Few Words on the Project

-Surendra Kunwar

A lot of effort and excitement were involved in the Google PowerMeter Emulator project- one of the fifteen or so open source programming projects that students in Danish universities undertook. Although the idea of what should be done evolved with time, the core of this emulator project remained more or less the same. I and many professionals of ITST got together and decided that I should build up on what Per has done already, and make a web app that, like the Google PowerMeter, gauzes the electricity usage of consumers. In a technical sense, I would have to write code (open source, of course) in Javascript to make a 'clever' internet based computer application. I spent two weeks learning the basics of javascript, HTML and CSS. I took Per's code as my foundation and started writing and changing code to suit my needs. Since then, I have, with the help of Carsten, Søren Peter, Per, Morten and Brian, I have figured out how Pachube offers access to stored data, and how the open source javascript plugin Flot works to provide neat diagrams. As I submit my code now, I see that the comparison plot of the web app is simple and meaningful. This means, more can be done to add to the statistical properties of the data we are studying. There were some problems with data being lost occasionally. This will definitely require more time. The loss of data also prevented me from writing a code to do the CUSUM analysis successfully. As a learner, I have felt that I have spent much time on figuring out GUI, which can be time consuming sometimes. However, there is no doubt that in an application like the PoweMeter, a good, user-friendly GUI is a must. I am very thankful to ITST and Digitaliser.dk for this 'Kod I Ferien' opportunity. I have benefitted a lot from this, and I am sure the skills that I have learned will be handy in the future. I hope to be able to be a part of this open source PowerMeter emulator programming in the future as well.