



**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

**WIRELESS CONTROL HOME APPLIANCES SYSTEM**

This report is submitted in accordance with the requirement of the Universiti Teknikal Malaysia Melaka (UTeM) for the Bachelor of Electrical Engineering Technology (Industrial Automation & Robotics) with Honours.

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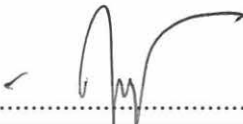
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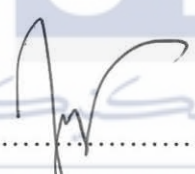
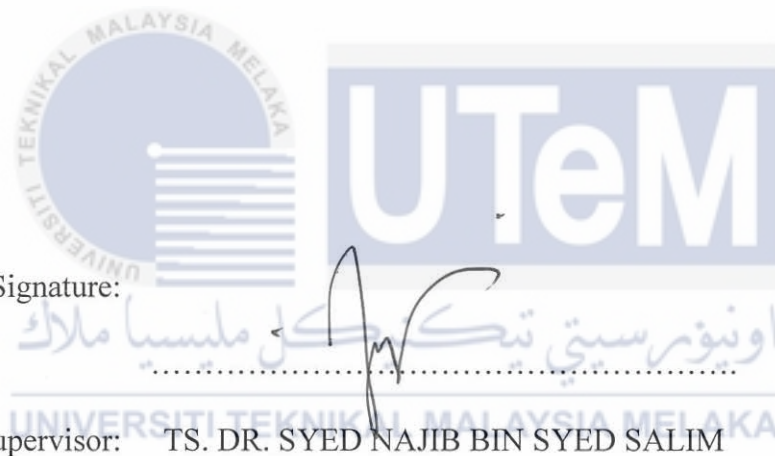
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## APPROVAL

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

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## ABSTRAK

Laporan ini menerangkan Sistem Peralatan Rumah Kawalan Tanpa Wayar, yang mampu mengawal peralatan rumah dari mana tempat dengan liputan Wi-Fi. Isu aplikasi ini adalah untuk mengawal peralatan dari jarak yang terhad. Selain itu, isu lain adalah kebocoran gas dan penggunaan elektrik yang tinggi tidak termasuk di pasaran. Projek ini adalah untuk membangunkan prototaip untuk sistem kawalan rumah tanpa wayar, untuk mengawal dan memantau sistem menggunakan aplikasi Blynk melalui pelayan Blynk. Tambahan pula, untuk menganalisis dan menilai keseluruhan sistem. Ia adalah praktikal untuk mengawal peranti dari jarak yang jauh dengan menggunakan Aplikasi Blynk melalui pelayan Blynk. Projek ini menggunakan modul NodeMCU ESP8266 ditambah dengan Arduino Uno untuk menghantar atau menerima data signal antara pelanggan dan peranti. Ia boleh berkomunikasi dan menghubungkan melalui pelayan Blynk, dan menghantar isyarat elektrik ke relay 4-channel untuk mengawal peranti output, Normally-Open (NO) atau Normally-Closed (NC). Selain itu, projek ini telah menambah dua litar, iaitu pengesan kebocoran gas dan meter tenaga elektrik IoT. Dua litar ini digunakan untuk meningkatkan prestasi sistem serta untuk tujuan keselamatan. Litar tersebut yang terdiri daripada peralatan rumah kawalan wayarles, pengesan kebocoran gas, dan meter tenaga elektrik IoT mampu meningkatkan aplikasi projek dari segi keselamatan, mengawal peranti rumah dari mana sahaja dengan sambungan internet, dan mengawal penggunaan tenaga yang berlebihan. Sistem berfungsi dengan cekap, dan semua tugas dilakukan dengan jayanya sesuai dengan pengkodean tanpa kesalahan yang dikumpulkan dan dimuat naik dengan menggunakan perisian IDE Arduino.

## ABSTRACT

This report describes a Wireless Control Home Appliances System, capable of controlling home appliances from anywhere or any place with a Wi-Fi coverage. The leading issue of this application is the distance to control the appliances is restricted. Moreover, other issues are gas leakage and high electricity consumption is not included in most home appliances on the market. This project is to develop prototype for wireless control home appliances system, to control and monitor the system using Blynk app via Blynk server. Furthermore, to analyze and evaluate the whole system. It is practical to control devices remotely by using the Blynk app through the Blynk server. This project utilized NodeMCU ESP8266 module coupled with Arduino Uno to transmit or receive data between the client and the devices. It can communicate and link through the Blynk server, and send the electrical signal to a 4-channel relay to control the output devices, Normally-Open (NO) or Normally-Closed (NC). Besides, this project has added two circuits, namely a gas leakage detector and an IoT electricity energy meter. Both circuits were used to improve the performance of the system as well as for safety purposes. The system worked efficiently, and all tasks were performed successfully in accordance with the coding without errors that were compiled and uploaded using the Arduino IDE software.

## DEDICATION

Specially devote my beloved relatives, siblings and my colleagues to support and encourage me to finish this project. Not forget to my supervisor, Dr. Syed Najib Bin Syed Salim who have gave me a lot of advice and guidance during this project until successfully. Thank you very much to all of you.





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## TABLE OF CONTENTS

PAGE		
	<b>TABLE OF CONTENTS</b>	<b>x</b>
	<b>LIST OF TABLES</b>	<b>xiii</b>
	<b>LIST OF FIGURES</b>	<b>xiv</b>
	<b>LIST OF APPENDICES</b>	<b>xvii</b>
	<b>LIST OF SYMBOLS</b>	<b>xviii</b>
	<b>LIST OF ABBREVIATIONS</b>	<b>xix</b>
<b>CHAPTER 1</b>	<b>INTRODUCTION</b>	<b>1</b>
1.1	Background	1
1.2	Concept of the System	3
1.3	Problem Statement	4
1.4	Objectives	5
1.5	Project Scope	5
1.6	Outline	6
<b>CHAPTER 2</b>	<b>LITERATURE REVIEW</b>	<b>7</b>
2.1	Introduction	7
2.2	Internet of Things	7
2.2.1	IoT Architecture	8
2.3	Smart Home Automation System based on IoT	8
2.4	IoT Communication Protocols	10
2.4.1	SigFox	11
2.4.2	Cellular	12
2.4.3	6LoWPAN	12
2.4.4	ZigBee	13
2.4.5	Bluetooth Low Energy (BLE)	13
2.4.6	Radio-Frequency Identification (RFID)	14
2.4.7	Near-Field Communication (NFC)	14
2.4.8	Z-Wave	15
2.5	Home Automation Carrier Mode	15
2.6	Wired and Wireless Home Automation Protocol	16

2.7	Message Queuing Telemetry Transport (MQTT)	17
2.8	Cloud computing	19
2.9	Blynk	21
2.10	Summary	22
<b>CHAPTER 3        METHODOLOGY</b>		<b>25</b>
3.1	Introduction	25
3.2	Project Work Flow	25
3.2.1	Literature Review	27
3.2.2	Home Appliance Platform	28
3.2.3	Software Implementation	32
3.3	Experimental Setup	34
3.4	System Integration	40
3.5	Summary	42
<b>CHAPTER 4        RESULTS AND ANALYSIS</b>		<b>44</b>
4.1	Introduction	44
4.2	Functionality	44
4.3	Data Collection	51
4.3.1	Kettle's Result	51
4.3.2	Light Bulb's Result	53
4.3.3	Fan's Result	55
4.3.4	Light Bulb and Fan Results	57
4.3.5	Gas Leakage Detector Result	58
4.4	Performance Analysis	60
4.4.1	Performance of Kettle	60
4.4.2	Performance of Light Bulb	61
4.4.3	Performance of Fan	62
4.4.4	Performance of Gas Leakage Detector	63
4.5	Performance of Whole System	64
<b>CHAPTER 5        CONCLUSION AND RECOMMENDATION</b>		<b>65</b>
5.1	Conclusion	65
5.2	Recommendation	66

REFERENCES

67

APPENDIX

70



## LIST OF TABLES

TABLE	TITLE	PAGE
Table 2.0:	Summary of Home Automation Protocol	17
Table 2.1:	Comparison among smart home systems	22
Table 4.0:	Results Cost Versus Time for Kettle	51
Table 4.1:	Results Power Versus Time for Kettle	52
Table 4.2:	Results Cost Versus Time for Light Bulb	53
Table 4.3:	Results Power Versus Time for Light Bulb	54
Table 4.4:	Results Cost Versus Time for Fan	55
Table 4.5:	Results Power Versus Time for Fan	56
Table 4.6:	Results for Light Bulb and Fan	57
Table 4.7:	Results for Gas Leakage Detector	58

## LIST OF FIGURES

FIGURE	TITLE	PAGE
Figure 1.0:	Architecture of wireless control home appliances system	3
Figure 2.0:	IoT communication protocols	11
Figure 2.1:	ZigBee and 6LowPAN protocol stack	13
Figure 2.2:	Cloud computing technology	20
Figure 3.0:	Flowchart for the Methodology	27
Figure 3.1:	Arduino Uno controller architecture and pinout	28
Figure 3.2:	4-Channel Relay	29
Figure 3.3:	NodeMCU ESP8266	30
Figure 3.4:	MQ4 Methane Gas Sensor	30
Figure 3.5:	ACS712 Current Sensor	31
Figure 3.6:	Arduino IDE	32
Figure 3.7:	Blynk app	33
Figure 3.8:	Blynk server	34
Figure 3.9:	Circuit diagram of wireless control home appliances system	34
Figure 3.10:	Configuration for wireless control home appliances	36
Figure 3.11:	Circuit diagram of gas leakage detector	37
Figure 3.12:	Configuration for gas leakage detector	38

Figure 3.13:	Circuit diagram of IoT electricity energy meter	39
Figure 3.14:	Configuration for IoT electricity energy meter	40
Figure 4.0:	LED NodeMCU ESP8266 signal indicator	45
Figure 4.1:	LED 4-channel relay signal indicator	45
Figure 4.2:	Functions of wireless control home appliances system	46
Figure 4.3:	Functions of gas leakage detector	47
Figure 4.4:	E-mail from gas leakage detector module	48
Figure 4.5:	Functions of IoT electricity energy meter	49
Figure 4.6:	Monitoring Current and electricity usage costs	50
Figure 4.7:	A complete wireless control home appliances system	50
Figure 4.8:	Results Cost Versus Time for Kettle	51
Figure 4.9:	Results Power Versus Time for Kettle	52
Figure 4.10:	Results Cost Versus Time for Light Bulb	53
Figure 4.11:	Results Power Versus Time for Light Bulb	54
Figure 4.12:	Results Cost Versus Time for Fan	55
Figure 4.13:	Results Power Versus Time for Fan	56
Figure 4.14:	Results for Light Bulb and Fan	57
Figure 4.15:	Results for Gas Leakage Detector	59
Figure 4.16:	Performance of Kettle	60
Figure 4.17:	Performance of Light Bulb	61
Figure 4.18:	Performance of Fan	62





## LIST OF APPENDICES

APPENDIX	TITLE	PAGE
Appendix 1	Source Code for wireless control home appliances system	70
Appendix 2	Component Data Sheet	80



## LIST OF SYMBOLS

M	-	Mega
Hz	-	Hertz
K	-	Kilo
Bps	-	Basis Points
s	-	second
V	-	Voltage



## LIST OF ABBREVIATIONS

<b>IoT</b>	Internet of Things
<b>SMS</b>	Short Message Service
<b>MQTT</b>	Message Queuing Telemetry Transport
<b>AC</b>	Alternating Current
<b>PC</b>	Personal Computer
<b>Wi-Fi</b>	Wireless Fidelity
<b>TCP</b>	Transmission Control Protocol
<b>IP</b>	Internet Protocol
<b>iOS</b>	iPhone OS/mobile operating system
<b>DPCM</b>	Differential Pulse Code Modulation
<b>LED</b>	Light-emitting Diode
<b>DTMF</b>	Dual Tone Multi Frequency
<b>Arduino IDE</b>	Arduino Integrated Development Environment
<b>LPWAN</b>	Low Power Wide Area Network
<b>UNB</b>	Ultra Narrow Band
<b>6LoWPAN</b>	IPv6 over Low-Power Wireless Personal Area Networks
<b>IETF</b>	Internet Engineering Task Force
<b>IEEE</b>	Institute of Electrical and Electronics Engineers
<b>BLE</b>	Bluetooth Low Energy
<b>IEC</b>	International Electrotechnical Commission
<b>ISO</b>	International Organization for Standardization
<b>ASTM</b>	American Society for Testing and Materials

<b>EPC</b>	Energy Performance Certificate
<b>RF</b>	Radio frequency
<b>RFID</b>	Radio-Frequency Identification
<b>NFC</b>	Near-Field Communication
<b>LAN</b>	Local Area Network
<b>EIB</b>	European Installation Bus
<b>ID</b>	Identity Document
<b>IBM</b>	International Business Machines
<b>OASIS</b>	Structured Information Standard Advancement Organization
<b>QoS</b>	Quality of Service
<b>SoIP</b>	Storage over Internet Protocol
<b>CFL</b>	Compact Florescent Light
<b>DTMF</b>	Dual Tone Multi Frequency
<b>NO</b>	Normally Open
<b>NC</b>	Normally Close
<b>GPIO</b>	General Purpose (Input/Output)
<b>USB</b>	Universal Serial Bus
<b>UART</b>	Universal Asynchronous Receiver-Transmitter
<b>ADC</b>	Analog to Digital Converter
<b>PWM</b>	Pulse Width Modulation
<b>LTE</b>	Long-Term Evolution
<b>FYP</b>	Final Year Project

# CHAPTER 1

## INTRODUCTION

This chapter discusses the background of the project, the concept of the system, problem statement, the objectives required to achieve during project development, and the scope of the project that describes the primary studies for the project.

### 1.1 Background

IoT is an Internet of Things acronym that refers to, particularly the identifiable items, and their theoretical introduction on the web [1-2]. The development of the Internet of Things (IoT) has further enhanced the design of a smart gadget [3]. Gadgets can be linked and accessed through the internet. Smartphones are not only smart gadgets but used for all types of traditional appliances that capable of communicating and accessing the Web, such as smart TVs, smart sensors, and many more. Buildings or workplaces are ideal places for smart and easy automation management. A Smart Home system can connect smart gadgets and offer the household a unified interface to interact with their home devices. The IoT technology is utilized in innovative thinking and unimaginable construction for IoT housing to strengthen the standards for daily life comforts [4].

Home automation suggests the automated and electronic handling of personal or household choices, activities and equipment [5]. Many management systems are used in the development of home automation construction. Home automation allows manipulating appliances in the house from a portable device anywhere in the world. However, in most cases, home automation defines households more precisely, such as lighting, equipment,

electrical stores, heating, and ventilation units linked to a remotely operated network. Home automation can be done without human intervention and able to use the equipment to handle things in the building. IoT is to send data from the internet to machine interaction without a person or a human interaction. Recently, The IoT has brought many benefits to our daily life that make everything smart. It is very useful and convenient for the next generation.

In this project, it is not only to control the home appliances from a far distance but in case of an accident occurred in the house, such as gas leakage, a warning message and notification are sent to the victim's phone and email through the Blynk server. Another external circuit that was added to this project is the IoT Electricity Energy Meter. This circuit can measure current consumption and monitor energy usage at any time through the Blynk application.



## 1.2 Concept of the System

Figure 1.0 indicates the architecture or structure of the wireless control home appliance system. Blynk is a useful communication protocol based on a published and subscribed system, which is used to publish or subscribe operations to exchange information between the clients and the server. For the system, Blynk acts as the main protocol to exchange data information between devices (Computer or Smartphone) and other devices such as lamp (light bulb), fan kettle and application of IoT electricity energy meter via the NodeMCU ESP8266 module. Furthermore, Blynk also exchanges data information between devices (Computers or Smartphones) and the gas leakage detection application via the Arduino Uno.

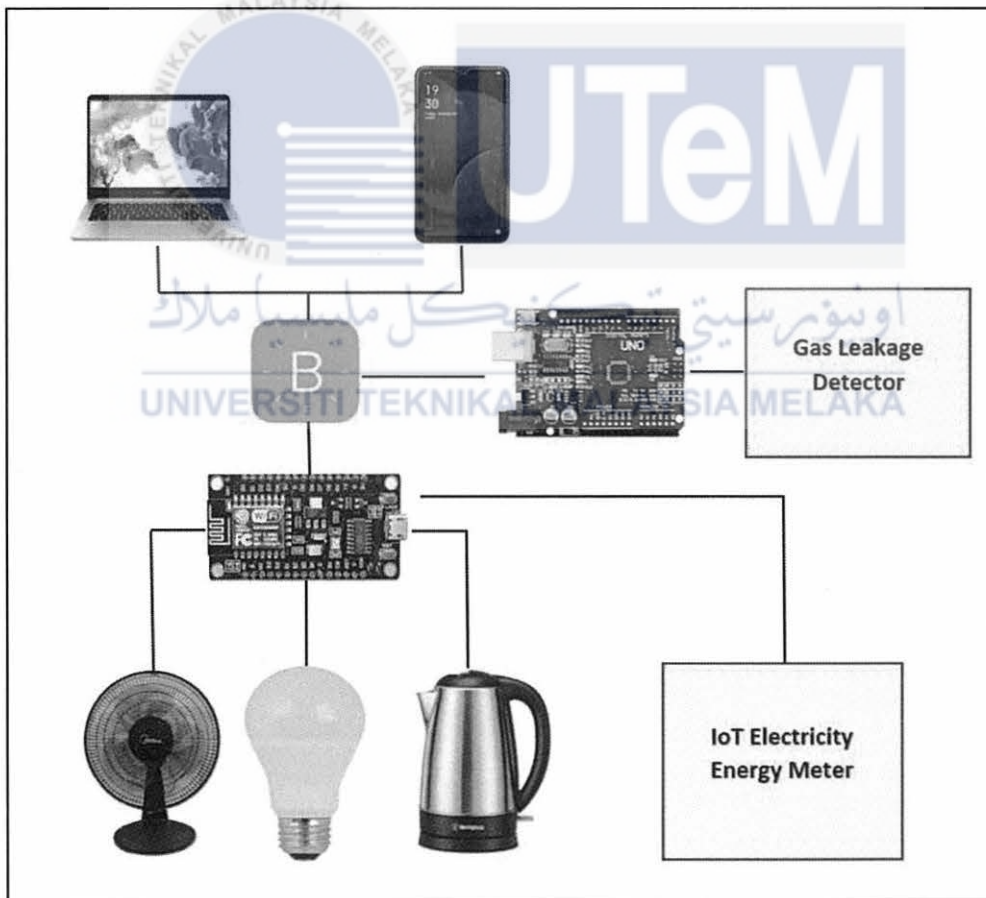


Figure 1.0: Architecture of wireless control home appliances system

### 1.3 Problem Statement

Previously, most of the people utilized Bluetooth technology for controlling home appliances. The leading issue of this application is the distance to control the appliances is restricted, which means the appliances cannot be controlled remotely from a long distance, only via a short distance. This problem can overcome by replaced the Bluetooth technology with wireless technology. Moreover, other issues are gas leakage and high electricity consumption. On the issue of gas leakage, it might cause fire, especially when the homeowner is not at home. The main reason is that currently the security component is not included in most home appliances on the market. Besides, as for the issue of high electricity consumption, excessive electricity consumption might occur when the owner left their house without switching off the electrical appliances. This scenario could lead to increased electricity bills. Therefore, this project able to overcome the unresolved task and subsequently solve the problems or tasks by measuring the stability of the current flow.

