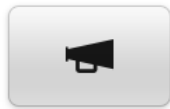


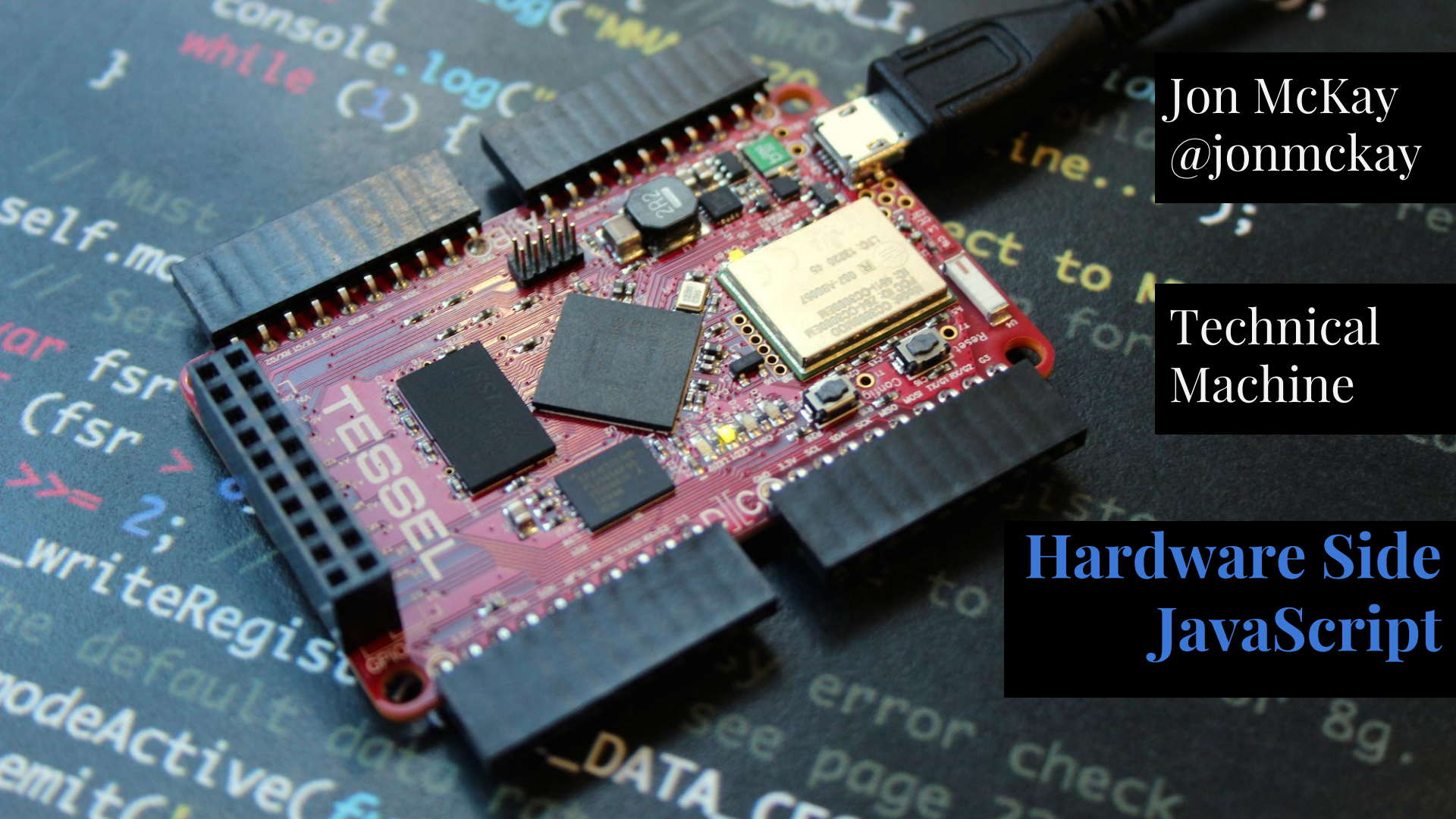
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questions via the
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Engage



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Jon McKay
@jonmckay

Technical
Machine

Hardware Side
JavaScript

“Forgive me for not being hip but why try so hard to put JS in new places?”

- @farnsworth (HackerNews user)

A: Flourishing Ecosystem

	Rank			# New Repos Created		
Language	2014	2013	2012	2014	2013	2012
JavaScript	1	1	2	383185	320534	277875
Java	2	3	3	283354	185530	240992
Ruby	3	2	1	259268	228145	310281
C	4	7	4	178891	79223	203992
CSS	5	12	25	175573	18869	3791
PHP	6	4	6	175476	139591	157185
Python	7	5	5	151669	126027	165655
C++	8	6	7	78878	104499	88615

A: Prolific Community



Node Packaged Modules

Total Packages: 104 264

26 056 980	downloads in the last day
144 517 113	downloads in the last week
606 595 054	downloads in the last month

A: Accessibility

```
// turn on an LED
scu_pinmux(g_APinDescription[ulPin].port,
           g_APinDescription[ulPin].pin,
           PIN_MODE | pin_modes[ulPin],
           g_APinDescription[ulPin].func);

GPIO_SetDir(g_APinDescription[ulPin].portNum,
            1 << (g_APinDescription[ulPin].bitNum),
            GPIO_INPUT);

GPIO_SetValue(g_APinDescription[ulPin].
portNum, 1 << g_APinDescription[ulPin].
bitNum);
```

```
// turn on an LED
var tessel = require('tessel');
tessel.led[0].high();
```

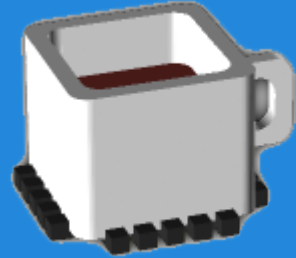
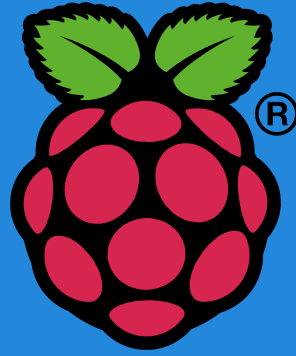
A: Event Based

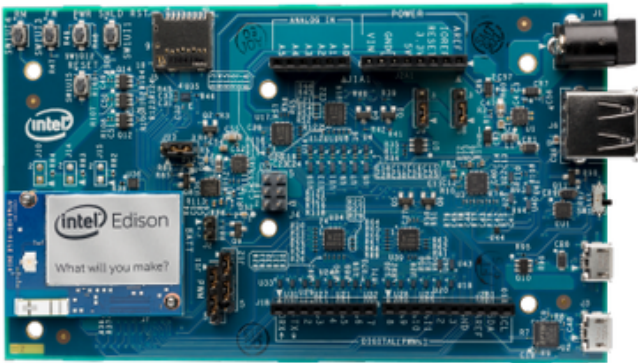
```
var tessel = require('tessel');  
var led = tessel.led[0];  
var button = tessel.button;  
  
// Sleep until the button is pressed  
button.on('press', led.toggle.bind(led));
```

“In my view, the popularity of JavaScript
comes down to two things:
Interactivity and Instant Gratification”

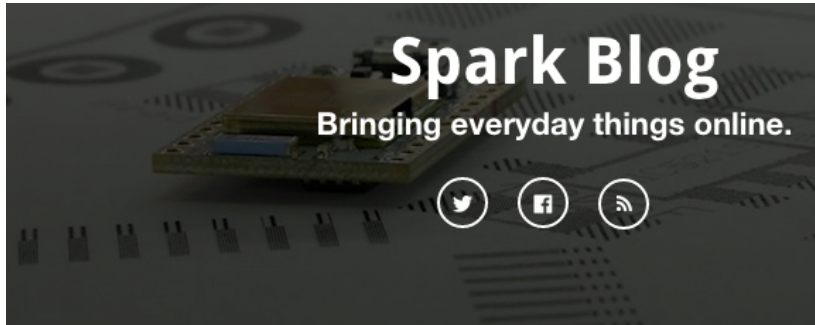
- @naunga (HackerNews user)

JavaScript on hardware is ideal
for **prototyping new ideas.**





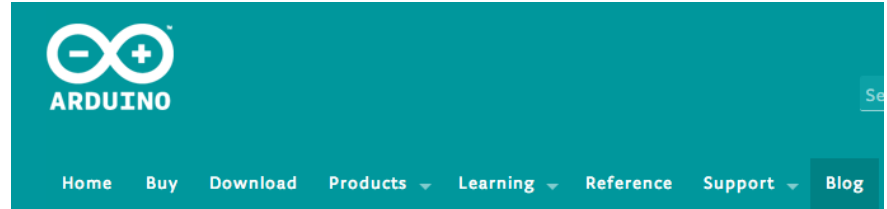
- The Intel Edison module will initially support development with Arduino* and C/C++, followed by **Node.JS**, Python, RTOS, and Visual Programming support in the near future.



Blink an LED with Javascript

Use SparkJS to easily connect to your Spark Core.

WRITTEN BY CHRISTINE SUNU — SEPTEMBER 29, 2014



« The Funky Chicken

The world knows what you did last summer »

NODE.JS ON THE ARDUINO YÚN VIA THE BRIDGE LIBRARY

Zoe Romano — July 7th, 2014



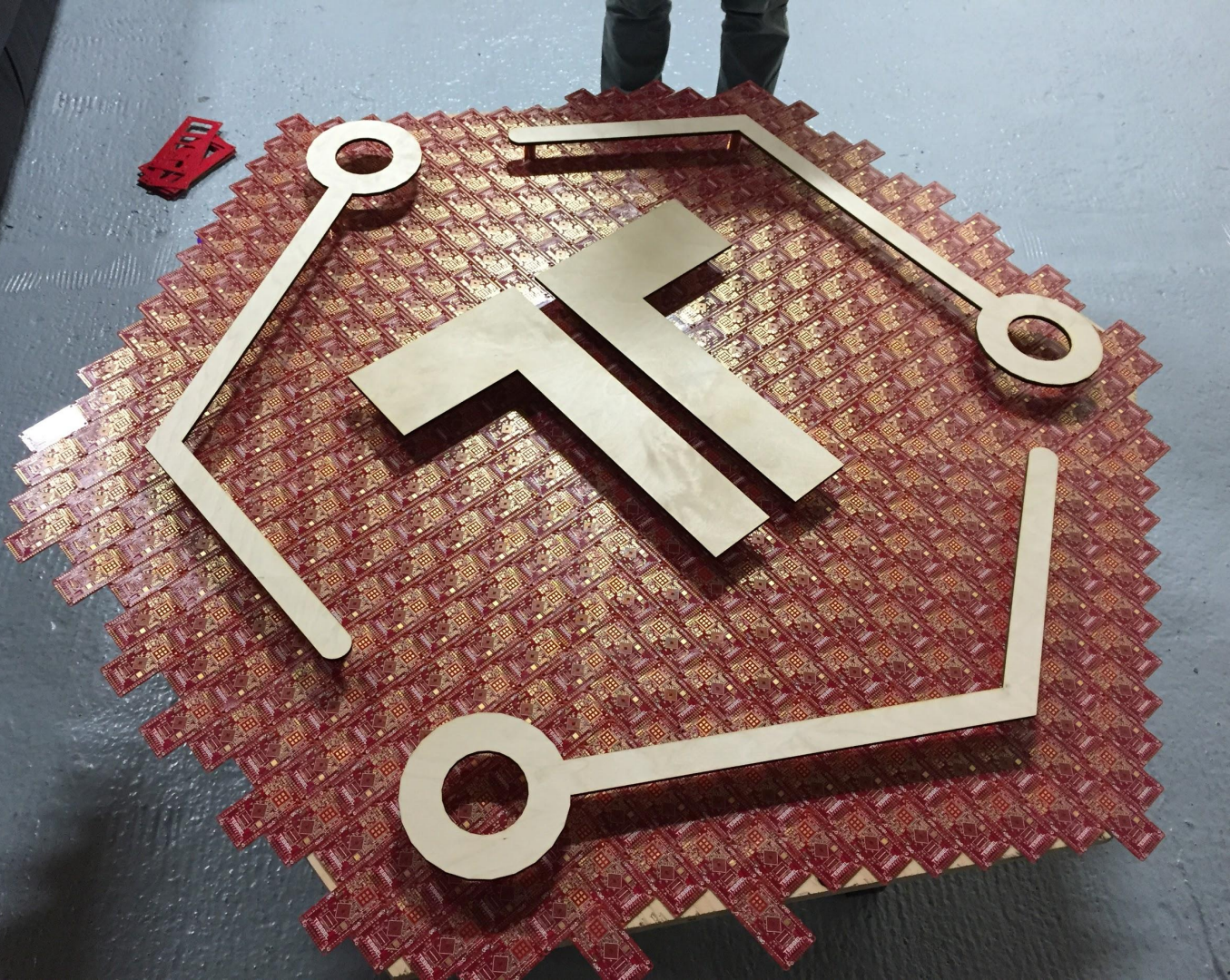
Live Demo Time!

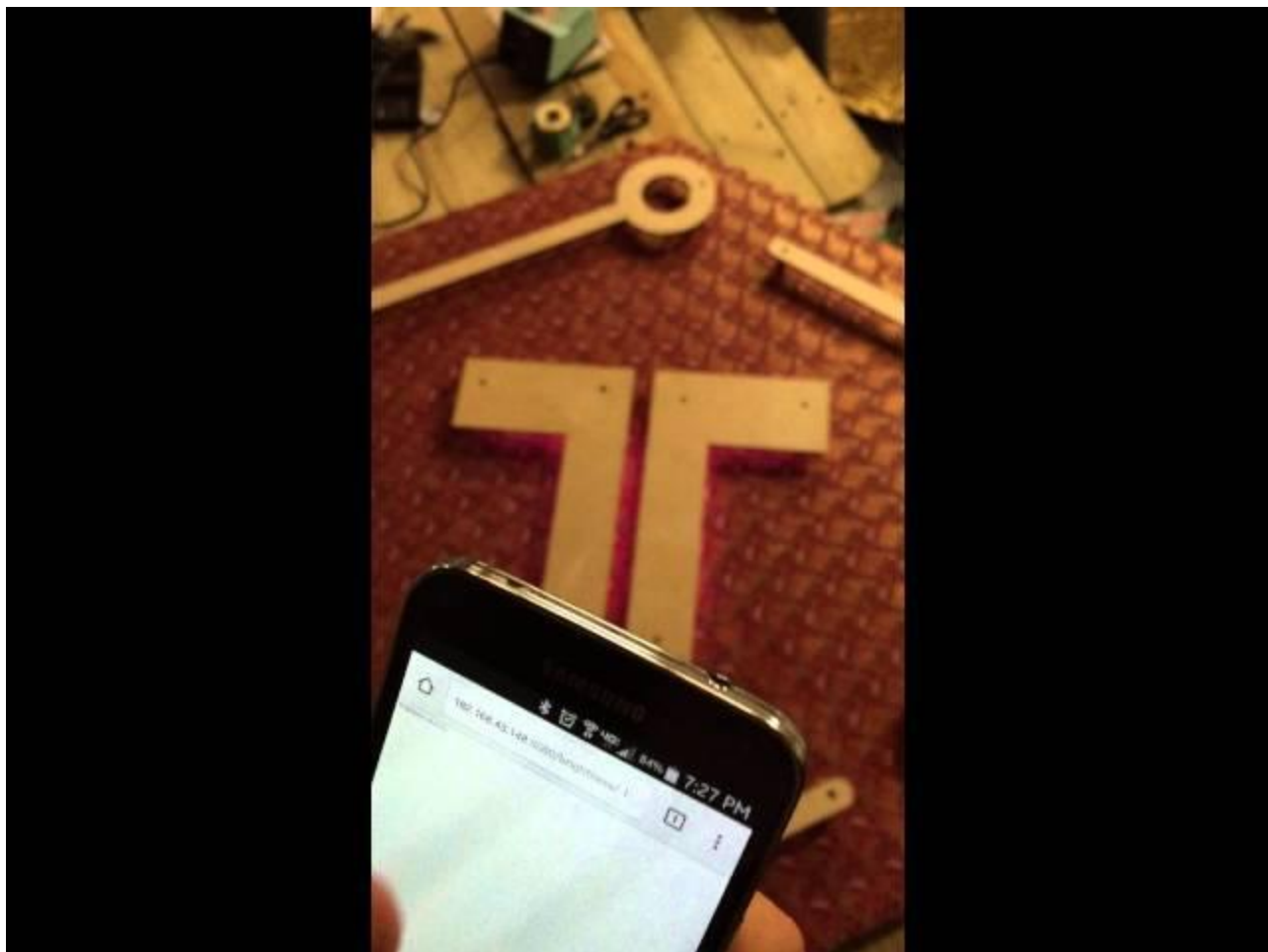
- Blinky
- HTTP
- Modules

Case Study: Tessel Sign

Parts:

- Tessel PCBs
- Laser Cut
Logo
- Neopixels
- Tessel





```
1 // Import a lightweight HTTP router
2 var router = require('tiny-router'),
3 // Import the neopixel library
4 Neopixels = require('neopixels'),
5 // initialize the library
6 neopixels = new Neopixels(),
7 // set the number of leds
8 numLEDs = 52,
9 // set the port
10 port = 8080;
11
12 // Set a route for the router to accept along with a parameter
13 router.get('/brightness/{intensity}', function(req, res) {
14 // pull out the paramer
15 var brightness = parseFloat(req.body.intensity);
16 // multiply it by the max brightness
17 var val = 0xff * brightness;
18 // create a new buffer
19 var buf = new Buffer(numLEDs * 3);
20 // fill every rgb values with the brightness
21 buf.fill(val);
22 // send the animation to the LEDs
23 neopixels.animate(numLEDs, buf);
24 // send a response
25 res.send("Brightness set to " + brightness);
26 });
27 // start listening on a port
28 router.listen(port);
29 console.log('listening on port', port)
30
```

Let's build something.

Questions?

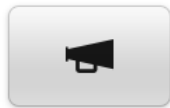


<http://tessel.io>

jon@technical.io

@technicalhumans

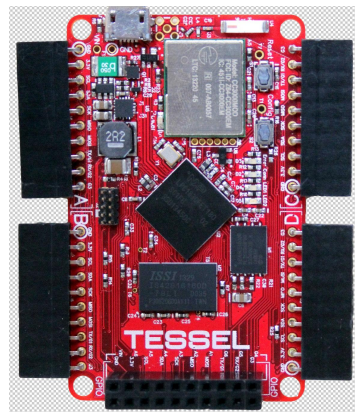
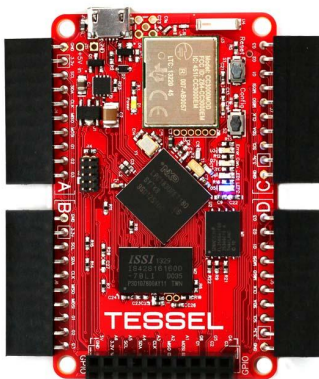
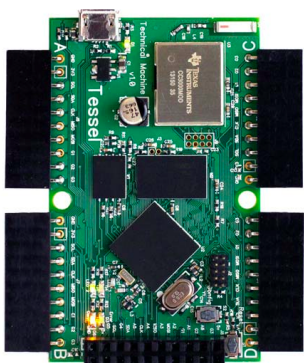
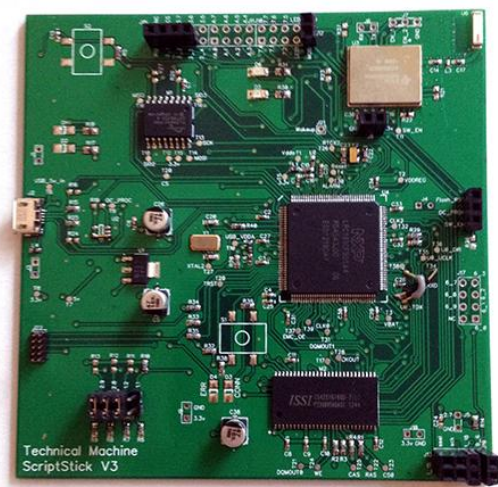
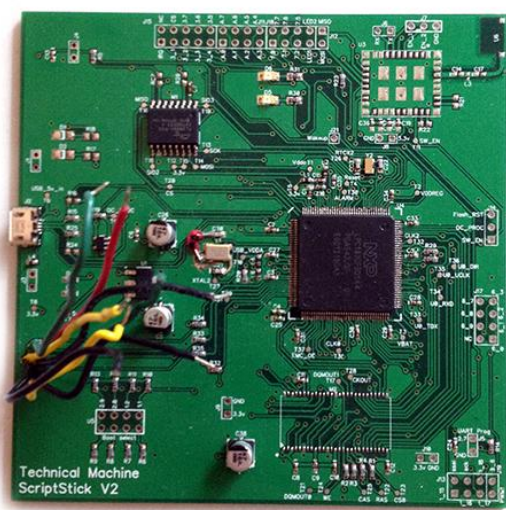
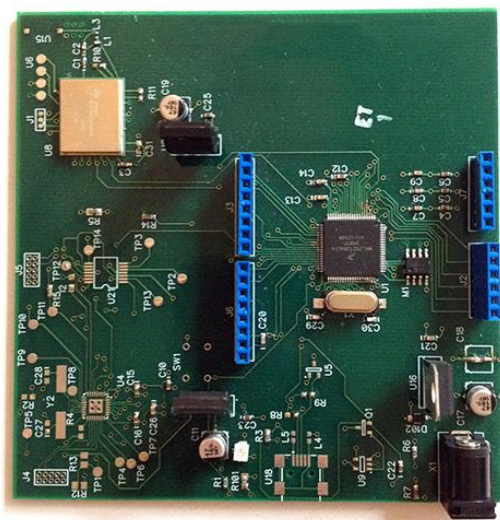
Please evaluate
this talk via the
mobile app!

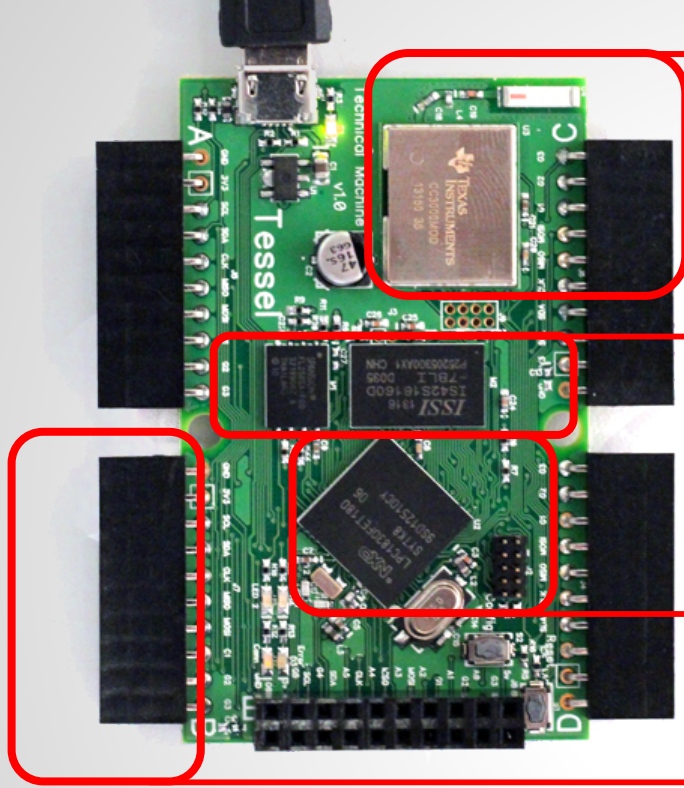


Engage

Appendix

How does Tessel Work?





CC3000 WiFi Chip

Constant Connection
Remote Deployment
Mobile Friendly

32MB of Flash & RAM

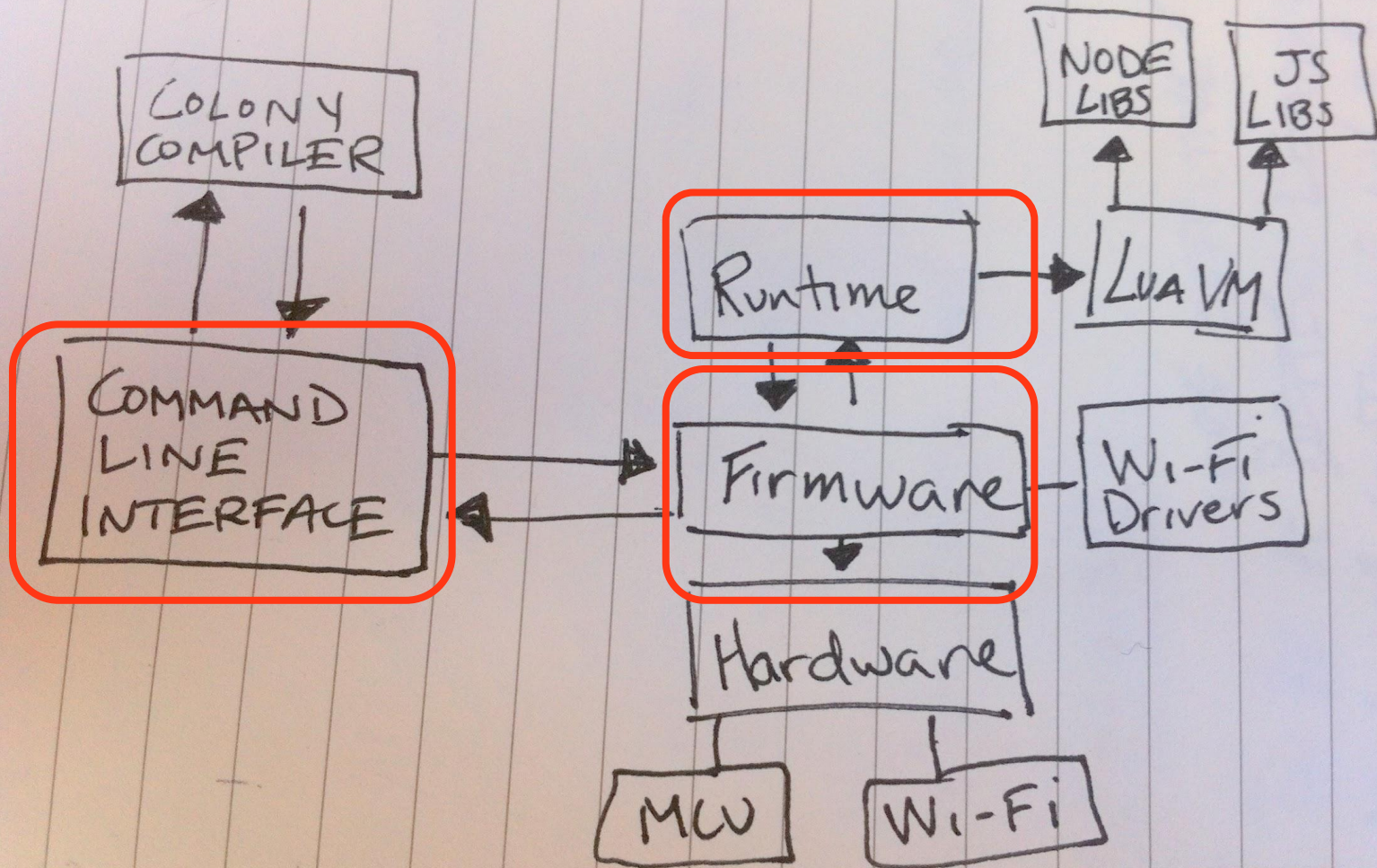
JavaScript-powered
Node.js compatible

Cortex M Processor

Computation

Horizontal Module Header

Plug n Play Capabilities



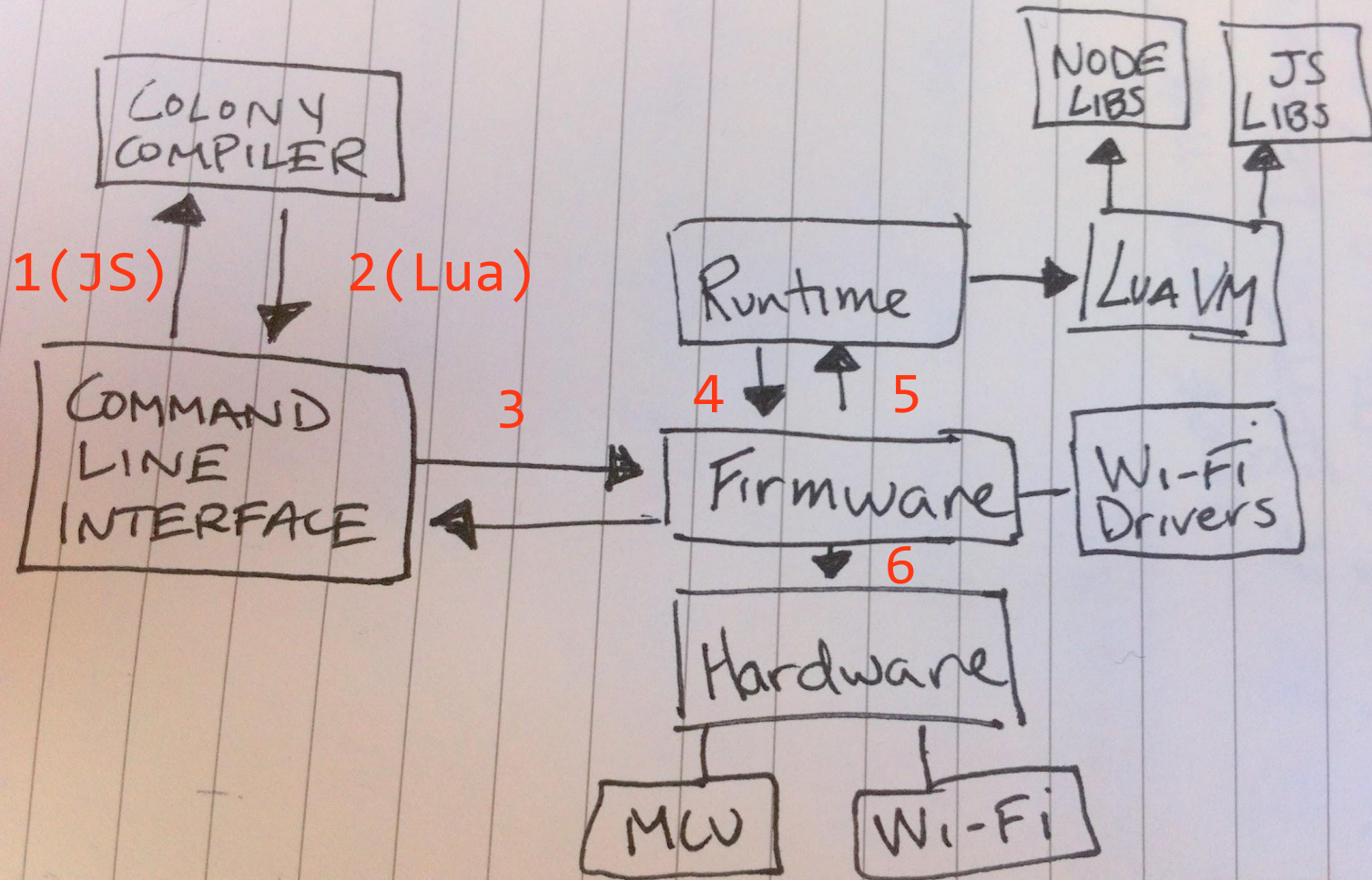
```
1 var tessel = require('tessel');
2
3 var led1 = tessel.led[1].writeSync('high')
4 var led2 = tessel.led[2].writeSync('low')
5
6 var i = 0;
7 setInterval(function () {
8   console.log('Blinked', i++, 'times');
9   led1.toggleSync();
10  led2.toggleSync();
11 }, 100);
```



```
1 var tessel = require('tessel');
2
3 var led1 = tessel.led[1].writeSync('high')
4 var led2 = tessel.led[2].writeSync('low')
5
6 var i = 0;
7 setInterval(function () {
8   console.log('Blinked', i++, 'times');
9   led1.toggleSync();
10  led2.toggleSync();
11 }, 100);
```

```
1 return function (_ENV, _module)
2 local exports, module = _module.exports, _module;
3
4 local tessel, led1, led2, i = tessel, led1, led2, i;
5 tessel = require(this, ("tessel"));
6 led1 = tessel:led((1)):output():high();
7 led2 = tessel:led((2)):output():low();
8 i = (0);
9 setInterval(this, (function (this)
10 console:log(("Blinked"), (function () local _r = i; i = _r + 1; return _r; end)()), ("times"));
11 led1:toggle();
12 led2:toggle();
13 end), (100));
14
15 return _module.exports;
16 end
--
```





```
var tessel = require('tessel');  
tessel.leds[0].rawWrite(1);
```

User Land

```
Pin.prototype.rawWrite = function rawWrite(value) {  
  hw.digital_write(this.pin, value ? hw.HIGH : hw.LOW)  
  return this;  
};
```

Driver

```
LUALIB_API int luaopen_hw(lua_State* L)  
{  
  luaL_reg regs[] = {  
    { "digital_write", l_hw_digital_write },  
  },
```

Lua Binding
declaration

```

LUALIB_API int luaopen_hw(lua_State* L)
{
    luaL_reg regs[] = {
        { "digital_write", l_hw_digital_write },
    },

```

Lua Binding
declaration

```

static int l_hw_digital_write(lua_State* L)
{
    uint32_t pin = (uint32_t)lua_tonumber(L, ARG1);
    uint32_t level = (uint32_t)lua_tonumber(L, ARG1 + 1);

    hw_digital_write(pin, level);

    return 0;
}

```

Lua-C bindings

```

void hw_digital_write(size_t ulPin, uint8_t ulVal)
{
    if (ulVal != HW_LOW) {
        GPIO_SetValue(g_APinDescription[ulPin].portNum, 1 << g_APinDescription[ulPin].bitNum);
    } else {
        GPIO_ClearValue(g_APinDescription[ulPin].portNum, 1 << (g_APinDescription[ulPin].bitNum)
    }
}

```

Firmware

Why not use V8?

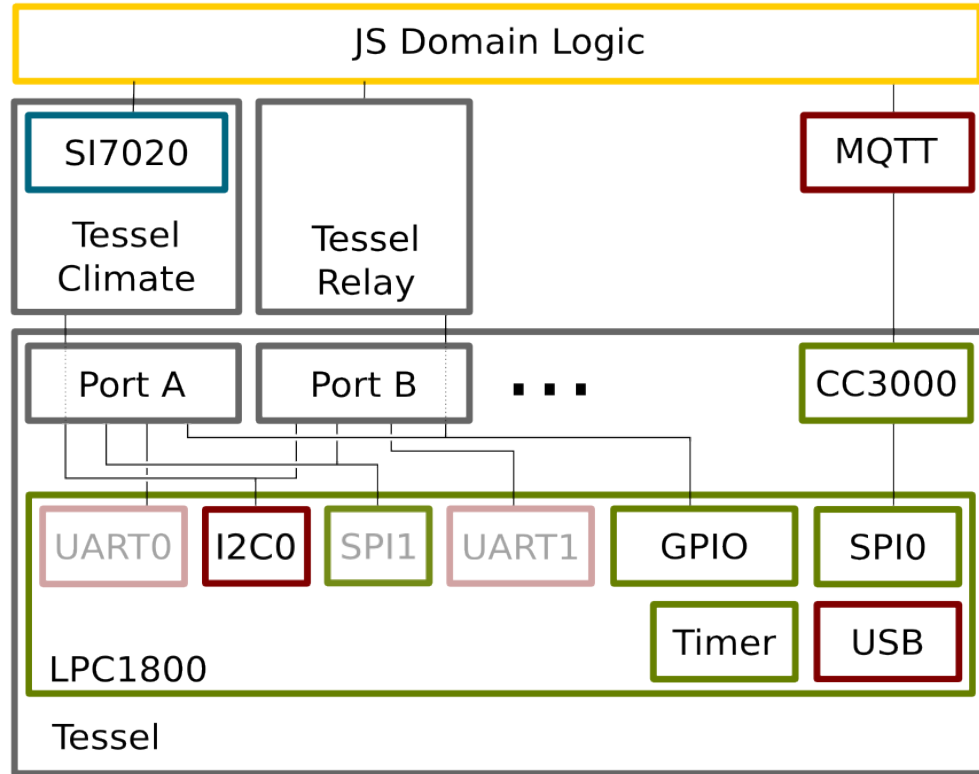


- Chrome's JS engine
- C++
- ~10mb memory required for each instance
- POSIX/Win32 environment



- Embeddable language
- Written in C
- ~30kb memory
- Highly portable
- LuaJIT is 10x-100x faster (comparable to C/C++)

**What about Post-
Prototyping?**



Fractal

\$40

\$5

JS Domain Logic

SI7020

Tessel
Climate

Tessel
Relay

MQTT

Port A

Port B

...

CC3000

UART0

I2C0

SPI1

UART1

GPIO

SPI0

LPC1800

Timer

USB

Tessel

Rust Domain Logic

SI7020

Relay

MQTT

6LoWPAN

SERCOMM0

AT86RF233

SAMR21

GPIO

Timer

USB

SERCOMM4

Read More About Fractal:

<https://github.com/technicalmachine/fractal-docs>

Creation of Tessel Sign

