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// Author : Jose Goncalves
// jose.braga.pt@gmail.com

// Teacher : Nuno Peixoto
// University : IPCA
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#include <stdio.h>

#include <sys/types.h>
#include <netinet/in.h>
#include <fcntl.h>
#include <stdlib.h>

//----- melhorias a fazer -----

// cria varios filedescriptor desnecessariamente ? sempre que é chamada função Temp() e HR.
// criar class

//-----
//----- I2C : Temperature -----
//-----

char* Temp()
{
    char Buffer[4], buff[4] ;

    float a , b , temp ;

    // int fd = open("/dev/i2c-2", O_RDWR);
    //
    // if (fd < 0) {
    //     printf("Could not open memory\n");
    // }
    //
    // if (fd > 0) {
    //     printf("memory open successfully .\n");
    // }

    // http://elinux.org/EBC_Exercise_05_I2C_i2ctools
    // http://www.byteparadigm.com/applications/introduction-to-i2c-and-spi-protocols/
    // http://elinux.org/Interfacing_with_I2C_Devices
    // http://www.jumpnowtek.com/index.php?option=com_content&view=article&id=69&Itemid=78

    int fd1;
    char *filename = "/dev/i2c-2";
    if ((fd1 = open(filename, O_RDWR)) < 0) {
        /* ERROR HANDLING: you can check errno to see what went wrong */
        perror("Failed to open the i2c bus");
        exit(1);
    }

    int addr = 0x40; // The I2C address of the device

    if (ioctl(fd1,0x0703,addr) < 0)
    {
        printf("Failed to acquire bus access and/or talk to slave.\n");
        /* ERROR HANDLING: you can check errno to see what went wrong */
        exit(1);
    }

    // leitura da temperatura

    Buffer[0] = 0xE3; // Command to read temperature : sensor SHT25 from Sensorion

    write (fd1,Buffer,1);
    // int written_bytes_i2c = write (fd1,Buffer,1);

    // int readed_bytes_i2c = read(fd1,buff,3);
    read(fd1,buff,3);

    a = (float) buff[0] ;
    b = (float) buff[1] ;
    temp = ((( a*256 ) + b )/(256*256))*175.72) - 46.85;
    // printf("Temperatura %.3f \n",temp);

    //char *ret = malloc(sizeof(char)*9);
    char ret[9] ;

    sprintf(ret,"%0.2f",temp); // convert float into a char[]

    // acrescentar "TEMP:" no inicio da string

    ret[5]=ret[0];
    ret[6]=ret[1];
    ret[7]=ret[2];
    ret[8]=ret[3];
    ret[9]=ret[4];

    ret[0]='I';
    ret[1]='E';

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ret[2]='M';
ret[3]='P';
ret[4]=': ';

// return a pointer to the first element of the character array.
return ret ;

}

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//-----
//----- Relative Humidity -----
//-----

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char* HR()

{

    char Buffer[4], buff[4] ;
    float c , d , HR ;

    // int fd = open("/dev/i2c-2", O_RDWR);
    //
    // if (fd < 0) {
    //     printf("Could not open memory\n");
    // }
    //
    // if (fd > 0) {
    //     printf("memory open successfully .\n");
    // }

    // http://elinux.org/EBC_Exercise_05_I2C_i2ctools
    // http://www.byteparadigm.com/applications/introduction-to-i2c-and-spi-protocols/
    // http://elinux.org/Interfacing_with_I2C_Devices
    // http://www.jumpnowtek.com/index.php?option=com_content&view=article&id=69&Itemid=78

    int fd1;
    char *filename = "/dev/i2c-2";
    if ((fd1 = open(filename, O_RDWR)) < 0) {
        /* ERROR HANDLING: you can check errno to see what went wrong */
        perror("Failed to open the i2c bus");
        exit(1);
    }

    int addr = 0x40; // The I2C address of the device

    if (ioctl(fd1,0x0703,addr) < 0) {
        printf("Failed to acquire bus access and/or talk to slave.\n");
        /* ERROR HANDLING; you can check errno to see what went wrong */
        exit(1);
    }

    // leitura da humidade relativa

    Buffer[0] = 0xE5; // // Command to read Relative Humidity : sensor SHT25 from Sensorion
    write (fd1,Buffer,1);
    //int written_bytes_i2c_HR = write (fd1,Buffer,1);
    read(fd1,buff,3);
    //int readed_bytes_i2c_HR = read(fd1,buff,3);

    c = (float) buff[0];
    d = (float) buff[1];
    HR = ((( c*256 ) + d )/(256*256))*125 - 6;
    // printf("Humidade relativa %.3f \n\n",HR);

    //char *ret = malloc(sizeof(char)*9);
    char ret[7] ;

    sprintf(ret,"%0.2f",HR); // convert float into a char[]

    // acrescentar "HR:" no inicio da string

    ret[3]=ret[0];
    ret[4]=ret[1];
    ret[5]=ret[2];
    ret[6]=ret[3];
    ret[7]=ret[4];

    ret[0]='H';
    ret[1]='R';
    ret[2]=': ';

    return ret ;

}

```