#ifdef ARDUINO\_ARCH\_ESP32

#include <WiFi.h>

#else

#include <ESP8266WiFi.h>

#endif

#include <Espalexa.h>

// define the GPIO connected with Relays

#define RelayPin1 5 //D1

// prototypes

boolean connectWifi();

//callback functions

void firstLightChanged(uint8\_t brightness);

// WiFi Credentials

const char\* ssid = "Squad-204";

const char\* password = "airtel8051127884";

// device names

String Device\_1\_Name = "Water pump";

boolean wifiConnected = false;

Espalexa espalexa;

void setup()

{

Serial.begin(115200);

pinMode(RelayPin1, OUTPUT);

// Initialise wifi connection

wifiConnected = connectWifi();

if (wifiConnected)

{

espalexa.addDevice(Device\_1\_Name, firstLightChanged); //simplest

definition, default state off

espalexa.begin();

}

else

{

while (1)

{

Serial.println("Cannot connect to WiFi. Please check data and reset the

ESP.");

delay(2500);

}

}

}

void loop()

{

espalexa.loop();

delay(1);

}

//our callback functions

void firstLightChanged(uint8\_t brightness)

{

//Control the device

if (brightness == 255)

{

digitalWrite(RelayPin1,LOW);

Serial.println("Device1 ON");

}

else

{

digitalWrite(RelayPin1, HIGH);

Serial.println("Device1 OFF");

}

}

// connect to wifi – returns true if successful or false if not

boolean connectWifi()

{

boolean state = true;

int i = 0;

WiFi.mode(WIFI\_STA);

WiFi.begin(ssid, password);

Serial.println("");

Serial.println("Connecting to WiFi");

// Wait for connection

Serial.print("Connecting...");

while (WiFi.status() != WL\_CONNECTED) {

delay(500);

Serial.print(".");

if (i > 20) {

state = false; break;

}

i++;

}

Serial.println("");

if (state) {

Serial.print("Connected to ");

Serial.println(ssid);

Serial.print("IP address: ");

Serial.println(WiFi.localIP());

}

else {

Serial.println("Connection failed.");

}

return state;

}