

DEVELOPMENT OF IOT BASED SMART PARKING  
SYSTEM BY USING ARDUINO



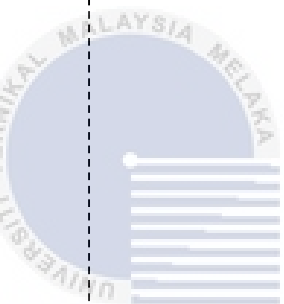
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2020

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BACHELOR OF COMPUTER ENG. TECH. (COMPUTER SYSTEMS)

2020 UTEM



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BY USING ARDUINO**



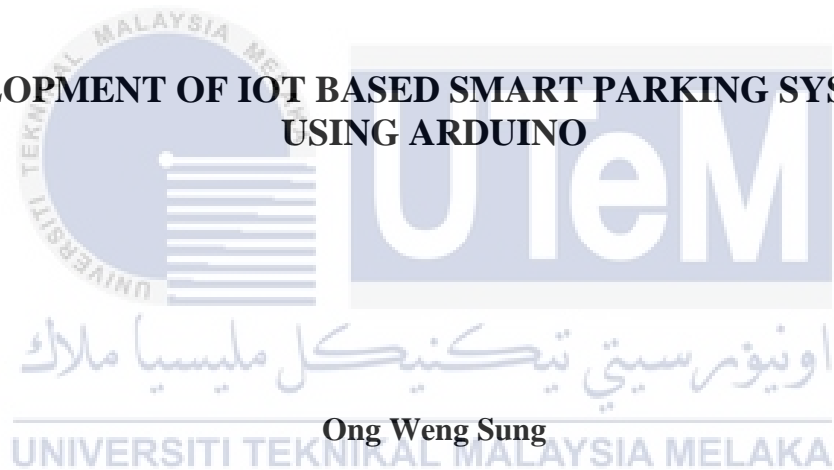
**BACHELOR OF COMPUTER ENGINEERING TECHNOLOGY  
(COMPUTER SYSTEMS) WITH HONOURS.**

**2020**



**Faculty of Electrical Engineering And Electronic Engineering**

**DEVELOPMENT OF IOT BASED SMART PARKING SYSTEM BY  
USING ARDUINO**



**Ong Weng Sung**

**Bachelor of Computer Engineering Technology(Computer Systems) with Honours.**

**2020**

**DEVELOPMENT OF IOT BASED SMART PARKING SYSTEM BY USING  
ARDUINO**

**ONG WENG SUNG**

**This thesis is submitted in accordance with the requirement of the Universiti  
Teknikal Malaysia Melaka (UTeM) for the Bachelor of Computer Engineering  
Technology (Computer Systems) with Honours.**



**Faculty of Electrical and Electronic Engineering Technology**

**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

**2020**

**BORANG PENGESAHAN STATUS LAPORAN PROJEK SARJANA MUDA**

Tajuk: **DEVELOPMENT OF IOT BASED SMART PARKING SYSTEM BY USING ARDUINO**

Sesi Pengajian: **2020/2021**

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## DECLARATION

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## APPROVAL

This report is submitted to the Faculty of Electrical and Electronic Engineering Technology of Universiti Teknikal Malaysia Melaka (UTeM) as a partial fulfilment of the requirements for the degree of Bachelor of Computer Engineering Technology (Computer Systems) with Honours. The member of the supervisory is as follow:

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## DEDICATION

To my beloved parents.



## ABSTRACT

Nowadays, cars are the most used transportation in most of the countries all over the world. The number of cars increases rapidly leading to the increased demand for expanding the parking spaces especially in the cities and urban areas. As the traffic in urban areas is becoming heavier every day, the drivers tend to double park because they won't take the risk of going elsewhere to park their car just because they have no idea of what awaits them in other parking areas. This leads to the need of an efficient smart parking system. In this project, a smart parking system is developed to provide an efficient parking space utilization using Internet of Things (IoT) technology. The developed system consists of two main components which are an on-site device and mobile application. The on-site device updates the information about parking availability and its location in a cloud server. The data can be accessed by the user through a mobile application. This system informs the user the nearest parking area and gives the availability of parking slots in that respective area. The accuracy for the IoT based Smart Parking System is analysed through a series of real time testing. By comparing the actual condition of the on-site device and the result shown in the Blynk mobile application, the percentage of accuracy of IoT based Smart Parking System is 100%. All of the actual results of the on-site device are synchronized with the result in Blynk mobile application. The speed of the refresh rate is about 1.5s and the speed can also be affected by the upload speed of the Wi-Fi network connected. The results showed that the average time response increased by 1s when every estimated 5m further from the router.

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## ABSTRAK

Pada masa ini, kereta adalah pengangkutan yang paling banyak digunakan di kebanyakan negara di seluruh dunia. Bilangan penggunaan kereta meningkat dengan cepat menyebabkan permintaan meningkat untuk memperluas ruang parkir terutama di bandar dan kawasan bandar. Disebabkan trafik di kawasan bandar semakin tinggi, pemandu cenderung untuk memarkir bertindan kerana mereka tidak akan mengambil risiko untuk pergi ke tempat lain untuk memarkir kereta mereka kerana mereka tidak mempunyai maklumat tentang kesediaan parkir di kawasan memarkir lain. Disebabkan keadaan itu, sistem parkir yang cerdas yang efektif diperlukan. Dalam projek ini, sistem parkir yang cerdas akan dibangunkan untuk menyediakan penggunaan ruang parkir yang efektif menggunakan teknologi IoT. Sistem yang dibangunkan terdiri daripada dua komponen utama yang merupakan peranti di lapangan dan aplikasi bergerak. Peranti akan kemaskini maklumat tentang kesediaan letak kereta dan lokasinya dalam pelayan awan. Kemudian, data boleh dicapai oleh pengguna melalui aplikasi bimbit. Sistem ini boleh maklumkan pengguna untuk mencari kawasan letak kereta terdekat dan memberikan kesediaan slot letak kereta di kawasan masing-masing itu. Jadi sistem ini membantu mengurangi masa untuk mencari tempat letak kereta dan menyelesaikan masalah letak kereta untuk bandar. Ketepatan untuk IoT berdasarkan Sistem Parkir Pintar dianalisis melalui satu siri ujian masa sebenar. Dengan membandingkan keadaan sebenar peranti di lokasi dan keputusan yang dipaparkan dalam aplikasi bimbit Blynk, peratus keperluan Sistem Parkir Pintar berasaskan IoT adalah 100%. Semua keputusan sebenar peranti di lokasi disegerakkan dengan keputusan dalam aplikasi bimbit Blynk. Kelajuan kadar segar adalah kira-kira 1.5 saat dan kelajuan juga boleh dipengaruhi oleh kelajuan muat naik rangkaian Wi-Fi tersambung. Hasil menunjukkan bahawa tanggapan masa rata-rata meningkat dengan 1 saat apabila setiap kiraan 5 m lebih jauh dari penghala.

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## TABLE OF CONTENTS

	<b>PAGE</b>
<b>DECLARATION</b>	
<b>APPROVAL</b>	
<b>DEDICATION</b>	
<b>ABSTRACT</b>	<b>I</b>
<b>ABSTRAK</b>	<b>II</b>
<b>ACKNOWLEDGEMENTS</b>	<b>III</b>
<b>TABLE OF CONTENTS</b>	<b>IV</b>
<b>LIST OF TABLES</b>	<b>VI</b>
<b>LIST OF FIGURES</b>	<b>VII</b>
<b>LIST OF APPENDICES</b>	<b>IX</b>
<b>LIST OF SYMBOLS</b>	<b>X</b>
<b>LIST OF ABBREVIATIONS</b>	<b>XI</b>
<b>CHAPTER 1 INTRODUCTION</b>	<b>1</b>
1.1 Introduction	1
1.2 Problem statement	2
1.3 Objectives	3
1.4 Scope of the project	3
1.5 Project significance	4
1.6 Thesis organization	5
<b>CHAPTER 2 LITERATURE REVIEW</b>	<b>6</b>
2.0 Introduction	6
2.1 Overview of smart parking system	6
2.2 Processing device of IoT based smart parking system	10
2.2.1 Arduino Mega 2560	10
2.2.2 Arduino UNO	11
2.2.3 Raspberry Pi	12
2.3 Sensor in IoT based smart parking system	13
2.3.1 Ultrasonic sensor	14
2.3.2 Infrared sensor	15
2.4 Wireless communication technologies of smart parking system	15
2.4.1 ZigBee	16
2.4.2 RFID	18
2.4.3 Bluetooth	19
2.4.4 Wi-Fi	21
2.5 Transceiver module in the IoT smart parking system	23
2.5.1 ESP8266 Wi-Fi Module	23
2.5.2 HC-06 Bluetooth module	24
2.6 IoT platform	24
2.6.1 ThingSpeak	25

2.6.2	Blynk	25
2.6.3	Google Cloud	26
2.7	Summary	27
<b>CHAPTER 3            METHODOLOGY</b>		<b>29</b>
3.1	Introduction	29
3.2	Project overview	29
3.3	System design	32
3.4	Hardware development	35
3.4.1	Arduino Uno	35
3.4.2	ESP8266 Wi-Fi Module	37
3.4.3	Infrared sensor	38
3.4.4	Servomotor	40
3.5	Software implementation	41
<b>CHAPTER 4            RESULT AND ANALYSIS</b>		<b>43</b>
4.1	Introduction	43
4.2	Experiment setup	43
4.3	Result analysis	49
4.4	Summary	57
<b>CHAPTER 5            CONCLUSION AND RECOMMENDATION</b>		<b>58</b>
5.1	Introduction	58
5.2	Conclusion	58
5.3	Recommendation	59
5.3.1	Transceiver module	59
5.3.2	Processing Device/ Microcontroller	60
5.3.3	Sensor	60
<b>REFENRECES</b>		<b>61</b>
<b>APPENDIX</b>		<b>66</b>

## LIST OF TABLES

<b>TABLE</b>	<b>TITLE</b>	<b>PAGE</b>
Table 2.1	Comparison between the processing device	8
Table 2.2	Comparison between Ultrasonic Sensor and Infrared Sensor	9
Table 2.3	Comparison between ZigBee, RFID, Bluetooth, and Wi-Fi	9
Table 2.4	Advantage and Disadvantages of ThingSpeak	25
Table 2.5	Advantages and Disadvantages of Blynk	26
Table 2.6	Pros and Cons of Google Cloud	26
Table 2.7	Comparison between articles based on the processing device, sensor, and technologies used in the smart parking system	27
Table 4.1	Comparison of the actual result and the result in the Blynk mobile application	49
Table 4.2	Comparison between distance and average time	55

## LIST OF FIGURES

<b>FIGURE</b>	<b>TITLE</b>	<b>PAGE</b>
Figure 2.1	Image of Arduino Mega 2560	11
Figure 2.2	Arduino Uno Board Image	12
Figure 2.3	Image of Raspberry Pi Board	13
Figure 2.4	Image of Ultrasonic Sensor	14
Figure 2.5	ZigBee architecture	16
Figure 2.6	RFID architecture	18
Figure 2.7	Architecture of Smart Parking System Using Bluetooth	20
Figure 2.8	Architecture of Wi-Fi technology in Parking System	22
Figure 2.9	ESP-01 Wi-Fi Module	23
Figure 2.10	HC-06 Bluetooth module	24
Figure 3.1	General Flow Chart for the project	30
Figure 3.2	Block diagram of the development of IoT based smart parking system by using Arduino	32
Figure 3.3	Connection of servo motor and infrared sensor with Arduino module	34
Figure 3.4	Pinout of Arduino Uno	36
Figure 3.5	ESP8266 pinout	37



Figure 3.6	Infrared sensor	39
Figure 3.7	Micro Servomotor	40
Figure 3.8	Flowchart based on how the smart parking system application works	42
Figure 4.1	On-site device of the Smart Parking System	44
Figure 4.2	Information and Map on the Blynk App	44
Figure 4.3	Serial Monitor tool of Arduino IDE	45
Figure 4.4	Connection between on-site device and the Blynk app	46
Figure 4.5	The developed smart parking Apps: (a)Device selector, (b)LCD screen, (c)Marker on Google Map	46
Figure 4.6	(a): Apps display when none of the parking slots occupied, (b): Apps display showing the number of vacant after one slot is occupied	47
Figure 4.7	Transceiver Sending Data to ThingSpeak	48
Figure 4.8	Number of vacant slot at FTK parking area	54
Figure 4.9	Number of vacant slot at Hotel MITC parking area	54
Figure 4.10	Number of vacant slot at Mydin MITC parking area	54
Figure 4.11	Time response for the IoT based Smart Parking System	55

## LIST OF APPENDICES

<b>Appendix</b>	<b>TITLE</b>	<b>PAGE</b>
Appendix 1	Grantt Chart Of The Project	66
Appendix 2	Coding For Blynk IoT Platform	67
Appendix 3	Coding For ThingSpeak IoT Platform	70



## LIST OF SYMBOLS

**MHz** Mega Hertz

**GHz** Giga Hertz

**kHz** Kilo Hertz

**V** Voltage

**mm** Millimetre

**cm** Centimetre

**m** Metre

**km** Kilometre

**Mbps** Megabits per Second

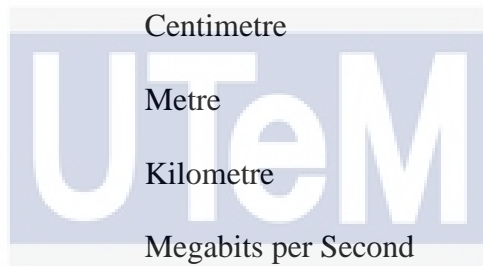
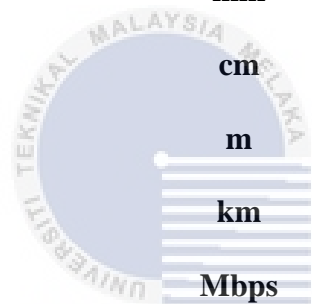
**kbps** Kilobits per Second

**ms** Millisecond

**s** Second

**mA** Milliampere

**KB** KiloBytes



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## LIST OF ABBREVIATIONS

<b>IoT</b>	Internet of Things
<b>RFID</b>	Radio Frequency Identification
<b>Wi-Fi</b>	Wireless Fidelity
<b>BLE</b>	Bluetooth Low Energy
<b>LoRa</b>	Long Range
<b>SPS</b>	Smart Parking System
<b>IR</b>	Infrared
<b>USB</b>	Universal Serial Bus
<b>RAM</b>	Random-access memory
<b>AC</b>	Alternating Current
<b>DC</b>	Direct Current
<b>LGPL</b>	Lesser General Public License
<b>GPL</b>	General Public License
<b>SoC</b>	System-On-chip
<b>MAC</b>	Medium Access Control
<b>PHY</b>	Physical Layer
<b>PAN-ID</b>	Personal Area Network
<b>GSM</b>	Global System for Mobile Communication

<b>SMS</b>	Social Messaging Service
<b>NFC</b>	Near Field Communication
<b>A2DP</b>	Advanced Audio Delivery Profile
<b>RSSI</b>	Received Signal Strength Indicator
<b>API</b>	Application Programming Interface
<b>LTE</b>	Long-Term Evolution
<b>ICSP</b>	In Circuit Serial Programming
<b>PWM</b>	Pulse Width Modulation
<b>IDE</b>	Integrated Development Environment
<b>SRAM</b>	Static random-access memory
<b>EEPROM</b>	Electrically Erasable Programmable read-only Memory
<b>GPS</b>	Global Positioning System
<b>APP</b>	Application



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# CHAPTER 1

## INTRODUCTION

### 1.1 Introduction

The basic technique for finding a parking spot at most parking spaces is manual through luck and experience. This method involves resources and time, and if the driver in a high vehicle density city is searching for a parking spot, the worst case is that they will not find any parking spaces. To overcome the problem and enhance the parking management system, the Internet of Things technology has changed both in life and smart parking systems in various fields. Developing a smart parking network includes the introduction and application of wireless networking technologies such as ZigBee, Radio Frequency Identification (RFID), Wi-Fi, Bluetooth, and others into the SPS. All of these have their advantages and drawbacks for the smart car parking system. Apart from this, other types of sensors and processing systems are added to the PLC to detect the car's presence. The implemented processing unit has a close partnership with SPS wireless communication technologies. Each of the technologies has its particular method for it to work properly.

The goal of this project is to create an IoT based application for a smart parking system by using Arduino. Wi-Fi wireless communication technology is chosen because it can easily save cable costs and internet access anywhere. The proposed system assists a user in knowing parking spaces are available. The parking systems are designed to provide users with facilities such as finding, allocating and reserving the 'best' car park available to a user in a given area, providing navigation instructions to reach this lot. Such systems require the

deployment of efficient sensors in the parking areas for occupancy monitoring as well as quick data processing units to gain practical insights from data collected from different sources.

## **1.2 Problem Statement**

Nowadays, it is becoming more difficult to find a parking space because of the increase in automation production. Car users spend a lot of time trying to find where to park in the parking garage. Drivers rarely have time to waste in parking garages searching for spaces to park in the constantly busy working world of today. Parking problems in every major city are getting serious and growing at an alarming rate. To solve this issue, a smart parking infrastructure is being built to handle the task using the latest technologies. However, most of the existing smart parking implementations only provide on-site information about parking availability. For example, a smart parking system at a shopping mall displays the number of available parking slots at the parking entrance. Currently, the integration of a smart parking system with IoT devices is still a new area to venture into. This approach is predicted to provide a far convenient way of parking searching especially in high population cities.

This project aims to build an IoT-based smart parking system that saves driver time and achieves an accessible and user-friendly system. This is for promoting traffic movement inside the car park. The primary purpose of this is to develop a mobile application that will allow users to check the availability of parking within their area. A model of parking system is designed to illustrate the parking function, and consumers can use the mobile application to check parking slots availability near the facility.

### 1.3 Objectives

This project aims to develop an IoT-based smart parking system that can be accessed through a mobile application. There are three objectives as listed below;

1. To develop an on-site device for a smart parking system by using Arduino.
2. To create a smart parking mobile application that can interact with the on-site smart parking device.
3. To evaluate the performance of the developed system.



### 1.4 Scope of the project

My project's scope is to develop a mobile application that can access the on-site device that had installed in the Smart Parking System.

My project will separate into two parts which are the development of an on-site device for smart parking systems and implementation of smart parking mobile applications. In the smart parking system, each of the parking slot is detected and the data is sent to the Arduino to be processed. The data is uploaded to the Blynk cloud via Wi-Fi. In order to interact with the on-site smart parking device, the mobile application is developed on the Blynk IoT platform and serves as an interface for communication with the device by