// DHT sensor library - Version: Latest

#include <DHT.h>

#include <DHT\_U.h>

#define pin1 13 //ESPECIFICAR PIN

DHT dht1(pin1, DHT11); //INICIALIZAR DHT

#define PIN\_LED 02 //ESPECIFICAR PIN LED

/\*

Sketch generated by the Arduino IoT Cloud Thing "SmartHome"

https://create.arduino.cc/cloud/things/e776ea6d-f560-434f-b426-d64a729bbf0a

Arduino IoT Cloud Variables description

The following variables are automatically generated and updated when changes are made to the

Thing

CloudLight ledLight;

CloudTemperatureSensor temperaturaCuarto;

Variables which are marked as READ/WRITE in the Cloud Thing will also have functions

which are called when their values are changed from the Dashboard.

These functions are generated with the Thing and added at the end of this sketch.

\*/

#include "thingProperties.h"

void setup() {

// Initialize serial and wait for port to open:

Serial.begin(9600);

// This delay gives the chance to wait for a Serial Monitor without blocking if none is found

delay(1500);

// Defined in thingProperties.h

initProperties();

// Connect to Arduino IoT Cloud

ArduinoCloud.begin(ArduinoIoTPreferredConnection);

/\*

The following function allows you to obtain more information

related to the state of network and IoT Cloud connection and errors

the higher number the more granular information you’ll get.

The default is 0 (only errors).

Maximum is 4

\*/

setDebugMessageLevel(2);

ArduinoCloud.printDebugInfo();

pinMode(PIN\_LED,OUTPUT); //DEFINIR LED COMO OUTPUT

dht1.begin(); //INICIAR DHT

}

void loop() {

ArduinoCloud.update();

// Your code here

Salon = dht1.readTemperature(); //ASIGNAR LA LECTURA DE LA

//TEMPERATURA A LA VARIABLE "temp" GENERADA EN THING "SMARTHOME"

Serial.println(Salon); //IMPRIMIR EN EL MONITOR SERIAL LA

//TEMPERATURA

delay(1);

}

/\*

Since LedLight is READ\_WRITE variable, onLedLightChange() is

executed every time a new value is received from IoT Cloud.

\*/

void onLedLightChange() {

// Add your code here to act upon LedLight change

digitalWrite(PIN\_LED, ledLight); //ASIGNAR EL ESTADO DEL LED A LA VARIABLE

"LedLight";

}

Texto

Descripción generada automáticamente