# Building The Web Of Things

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flexible, and industry-ready IoT solutions on the Web. This practical book will show you how to connect various devices to the Web and how to expose their services and data over REST APIS.

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use web protocols to connect real-world devices to the web, including the Semantic and Social Webs. Along the way you'll gain vital concepts as you follow instructions for making Web of Things devices.

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With examples in Node.js and
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There are many ways you can

There are many ways you can contribute to this effort, some of which are: Build a Web Thing — build your own IoT device which uses the Page 19/49

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Web of Things Building upon W3C's strengths with web scale interoperability -open web standards for APIs & metadata Metadata enables interoperability 1 Describe

the interfaces exposed to applications 1 Describe the communication and security requirements for accessing things 1 Describe the data models, semantics, and domain constraints

Web of Things - World Wide Web Consortium Established in 2007, by Dom Guinard and Vlad Trifa webofthings.org is a community of developers, researchers, and designers exploring the future of the Page 27/49

physical Web. The Web of Things aims to build the Internet of Things in a truly open, flexible, and scalable way, using the Web as its application layer. This is your one place pitstop for all things WoT: Page 28/49

blog posts, events, learning resources, conference and standard activities.

Web of Things - Architecting the Web of Things, for ...

In 2011, two of the first
PhD theses on the Web of
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Things were presented at ETH Zurich: Building Blocks for a Participatory Web of Things: Devices, Infrastructures, and Programming Frameworks from Vlad Trifa and A Web of Things Application Page 30/49

Architecture - Integrating the Real-World into the Web from Dominique Guinard.

Web of Things - Wikipedia
An introduction to the concept and history of the Internet of Things (IoT) · Page 31/49

When and why we should digitally connect physical objects · The limitations of traditional approaches to the Internet of Things · How and why the Web of Things (WoT) is different and why it's promising Page 32/49

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#### Mozilla IoT

Building the Web of Things is a practical guide to connecting things to the IoT via the Web, with a balance of theory, code samples, and practical examples. Readers

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will benefit from Dominique and Vlad's considerable experience with IoT, from academic research, right through to building and continuing to enhance EVRYTHNG's real-world, IoT Smart Products Platform. Page 35/49

Building the Web of Things - EVRYTHNG

Building the Web of Things.
24 May 2015 by Dave Raggett
| Posted in: Conference,
Open Web, Privacy, Security,
Technology, Web of Devices,
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Web of Things. The Internet of Things (IoT) is regularly in the news, and we're expecting there to be something like one hundred billion IoT devices within ten years. The promise of innovative new services and Page 37/49

efficiency savings are fueling interest in a wide range of potential applications across many sectors including smart homes, healthcare, smart ...

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<del>W3C Blog</del> Microsoft

#### Microsoft

Managing the Web of Things:
Linking the Real World to
the Web presents a
consolidated and holistic
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coverage of engineering, management, and analytics of the Internet of Things. The web has gone through many transformations, from traditional linking and sharing of computers and documents (i.e., Web of Page 40/49

Data), to the current connection of people (i.e., Web of People), and to the emerging connection of billions of physical objects (i.e., Web of Things).

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#### **ScienceDirect**

Building the Web of Things is a guide to using cuttingedge web technologies to build the IoT. This step-bystep book teaches you how to use web protocols to connect real-world devices to the

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web, including the Semantic and Social Webs. Full-length 344 page book Connect actuators and sensors to a Raspberry Pi

Free eBook - Building the
Web of Things - Manning
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Internet of Things is a technology which makes an aggregation of already available technologies. IoT and Web of Things. It is a simple concept of basically controlling different devices by establishing a Page 44/49

connection and communicating from mobile app or web browser". We already discussed IoT in details Click below to read more about IoT

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Arduino Rust for the IoT The Internet of Things Enabling Things to Talk Rethinking the Internet of Things Internet of Things (IoT) for Automated and Smart Applications Building Blocks for IoT Analytics Internet Page 48/49

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