

CHAPTER 1

INTRODUCTION

1.1 background

Park is a place that had green plants surrounding the can absorb carbon dioxide levels, add oxygen, cool the garden, becoming a water infiltration area, and reduce noise. With the park can make the visitors to be more comfortable when relaxing. But encountered problems in the park such as lack of water on the plant that many plants are withered and dried, other than that there are other issues just as the emergence of pests in the garden so that guests are not comfortable being in the park. This is largely attributable to negligence park officials in performing their duties.

Therefore design automatic control system on garden-based *Internet of Things* (IOT) is needed to avoid mistake of the park officials, Garden problems such as dry soil and pest / rat in the garden can be resolved by means of automatic control using soil moisture sensors and configurations on the manager, so that the sensor will automatically repel pests / rodents, the park will flush automatically when the sensor detects dry soil and will also carry out fertilization by a predetermined time.

Design automatic control system on This park is a design that uses *Internet of Things* (IOT), *Internet of Things*(IOT) is the basic concept of the Internet that connects any device that can send and receive data. These devices can provide information in real time, so that when problems such as emerging pest / rat in the garden and dry soil can be resolved. In this research, author using arduino and ethernet to regulate the process.

1.2 scope

The scope of the project These are as follows:

1. how to design automatic garden watering ?
2. How designing midges / rat?
3. How test results from their designs?

1.3 Objective

The purpose of this is to make the porject automatic control system on garden based *Internet of Things* (IOT), so that visitors to the park can relax comfortably in the garden.

