

Atos Breakout session
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IoT programming in Arduino
with plain Javascript

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Abstract

IoT programming with Arduino usually uses the C programming language and a software development paradigm that is different from the usual technology stacks used in enterprise applications.

In this presentation we will see how we can create a web application that interacts with the physical world using an an Arduino, a Raspberry Pi, docker and just Javascript!

The benefits of this approach is that we can use the proven design patterns and development practices, like Test Driven Development, Unit/Inergration Testing, Containerization, using a single programming language for all the layers of the application, frontend/backend/physical.

This opens endless possibilities for frontend/javascript stack developers to innovate by interacting with the physical world.

Warning: The presentation has less Powerpoint and more coding/physical demos

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Presenter:

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