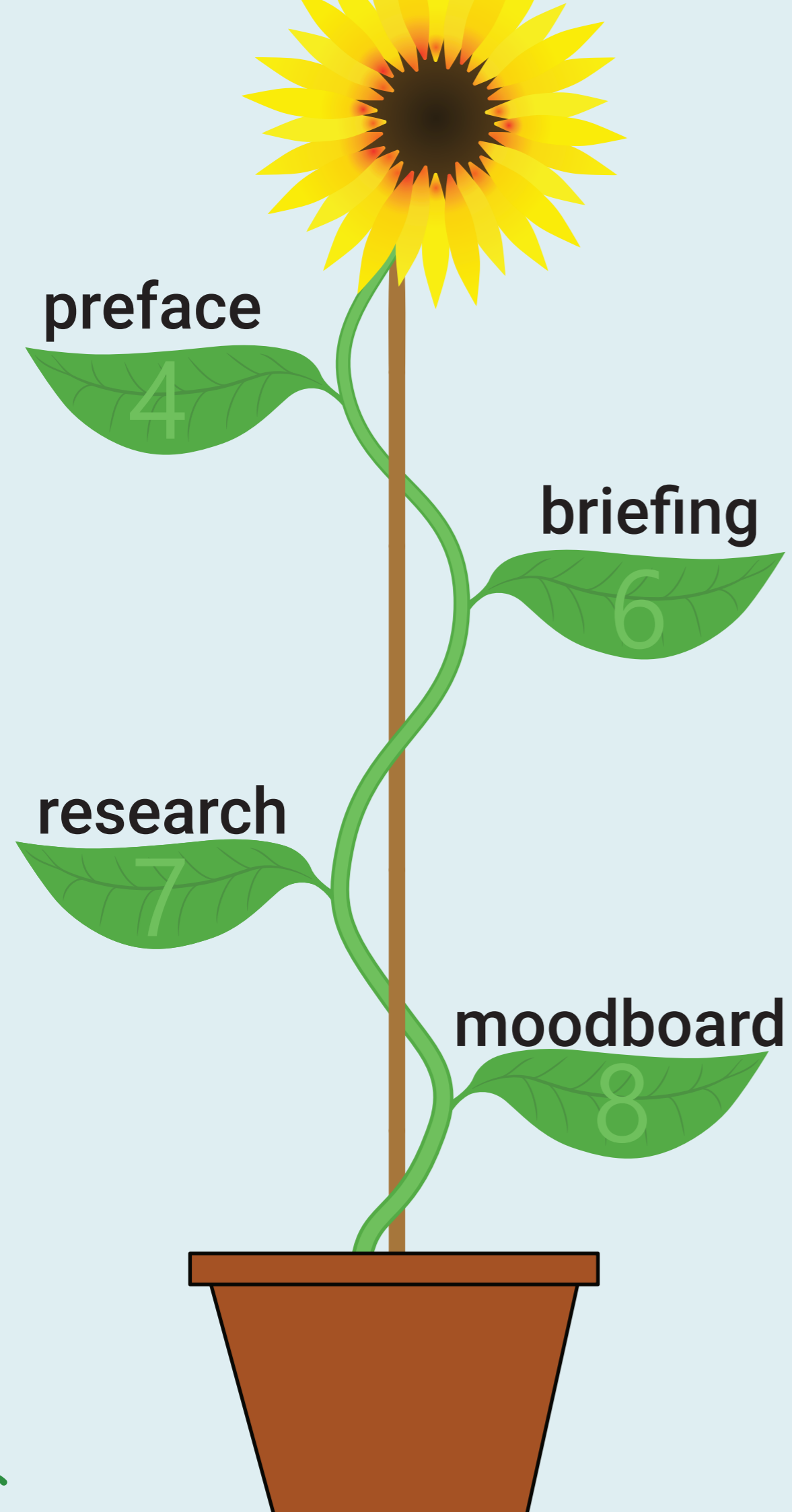


Smart Flowerpot

By: Jari Mortier



Briefing

Leonard Muyze Smart flowerpot assignment - This year we are going to look at the ec... 1 Sept

Smart flowerpot assignment Inbox x



Leonard Muyze <LMuyze@STEMschool.be>
to me

Tue, 1 Sept 2020, 13:45

This year we are going to look at the ecological side of the world.
We are asking you to design and create a smart flowerpot.

You need to design a flowerpot with a water reservoir. The flowerpot needs to be able to support multiple plant types and provide water at the right moments.

It needs to be a closed-loop system as a whole. i.e.: Water poured into the flowerpot has to be caught in a reservoir after first passing through a filter, so it can be used again to water the plant.

In case of emergencies, the user needs to be notified on their smartphone.

Best of luck with this project.
Prof. Eng. Muyze

Reply

Forward

Research

- How do plants **survive**?
 - Photosynthesis: $6\text{CO}_2 + 6\text{H}_2\text{O} \rightarrow \text{C}_6\text{H}_{12}\text{O}_6 + 6\text{O}_2$
 - **Minerals** and **nutrients** in the earth
- How is data transmitted accross the **internet**?
 - Protocols: **MQTT**, **HTML**
 - **IoT** for microcontrollers
 - **Hosted servers** to make connections easy
- How are **moisture** and **temperature** measured?
 - The **DHT11** measures both in a small form factor
 - **Capacitive** moisture sensor for water level.
- How are users **notified** on their devices?
 - **email**
 - **smarthpone app**
 - **website notifications**
- What kind of **hardware** is required?
 - **WiFi** connection
 - microcontroller: **arduino** or **ESP32**
 - **peristaltic pump** or **submersible pump**
 - battery: **Li-ion**

How it all began

At the start of my last year in High school, I was tasked with designing a fully autonomous flowerpot.

At first I was not pleased at all: "Other years were allowed to choose their own project and our whole class had to make the same stupid thing?".

But when looking back on this project, I did learn quite a few things. I learned about internet connections and how webpages are sent to your phone, the difference between internet protocols and what devices are meant to use them.

So even while I didn't fully enjoy designing this flowerpot, I did still learn a lot and I hope I can give you some insight on the journey I made in 2020 with the help of this booklet.





```
String asciiClear(String pass) {
  int i;
  int n;
  byte mod[30];
  byte aMod = 0;
  while (1) {
    Serial.println(pass);
    i = pass.indexOf("%");
    if (char(i) == 0x00) {
      i = 0;
    }
    if (i >= 0) {
      int rep = 0;
      for (n = 0; n < 2; n++) {
        if (int(pass[i + 1 + n]) >= 48 && int(pass[i + 1 + n]) <= 57) {
          rep += (int(pass[i + 1 + n]) - 48) * int(pow(16, 1 - n));
        } else if (int(pass[i + 1 + n]) >= 65 && int(pass[i + 1 + n]) <= 70) {
          rep += (int(pass[i + 1 + n]) - 55) * int(pow(16, 1 - n));
        }
      }
      if (rep == 37) { //exception %25qsd => %qsd

```




```

void wifiSymbol() {
    u8g2.setDrawColor(1);
    u8g2.drawDisc(64, 53, 46, U8G2_DRAW_UPPER_RIGHT | U8G2_DRAW_UPPER_LEFT);
    u8g2.setDrawColor(0);
    u8g2.drawDisc(64, 53, 40, U8G2_DRAW_UPPER_RIGHT | U8G2_DRAW_UPPER_LEFT);
    u8g2.setDrawColor(1);
    u8g2.drawDisc(64, 53, 33, U8G2_DRAW_UPPER_RIGHT | U8G2_DRAW_UPPER_LEFT);
    u8g2.setDrawColor(0);
    u8g2.drawDisc(64, 53, 26, U8G2_DRAW_UPPER_RIGHT | U8G2_DRAW_UPPER_LEFT);
    u8g2.setDrawColor(1);
    u8g2.drawDisc(64, 53, 19, U8G2_DRAW_UPPER_RIGHT | U8G2_DRAW_UPPER_LEFT);
    u8g2.setDrawColor(0);
    u8g2.drawDisc(64, 53, 12, U8G2_DRAW_UPPER_RIGHT | U8G2_DRAW_UPPER_LEFT);
    u8g2.drawTriangle(64, 53, 111, 33, 64, 46);
    u8g2.drawTriangle(64, 53, 17, 33, 64, 46);
    u8g2.drawBox(18, 53, 93, 3);
    u8g2.setDrawColor(1);
    u8g2.drawDisc(43, 32, 3, U8G2_DRAW_ALL);
    u8g2.drawDisc(75, 42, 3, U8G2_DRAW_ALL);
    u8g2.drawDisc(75, 42, 3, U8G2_DRAW_ALL);
    u8g2.drawDisc(75, 42, 3, U8G2_DRAW_ALL);
}

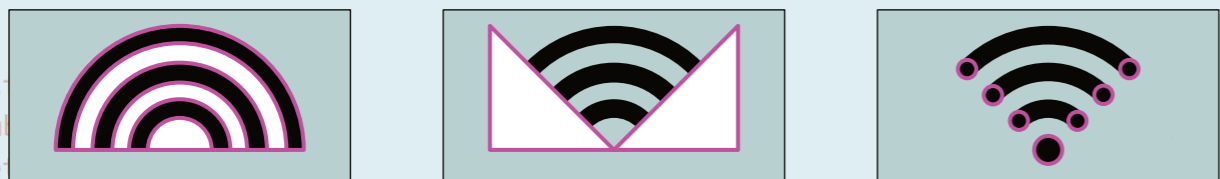
```



Due to hardware **restrictions**, all graphics have to be build up out of **basic** shapes such as ellipses, triangles and rectangles.

The **real challenge** comes from creating more **complex** graphics.

This is one way of creating the “No signal” icon.

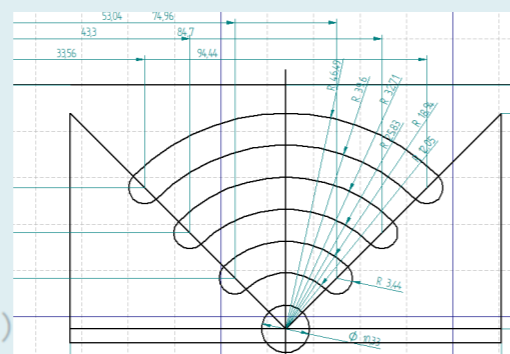


By **layering** white on top of black shapes, you can easily **cut** basic shapes into more complex shapes.



Tilted squares can be recreated using 2 **triangles**, once again using white for cutting.

This was then translated to coordinates for the program to use with a little bit of help from **CAD**-software.



```

void humGraph(int per) {
    u8g2.setDrawColor(1);
    u8g2.drawDisc(95, 48, 7, U8G2_DRAW_ALL);
    u8g2.setDrawColor(0);
    u8g2.d
    u8g2.s
    u8g2.d
    u8g2.d
    u8g2.s
    u8g2.s
    if (per
        u8g2
    } else
        u8g2
    }
    u8g2.s
    u8g2.d
    u8g2.d
    u8g2.drawLine(102, 44, 95, 35);
    u8g2.setFont(u8g2_font_ncenB08_tr);
    u8g2.setCursor(105, 47);
    u8g2.pr
    u8g2.s
    u8g2.p
    u8g2.s
    u8g2.p
}

```



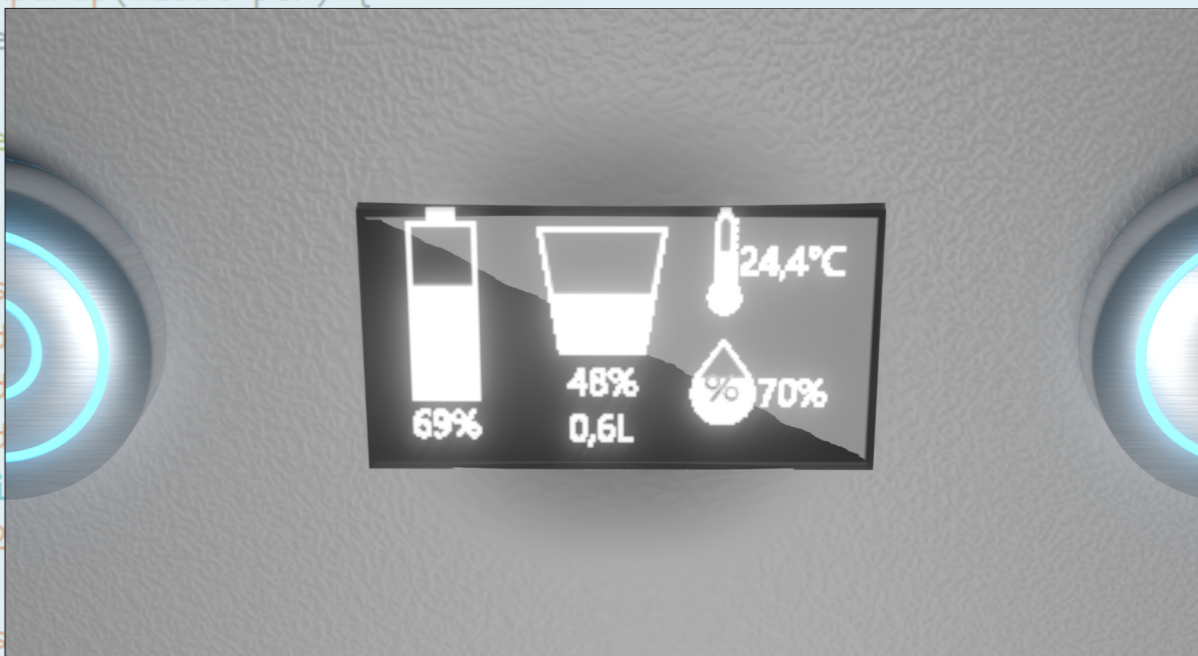
The graphics used for displaying data to the client **Need to be adjustable**.

These **dynamic** graphics are perfect for providing **all surface level data** without the need to connect to the internet.

```

void tempGrap(float per) {
    if (pe
    } else
    per
    }
    u8g2.s
    u8g2.d
    u8g2.d
    u8g2.s
    u8g2.d
    for (i
    u8g2
    }
    u8g2.s
    u8g2.d
    u8g2.d
    u8g2.drawBox(94, 6, 2, 16);
    u8g2.drawDisc(95, 6, 1, U8G2_DRAW_UPPER_RIGHT | U8G2_DRAW_UPPER_LEFT);
}

```



Design Problems

Certain ASCII-characters have a special code when entered as a GET-response.

>Solution: "Translate" the received response before use.

\$ekUr3,.P_@s\$

webservice.html?password%3A=%24ekUr3%2C.P_%40s%24

%24ekUr3%2C.P_%40s%24

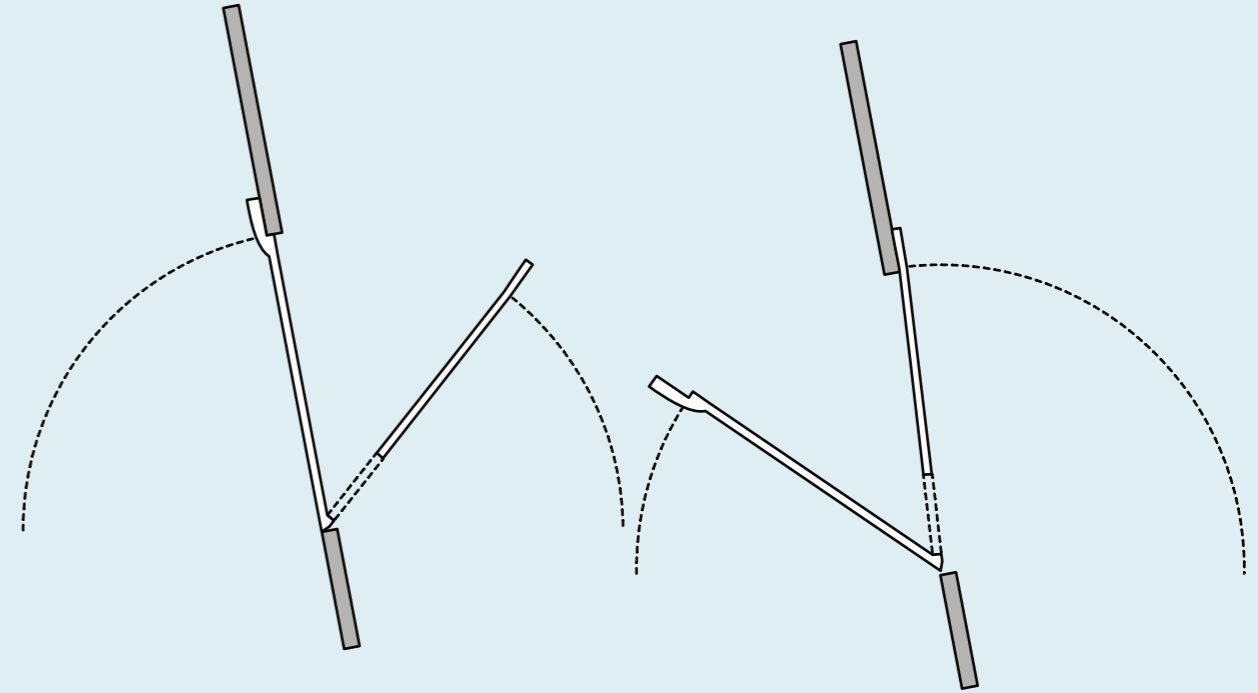
Hex to Dec

Dec to ASCII

Password = "\$ekUr3,.P_@s\$"

```
String asciiClear(String pass) {
  int i;
  int n;
  byte mod[30];
  byte aMod = 0;
  while (1) {
    Serial.println("Enter password:");
    i = pass.indexOf("\n");
    if (char(i) != '\n') {
      i = 0;
    }
    if (i >= 0) {
      int rep = 0;
      for (n = 0; n < 2; n++) {
        if (int(pass[i + 1 + n]) >= 48 && int(pass[i + 1 + n]) <= 57) {
          rep += (int(pass[i + 1 + n]) - 48);
        } else if (int(pass[i + 1 + n]) >= 65 && int(pass[i + 1 + n]) <= 90) {
          rep += (int(pass[i + 1 + n]) - 55);
        }
      }
      if (rep == 0) {
        mod[aMod] = i;
        aMod++;
        pass[i] = 'P';
      } else {
        pass[i] = char(rep);
      }
      for (n = 1; n + i < pass.length; n++) { //A22%23... => A32%23...
        pass[i + n] = pass[n];
      }
    } else {
      for (n = 0; n < aMod; n++) {
        pass[mod[n]] = "%";
      }
    }
    return (pass);
  }
}
```

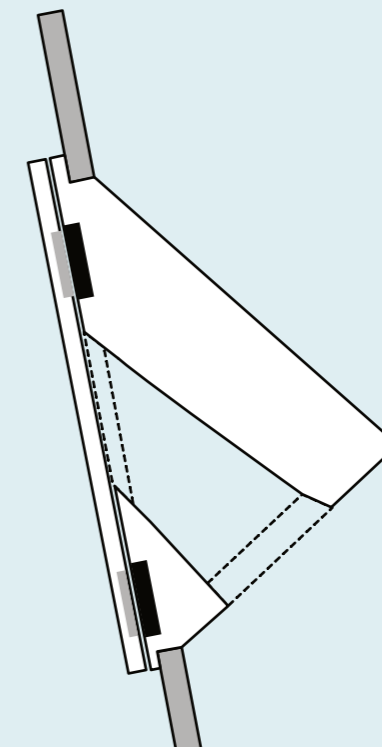
Adding water to the tank.



The original design had a pivoting mechanism to add water to the tank, this however did not work.

The water tube connecting the refilling station to the tank was not as flexible as foreseen, and pushed the door open as a side effect.

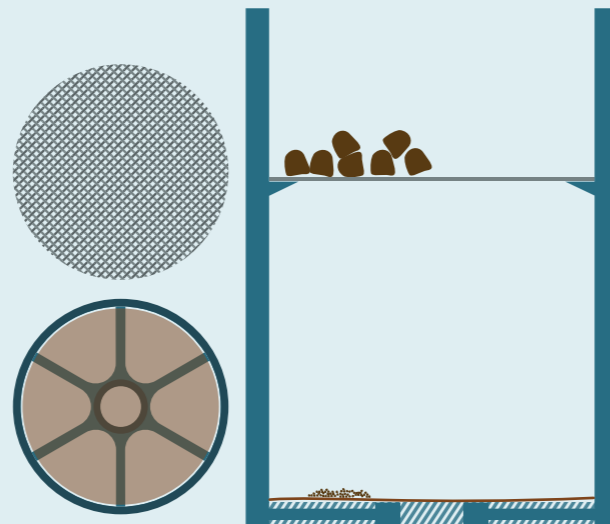
The problem was fixed by using a stationary station and magnets to hold onto the door.



Changing the filter.

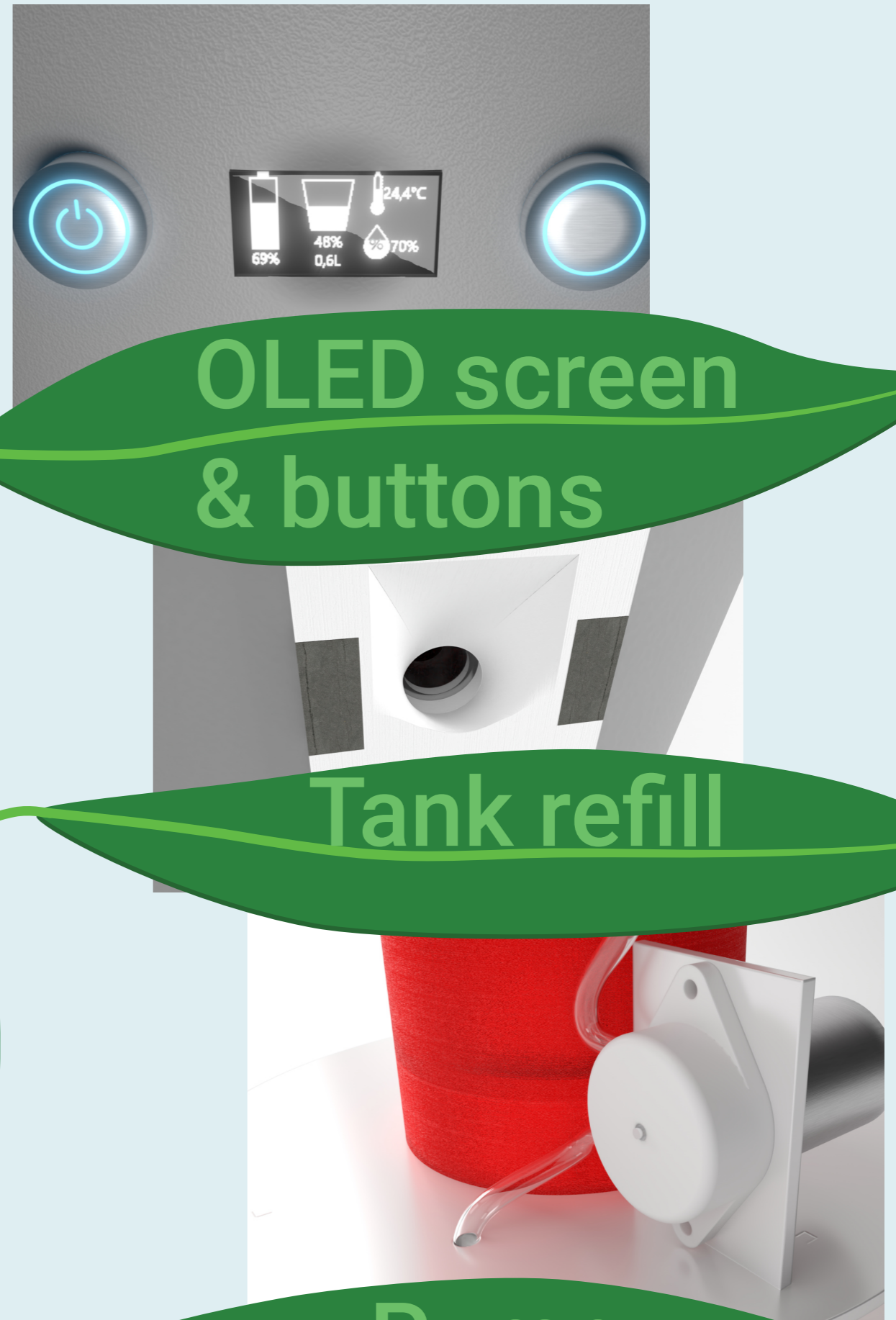
The double layer filter needs to be replaced by hand.

The first iteration didn't account for this and made inserting the filter impossible.





Final Product



OLED screen & buttons

Tank refill

Pump



