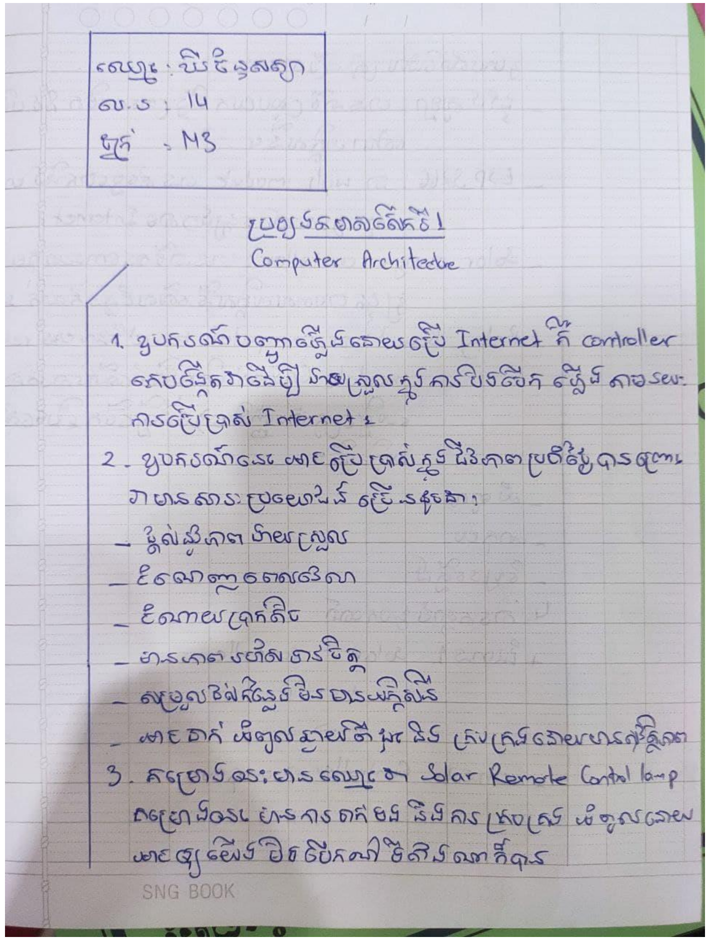
Computer and IOT Architecture

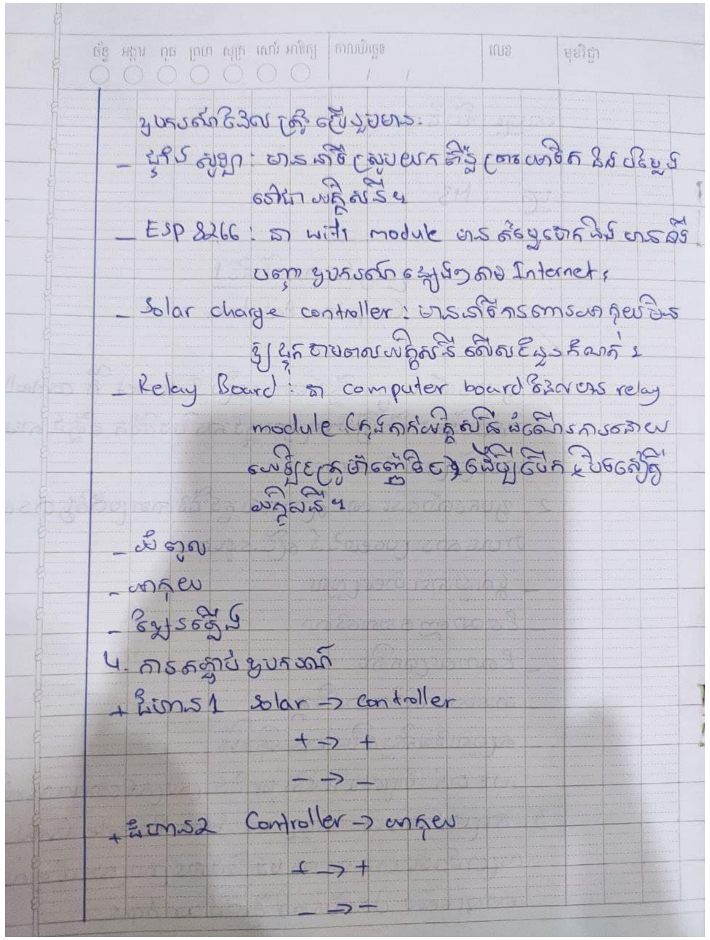
Question & answer
Group6

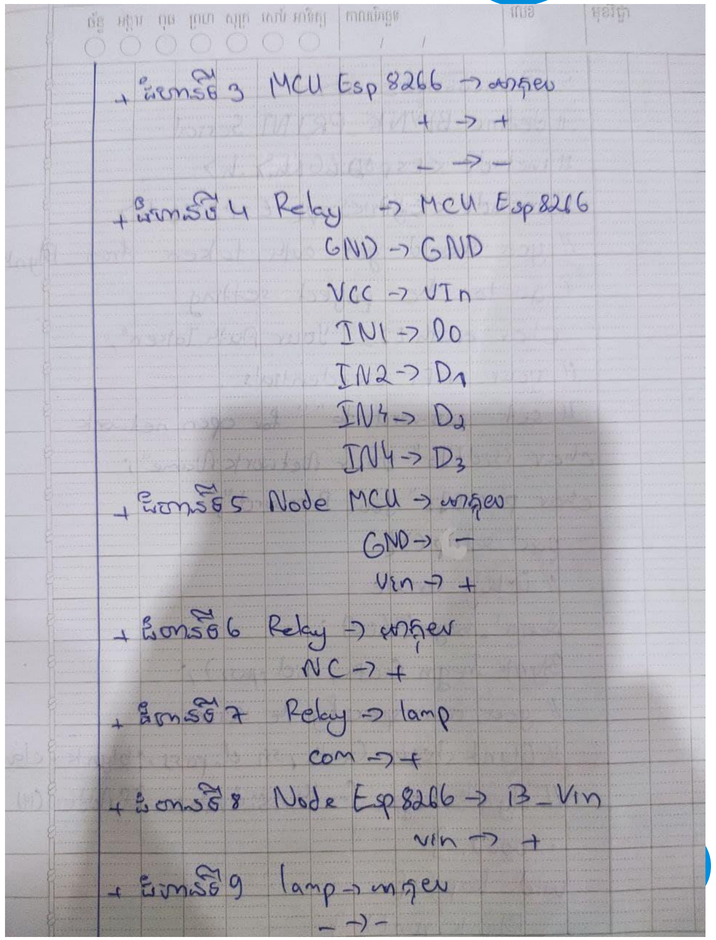
Lecturer : Ouk Polyvann

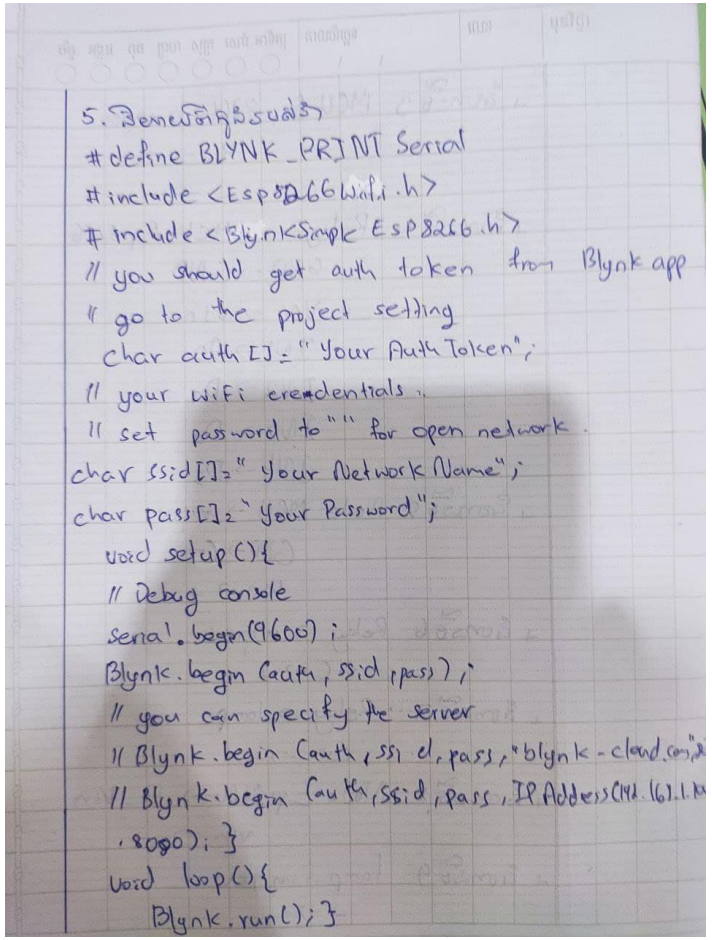
Semester 1, Year 2, M3

Khy Chansathya



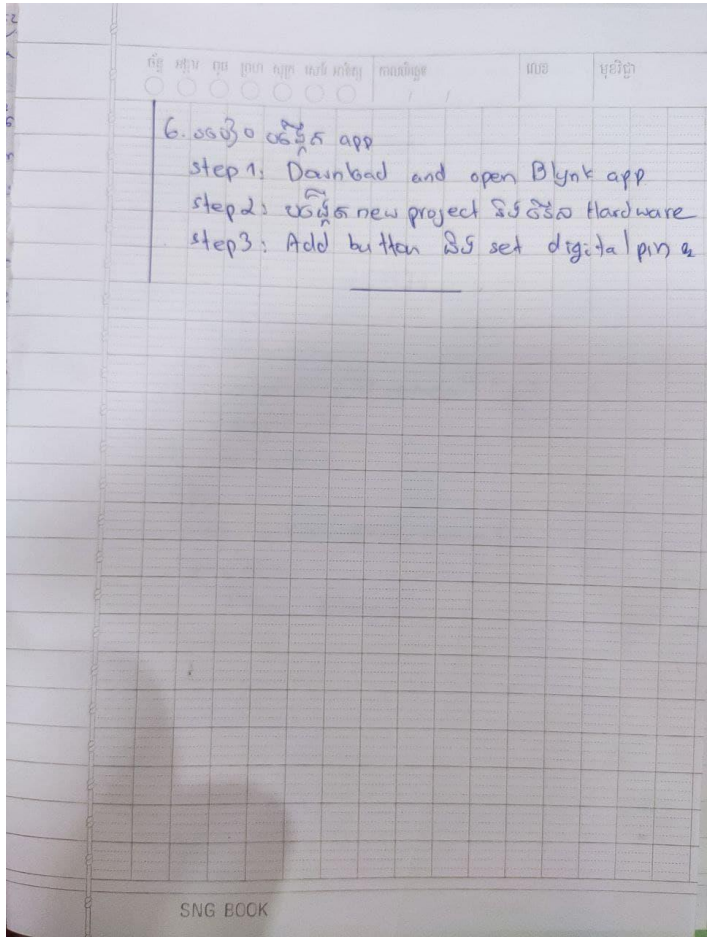






5. ဒေတာကြည့်ခြင်း

```
#define BLYNK_PRINT Serial
#include <Esp8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
// you should get auth token from Blynk app
// go to the project setting
 char auth[] = "Your Auth Token";
// your wifi credentials.
// set password to "" for open network.
char ssid[] = "your Network Name";
char pass[] = "your Password";
  void setup(){
  // Debug console
  Serial.begin(9600);
  Blynk.begin(auth, ssid, pass);
  // you can specify the server
  // Blynk.begin(auth, ssid, pass, "blynk-cloud.com",
  // Blynk.begin(auth, ssid, pass, IPAddress(192,168,1,
  ,8080); }
  void loop(){
    Blynk.run(); }
```



6. ဖုန်းမှာ ထည့်ရမယ့် app

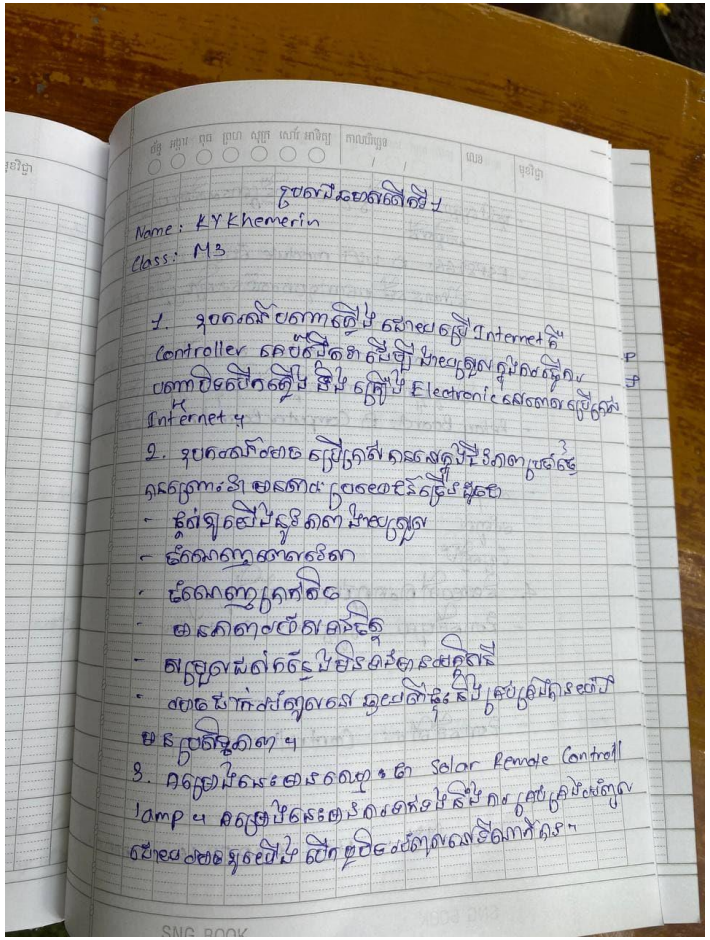
step 1: Download and open Blynk app

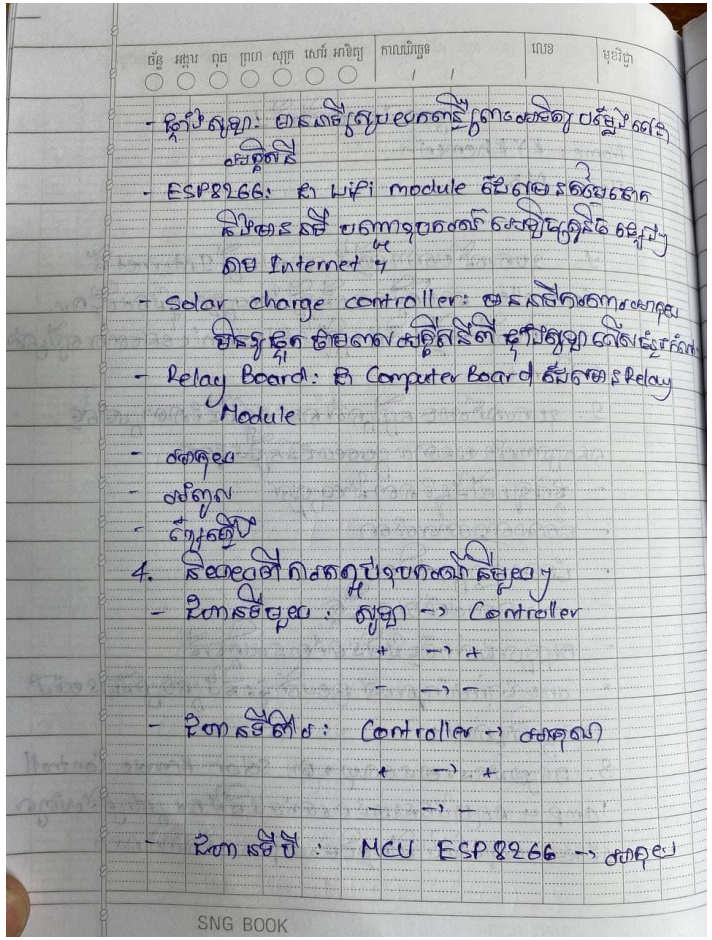
step 2: ပထမဆုံး new project ဖွင့်ပြီးတော့ hardware

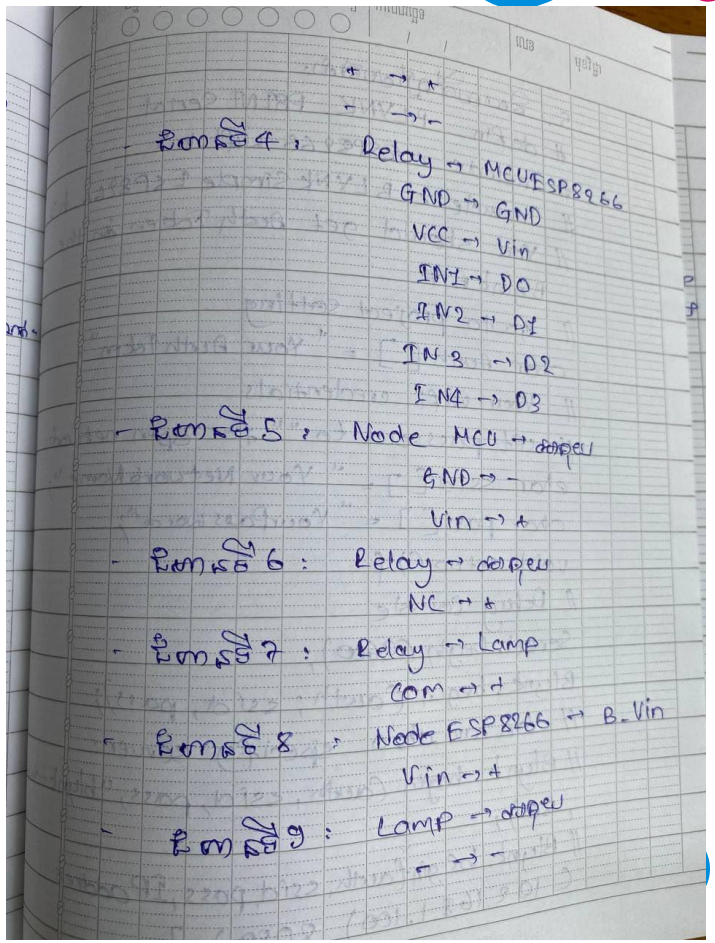
step 3: Add button ပြီး set digital pin ရဲ့

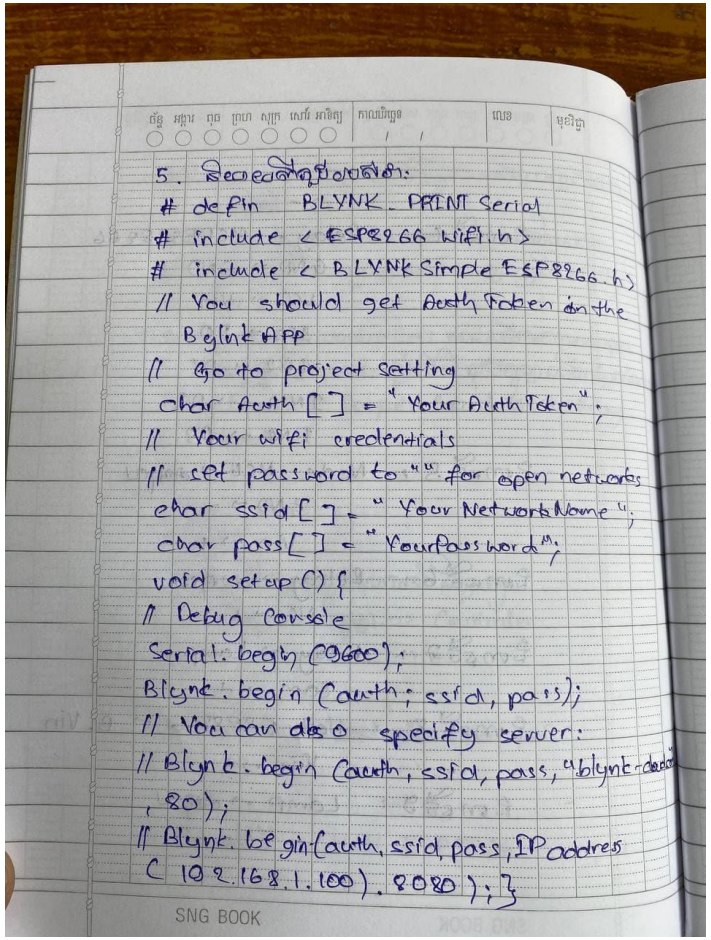
SNG BOOK

Ky Khemerin





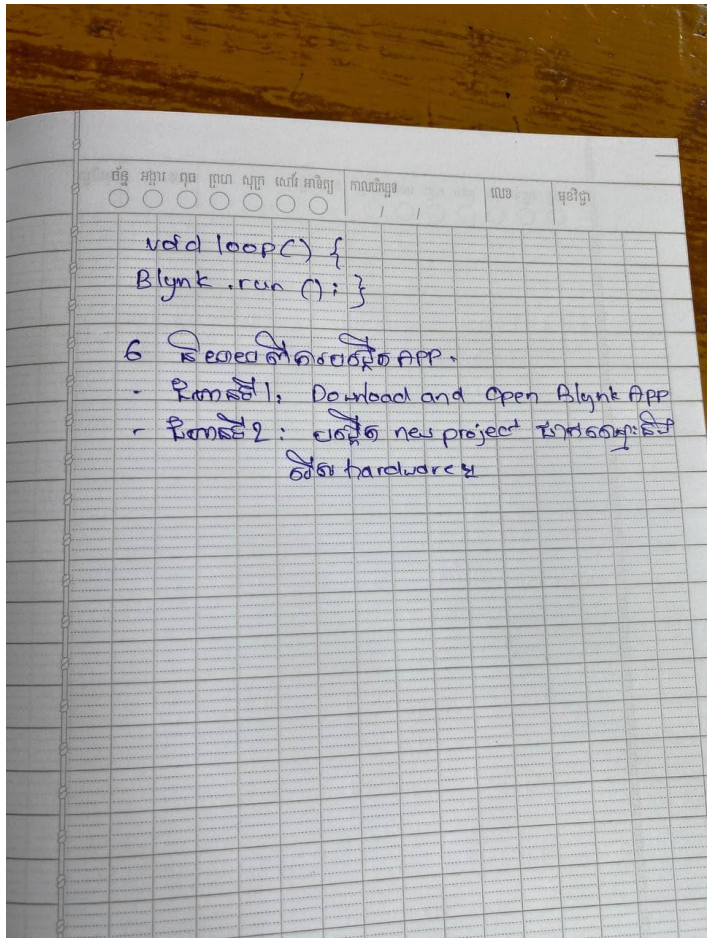




5. ដែលគឺជាកូដបង្ហាញ:

```
# defin BLYNK_PRINT Serial
# include <ESP8266 WiFi.h>
# include <BLYNK Simple ESP8266.h>
// You should get Auth Token in the
   Bylink APP
// Go to project setting
 char Auth[] = "Your Auth Token";
// Your wifi credentials
// set password to "" for open networks;
 char ssid[] = "Your Network Name";
 char pass[] = "YourPassword";
 void setup() {
// Debug Console
 Serial.begin (9600);
 Blynk.begin (auth; ssid, pass);
// You can also specify server:
// Blynk.begin (auth, ssid, pass, "blynk-
 , 80);
// Blynk.begin(auth, ssid, pass, IPaddress
 (192.168.1.100), 8080);}
```

SNG BOOK

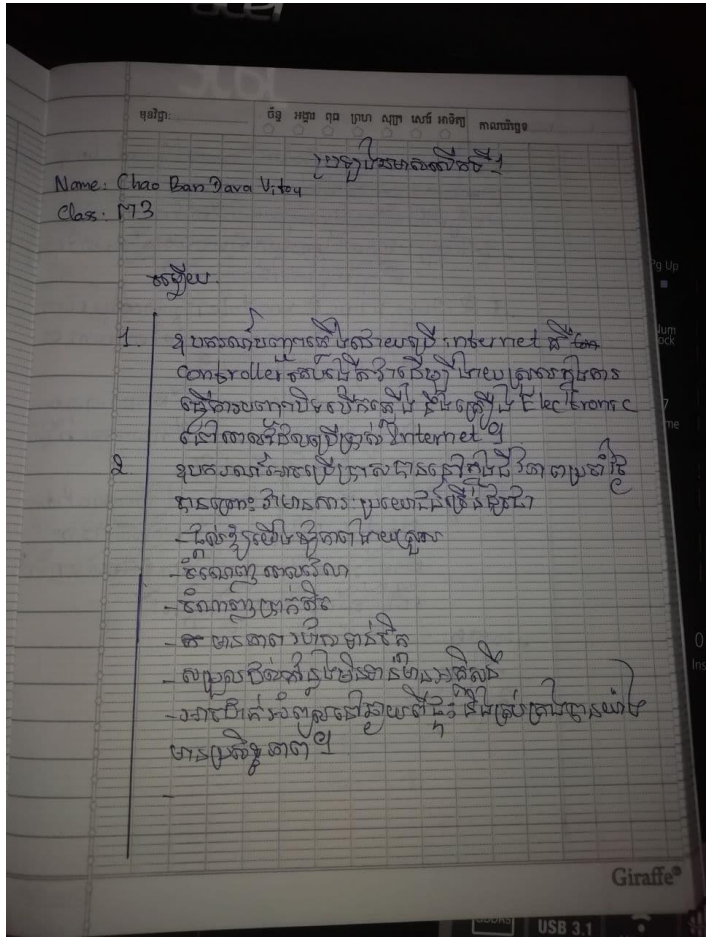


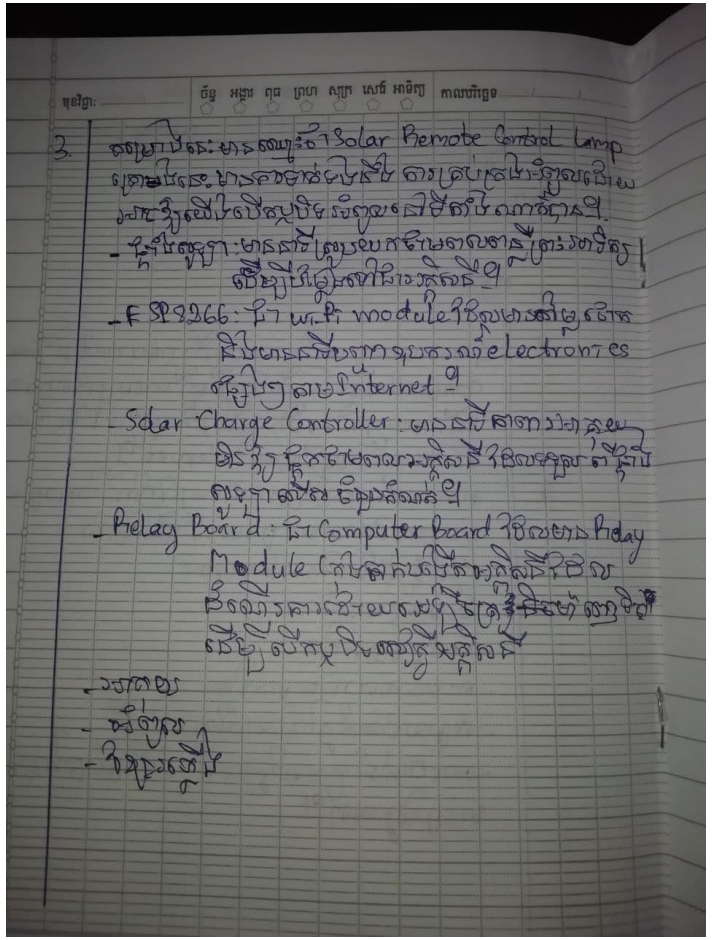
```
void loop() {
Blynk.run();}
```

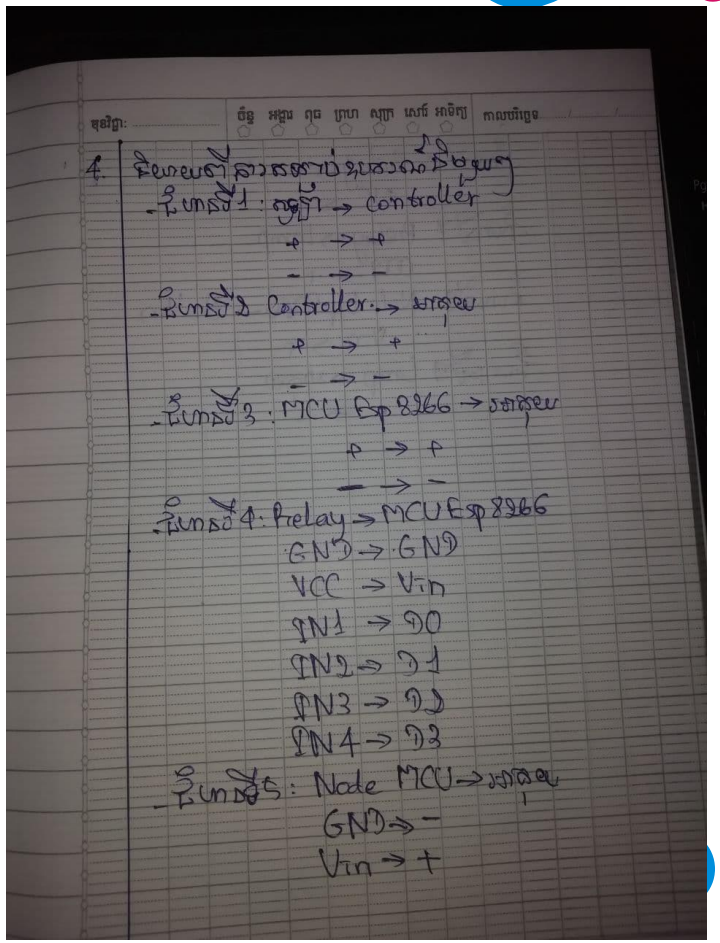
6 ដែលគឺជាការបង្កើត APP.

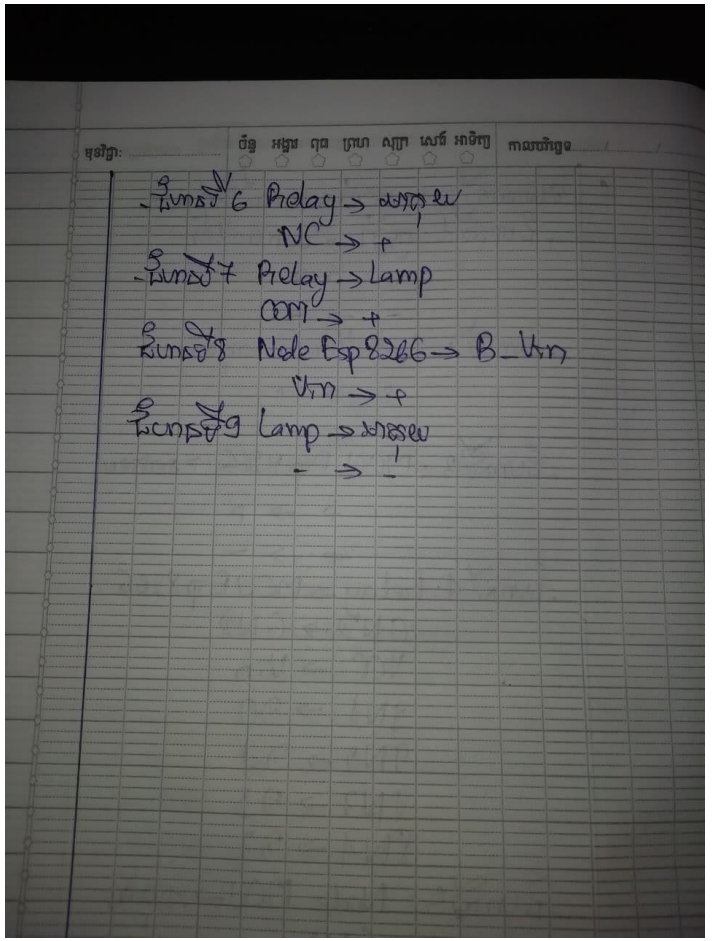
- ជំហានទី1: Download and Open Blynk App
- ជំហានទី2: បង្កើត new project ដាក់ឈ្មោះដើម្បី
  ងាយ hardware។

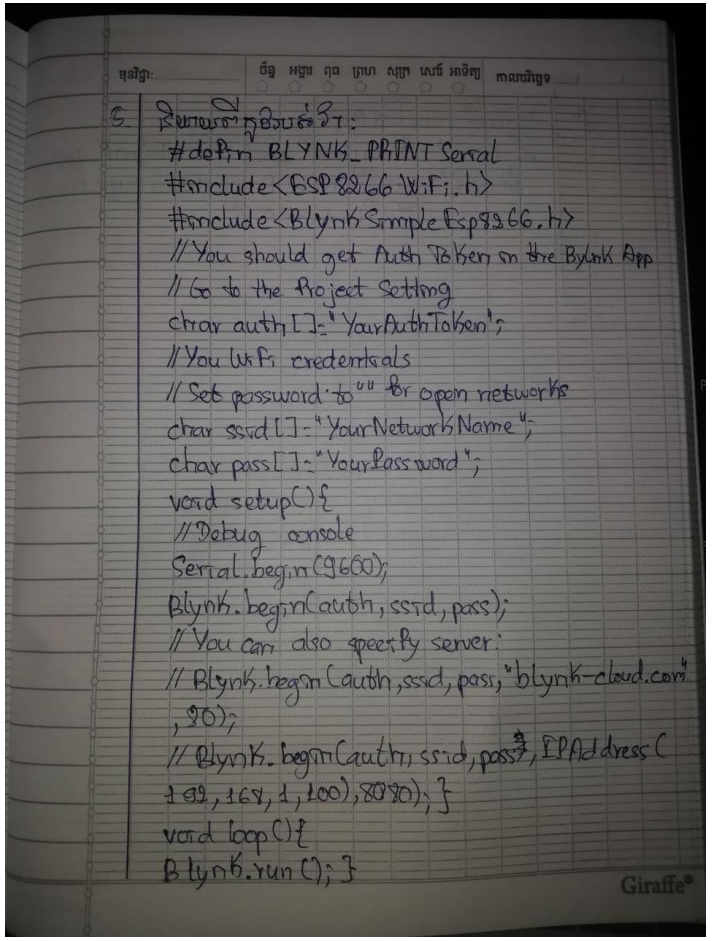
Chao Ban DaraVitou

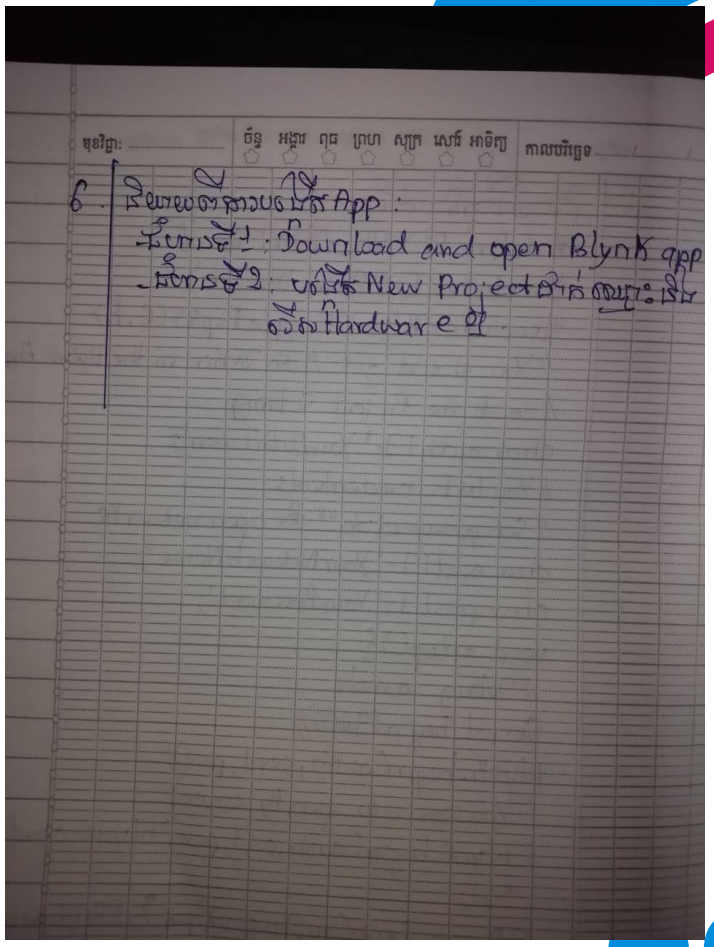




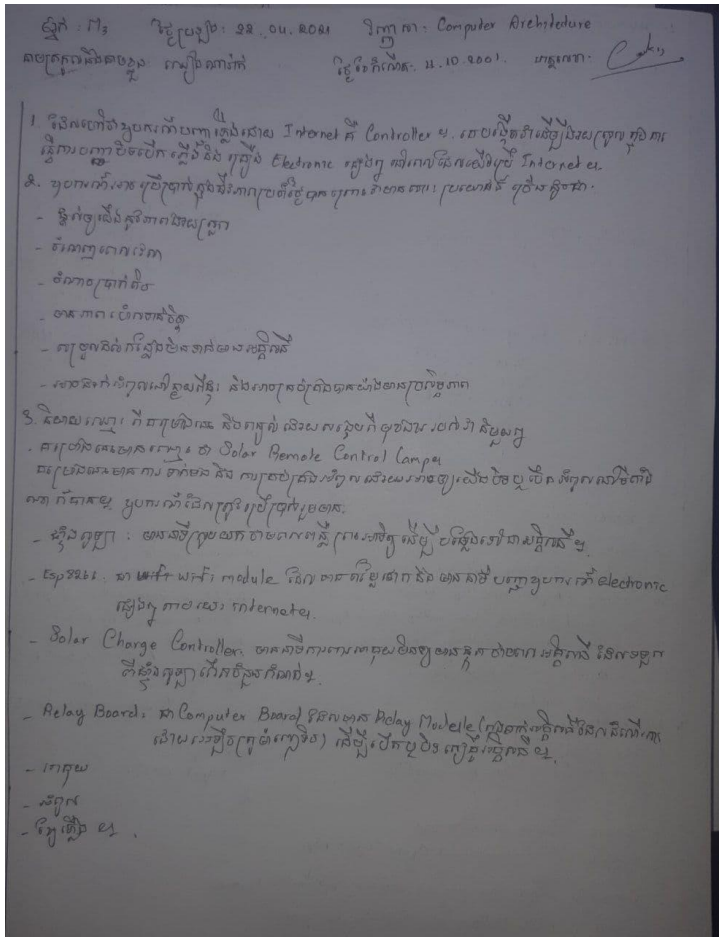


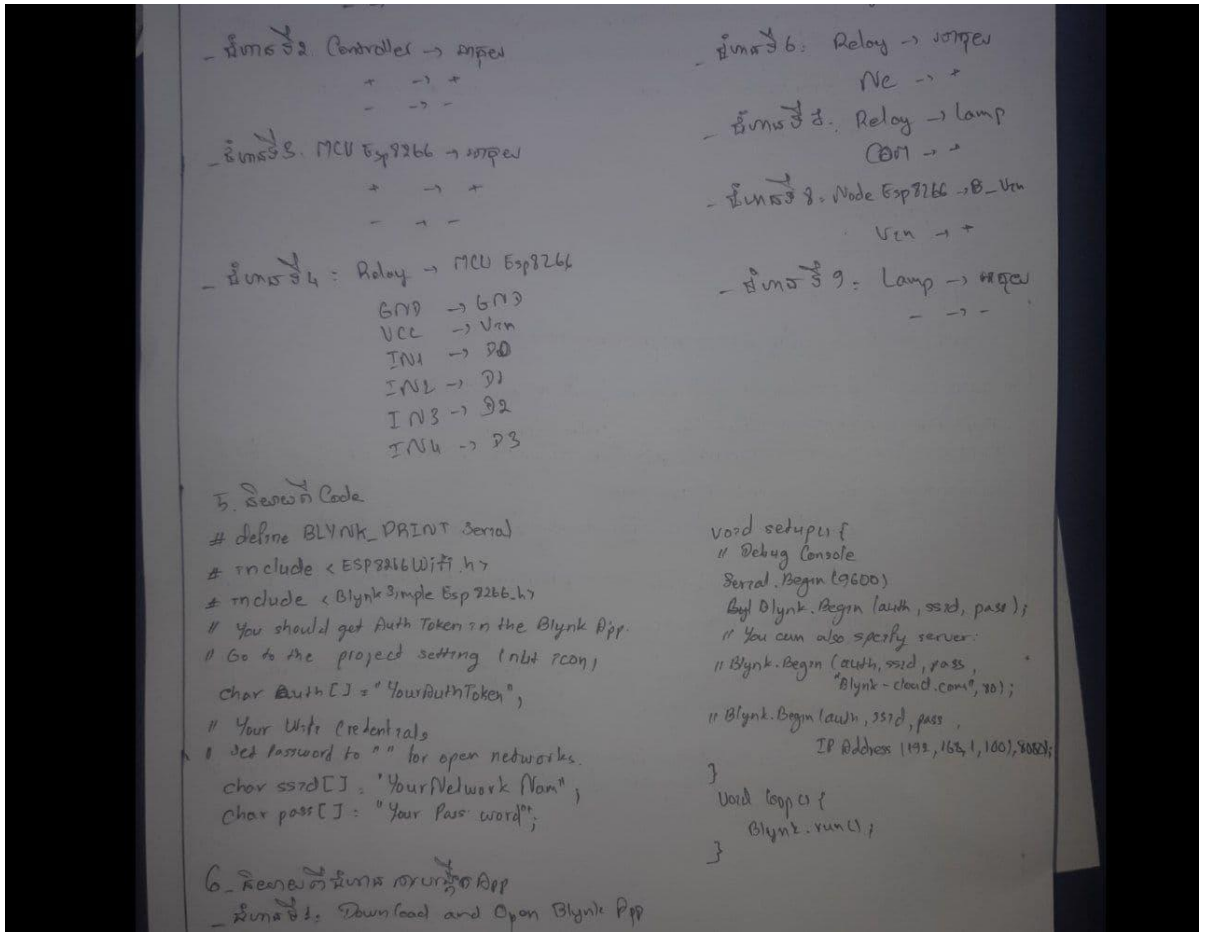

- ជំហានទី 6 Prelay → ខ្សែក្រហម
NC → +
- ជំហានទី 7 Prelay → Lamp
COM → +
ជំហានទី 8 Node Esp8266 → B_Vin
Vin → +
ជំហានទី 9 Lamp → អាគុយ
- → -


5. ដែលយើងត្រូវធ្វើបន្ទាប់ទៅទៀត:
#define BLYNK_PRINT Serial
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
// You should get Auth Token in the Blynk App
// Go to the Project Setting
char auth[] = "YourAuthToken";
// You WiFi credentials
// Set password to "" for open networks
char ssid[] = "YourNetworkName";
char pass[] = "YourPassword";
void setup(){
// Debug console
Serial.begin(9600);
Blynk.begin(auth, ssid, pass);
// You can also specify server:
// Blynk.begin(auth,ssid,pass,"blynk-cloud.com"
,80);
// Blynk.begin(auth, ssid, pass, IPAddress(
192,168,1,100),8080); }
void loop(){
Blynk.run(); }
Giraffe

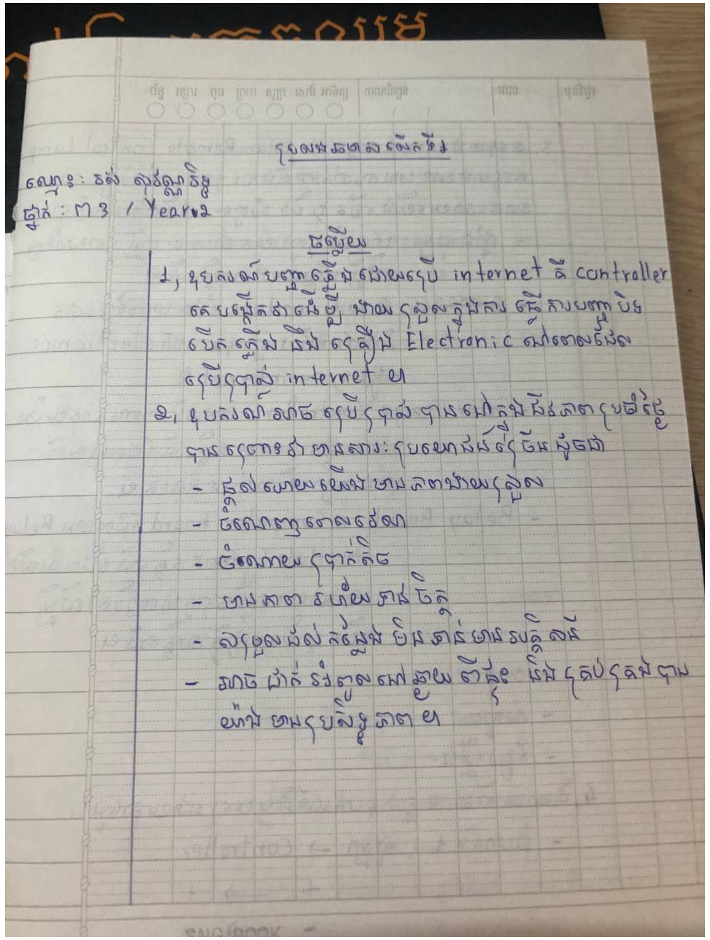

6. ដែលយើងត្រូវធ្វើនៅក្នុង App:
- ជំហានទី 1: Download and open Blynk app
- ជំហានទី 2: បង្កើត New Project ដាក់ឈ្មោះ ដើម
ជ្រើសរើស Hardware ជា

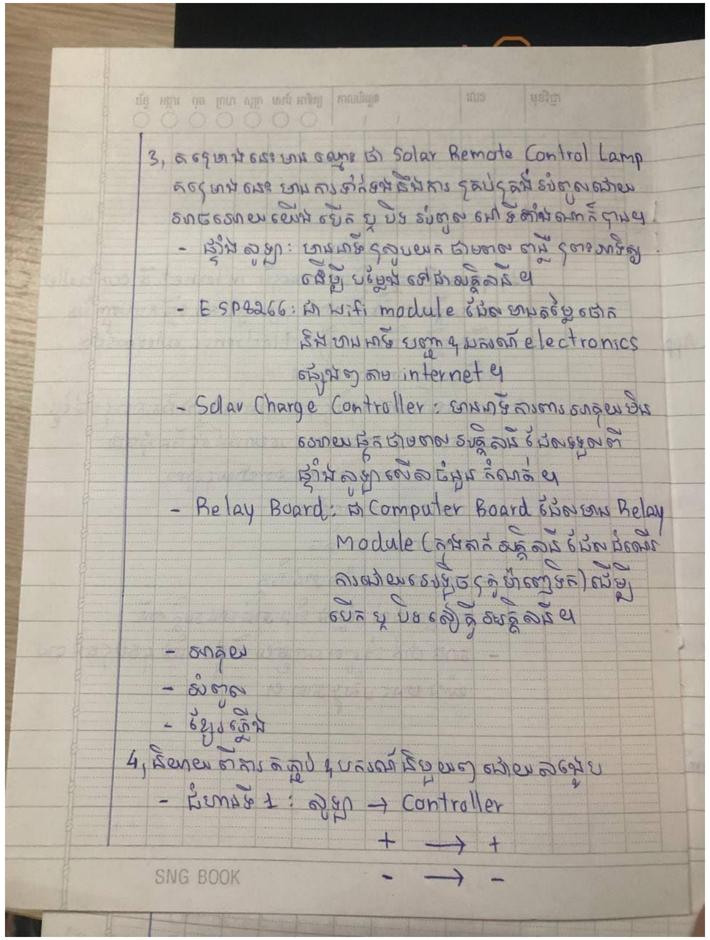
Chheang Narak

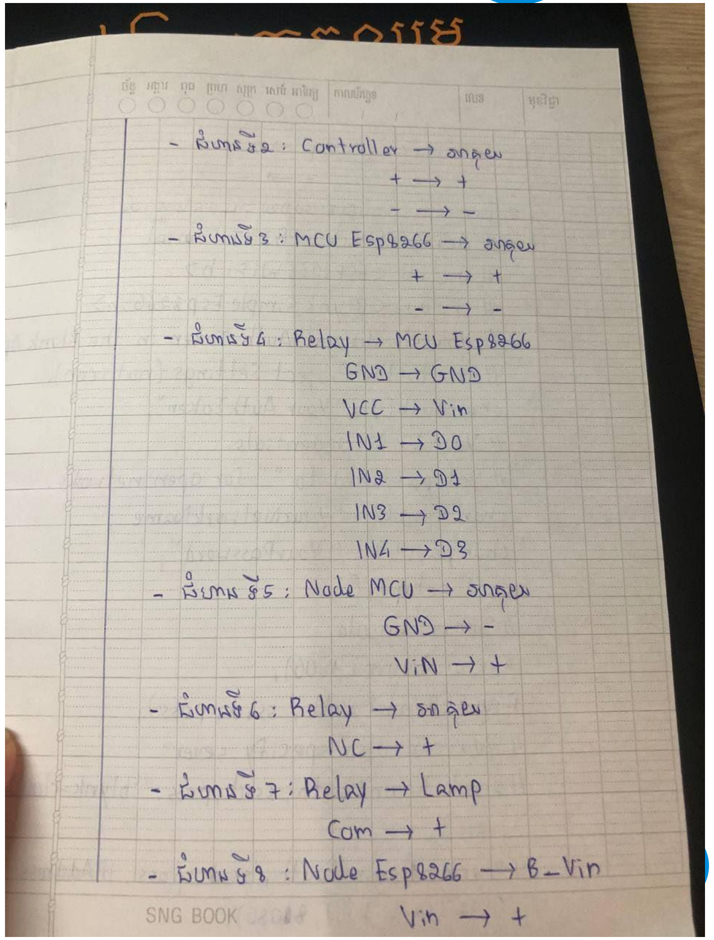


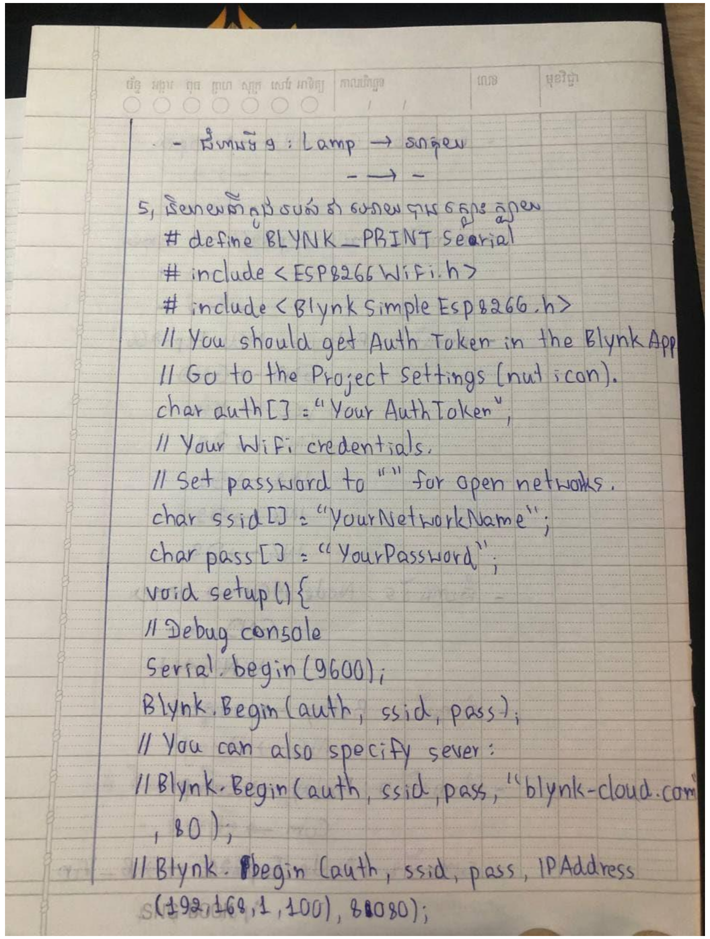


Ros Sovanrith







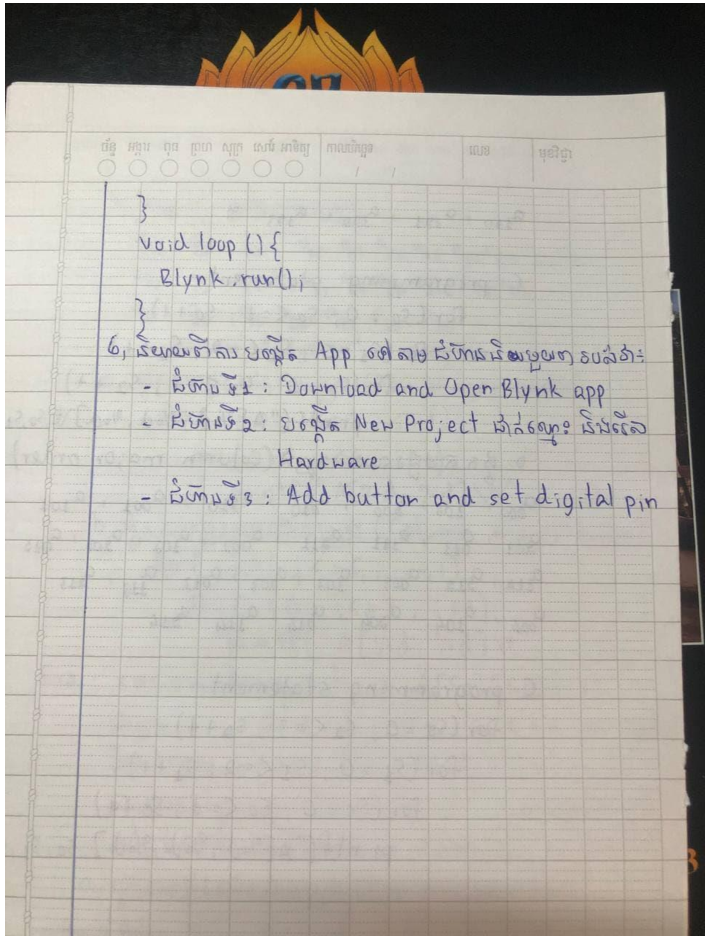


- ជំហានទី ១ : Lamp → ចាក់ភ្លើង

- → -

5, សរសេរកូដរបស់វា សរសេរតាមខ្សែភ្លើង

```
# define BLYNK_PRINT Searial
# include <ESP8266 WiFi.h>
# include <Blynk Simple Esp8266.h>
// You should get Auth Token in the Blynk App
// Go to the Project Settings (nut icon).
char auth[] = "Your AuthToken";
// Your WiFi credentials.
// Set password to "" for open networks.
char ssid[] = "YourNetworkName";
char pass[] = "YourPassword";
void setup(){
// Debug console
Serial.begin(9600);
Blynk.Begin(auth, ssid, pass);
// You can also specify sever:
//Blynk.Begin(auth, ssid, pass, "blynk-cloud.com"
, 80);
//Blynk.begin (auth, ssid, pass, IPAddress
(192,168,1,100), 8080);
```

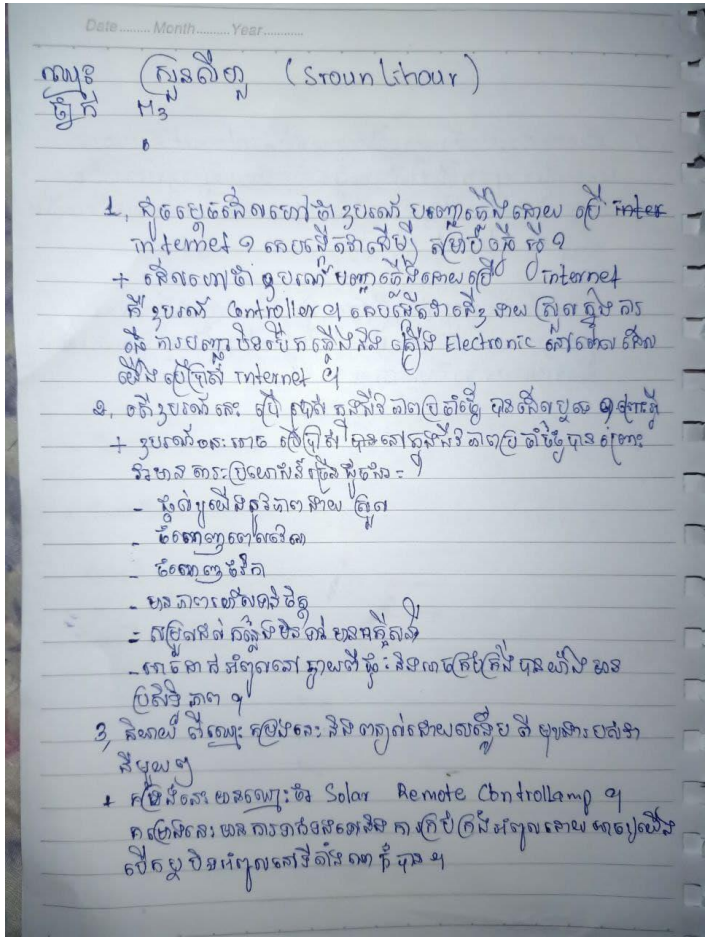


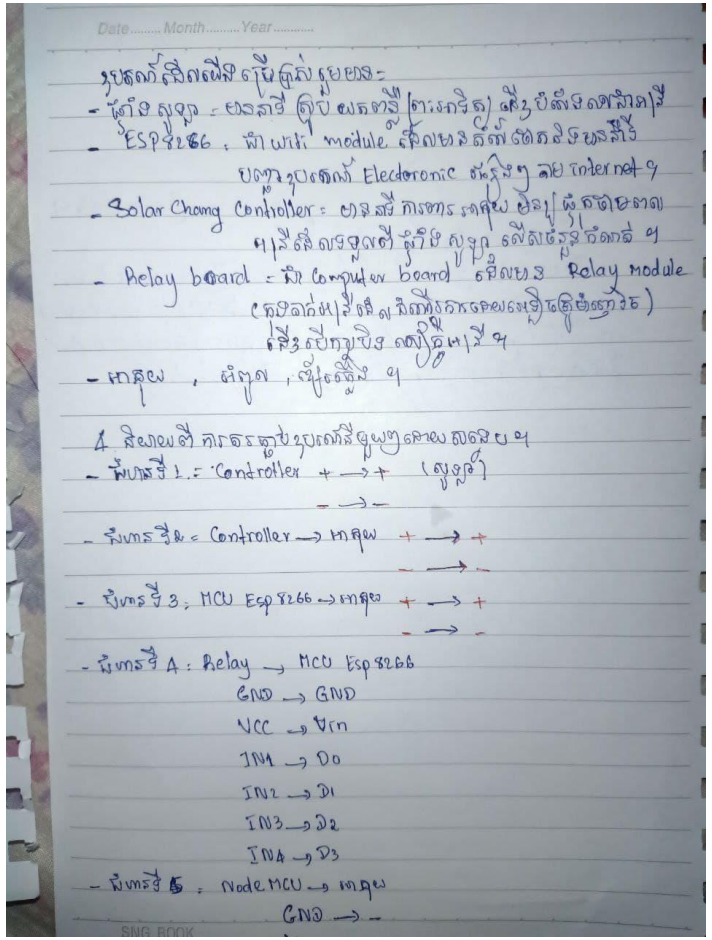
```
}
void loop(){
  Blynk.run();
}
```

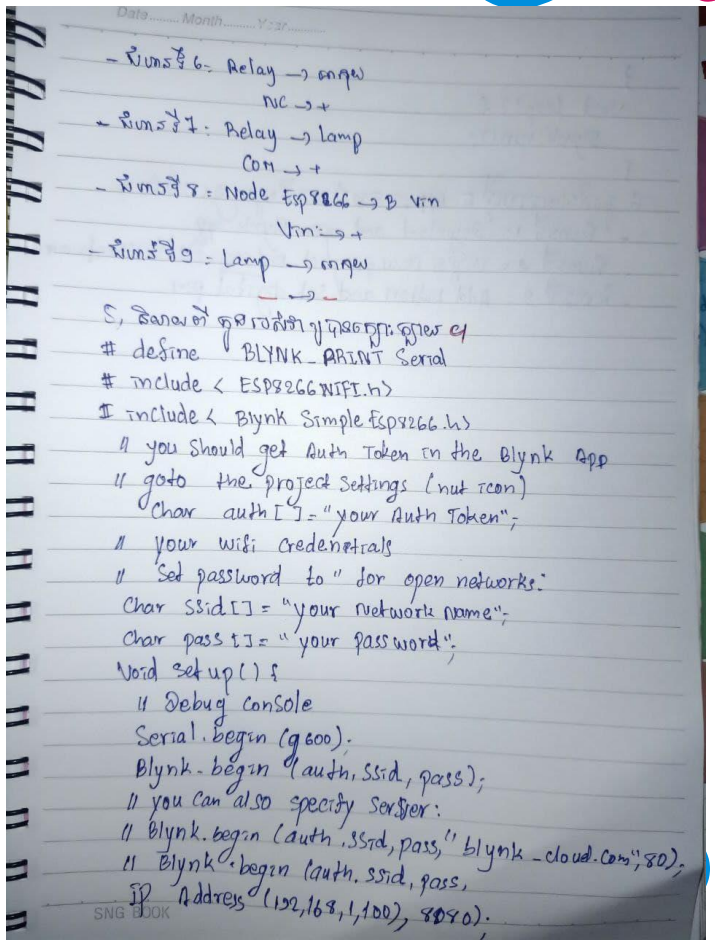
6, សរសេរពីការបង្កើត App ទៅតាមជំហាននីមួយៗរបស់វា៖

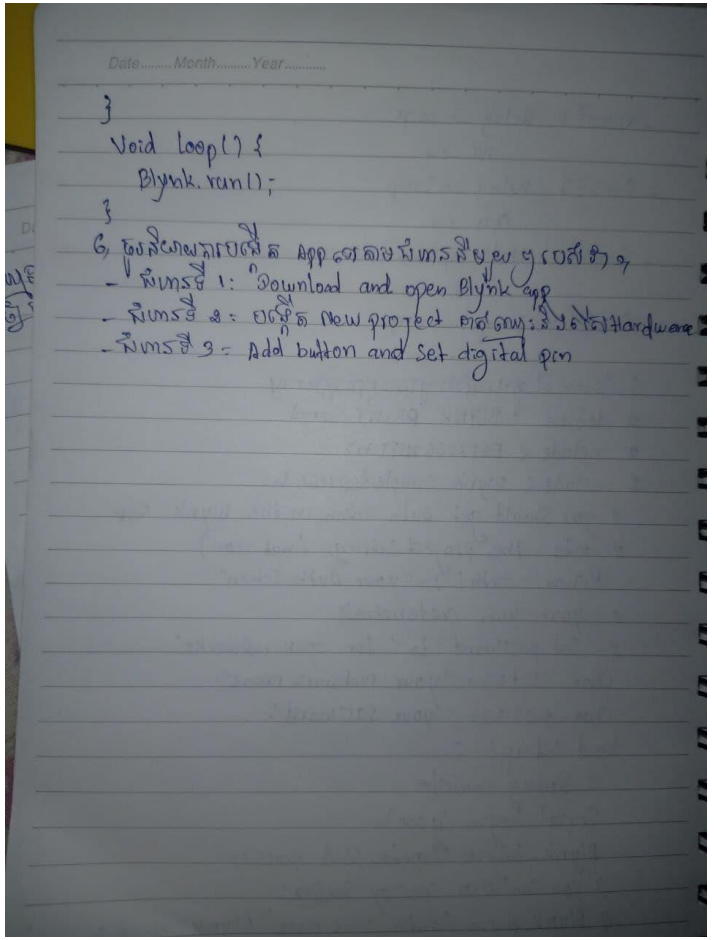
- ជំហានទី1 : Download and Open Blynk app
- ជំហានទី2 : បង្កើត New Project ដាក់ឈ្មោះ និងជ្រើសរើស Hardware
- ជំហានទី3 : Add buttor and set digital pin

Sroun Lihour

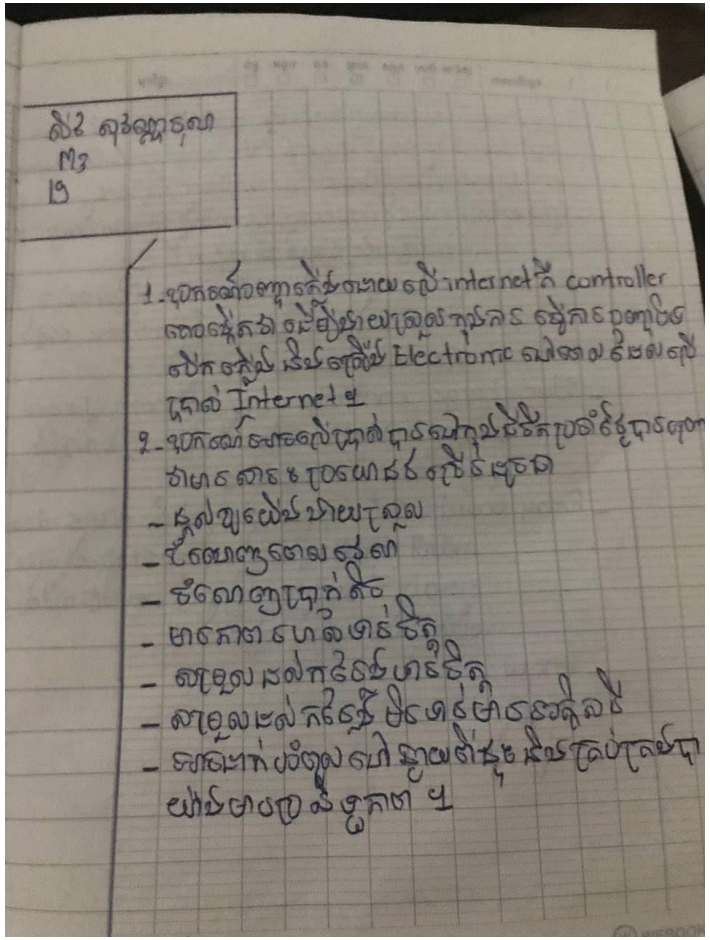


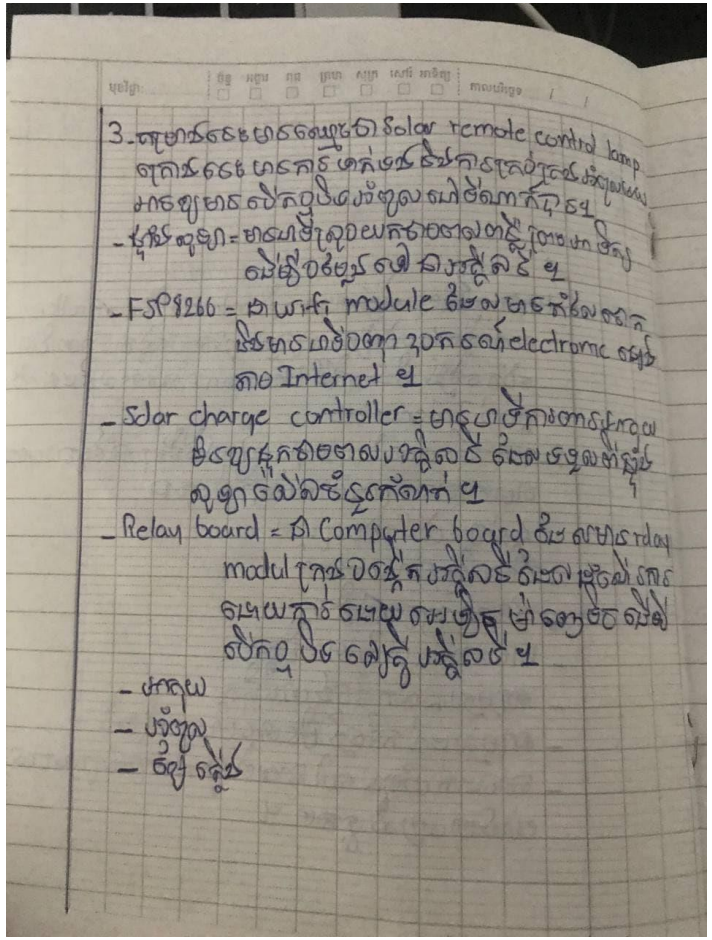


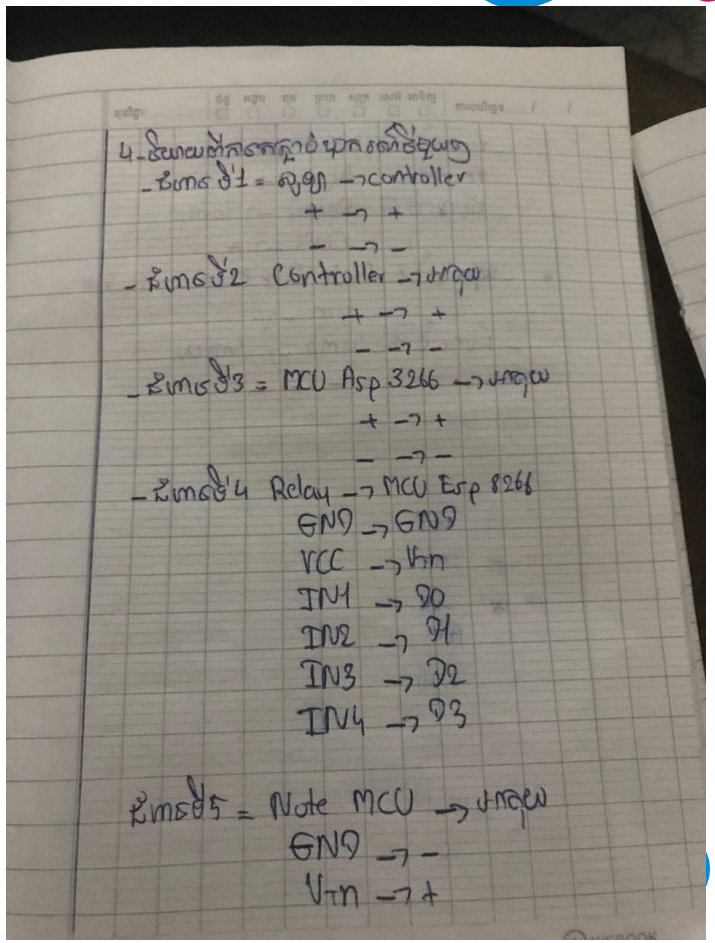


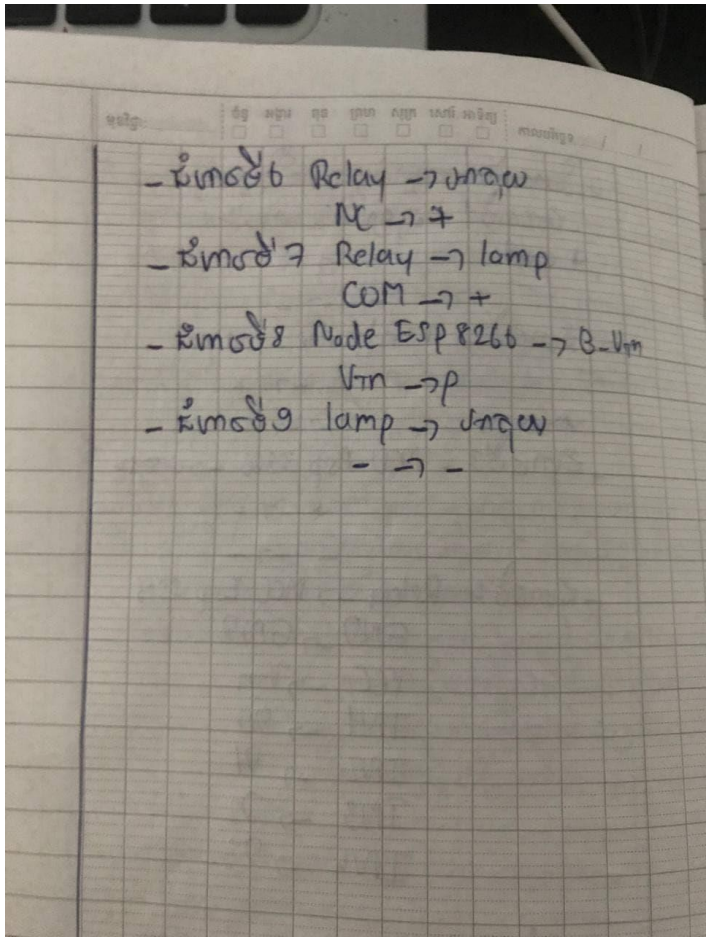

Date.....Month.....Year.....
}
Void loop() {
Blynk.run();
}
6. ขั้นตอนการใช้งาน App ตามขั้นตอนต่อไปนี้ ครับ
- ขั้นตอนที่ 1: Download and open Blynk app
- ขั้นตอนที่ 2: กดปุ่ม New project ตั้งชื่อ และเลือก Hardware
- ขั้นตอนที่ 3 = Add button and set digital pin

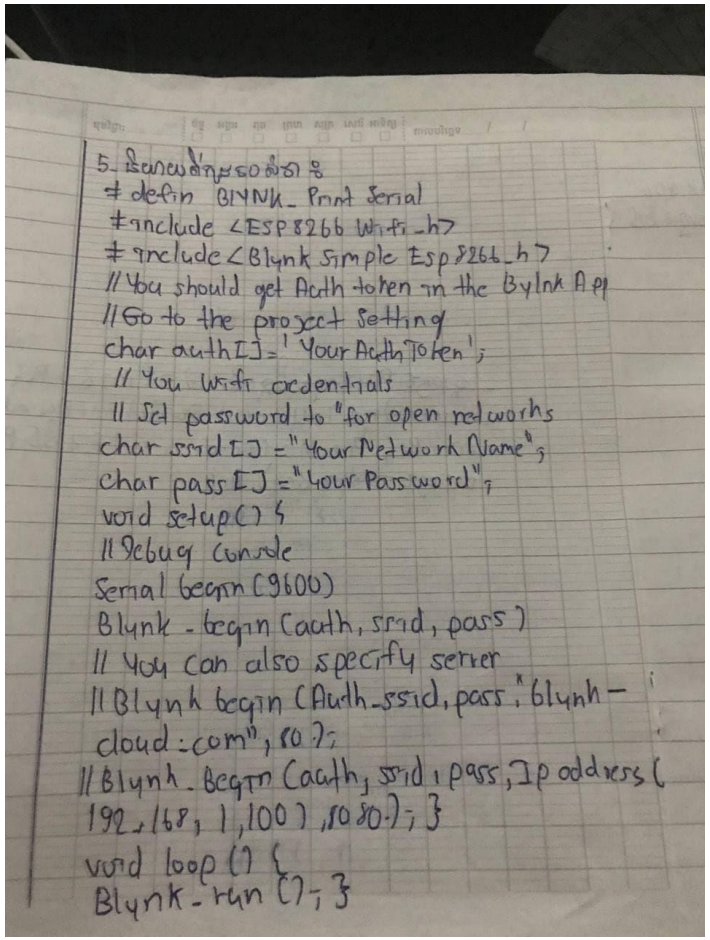
Liv Sovannarun

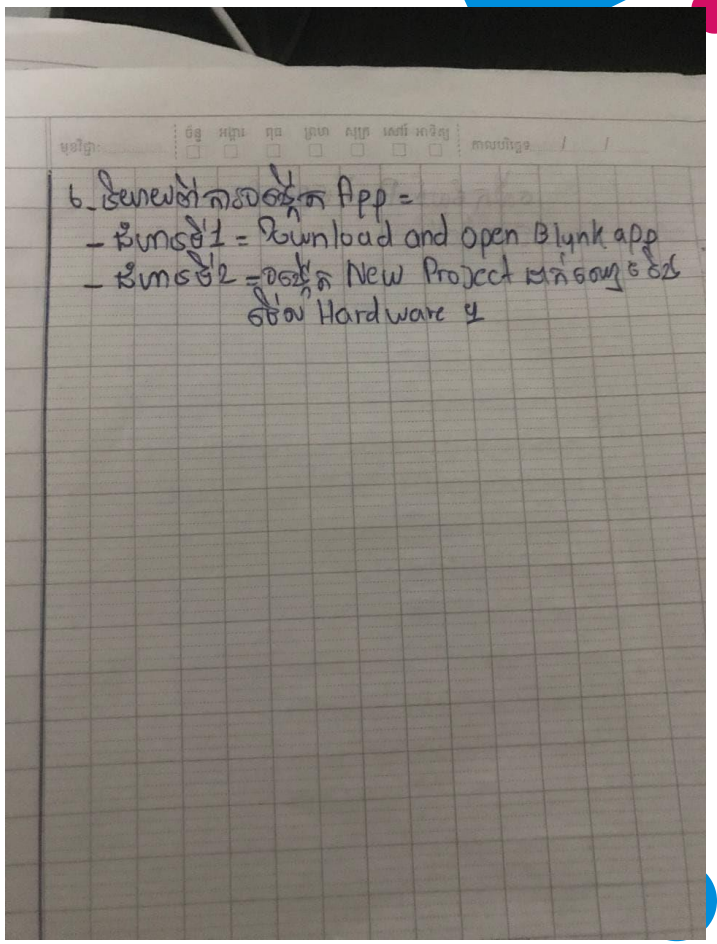




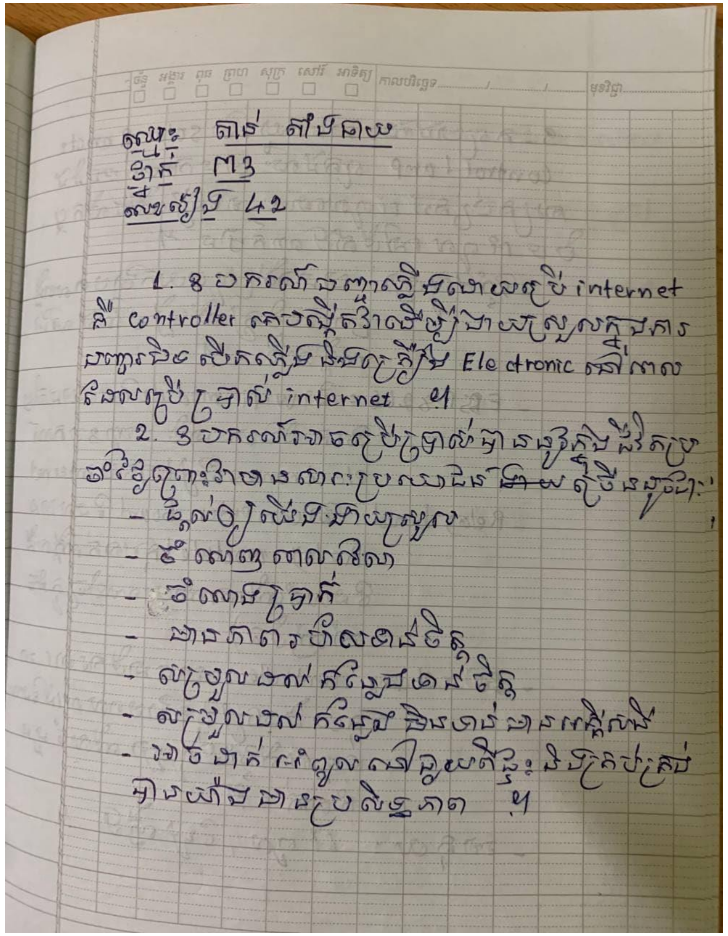


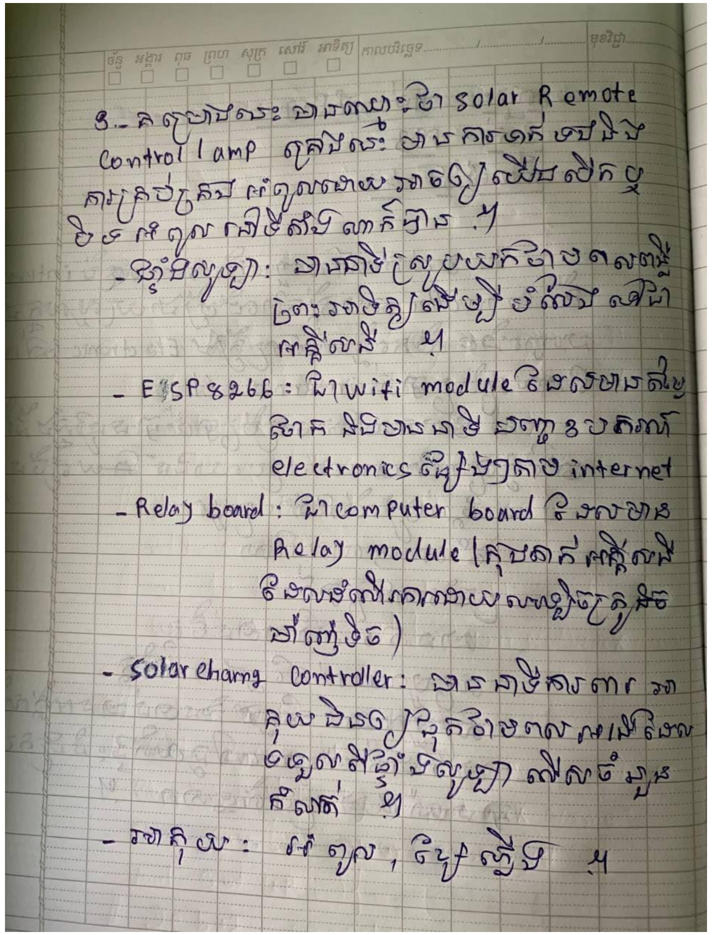

- ដោតខ្សែ Relay → ភ្លើង
NC → +
- ដោតខ្សែ Relay → lamp
COM → +
- ដោតខ្សែ Node ESP8266 → G-Vin
Vin → P
- ដោតខ្សែ lamp → ភ្លើង
- → -

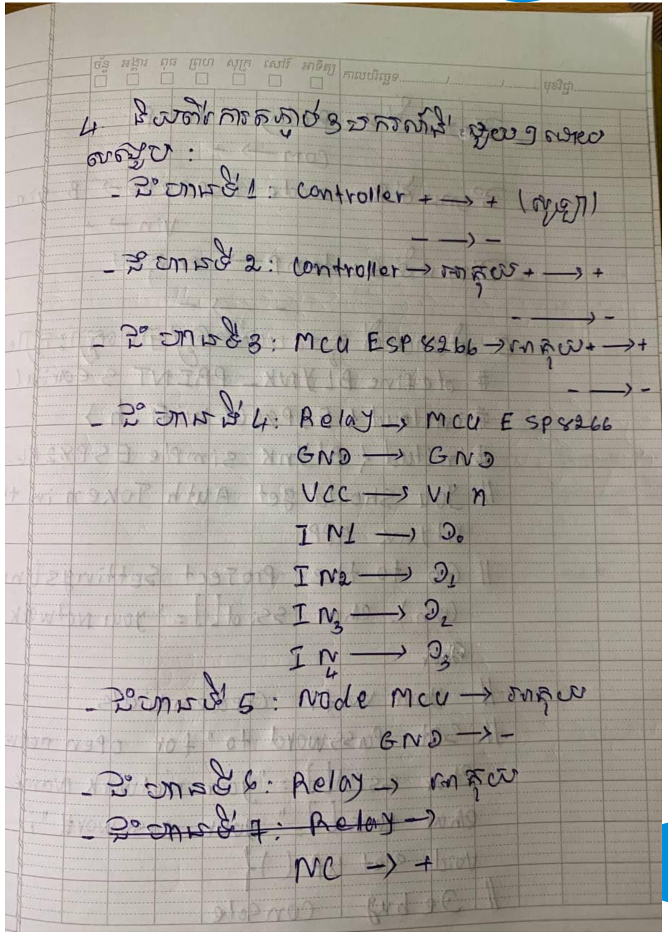

5. សរសេរកម្មវិធី ៖
#defin BLYNK_Print Serial
#include <ESP8266 Wifi.h>
#include <Blynk Simple Esp8266.h>
// You should get Auth token in the Blynk App
// Go to the project setting
char auth[] = 'Your Auth Token';
// You Wifi credentials
// Set password to "for open networks
char ssid[] = "Your Network Name";
char pass[] = "Your Password";
void setup() {
// Debug Console
Serial begin (9600)
Blynk.begin (auth, ssid, pass)
// You can also specify server
// Blynk begin (Auth, ssid, pass, "blynk-
cloud.com", 80);
// Blynk.Begin (auth, ssid, pass, Ip address (
192,168,1,100), 8080); }
void loop () {
Blynk.run (); }

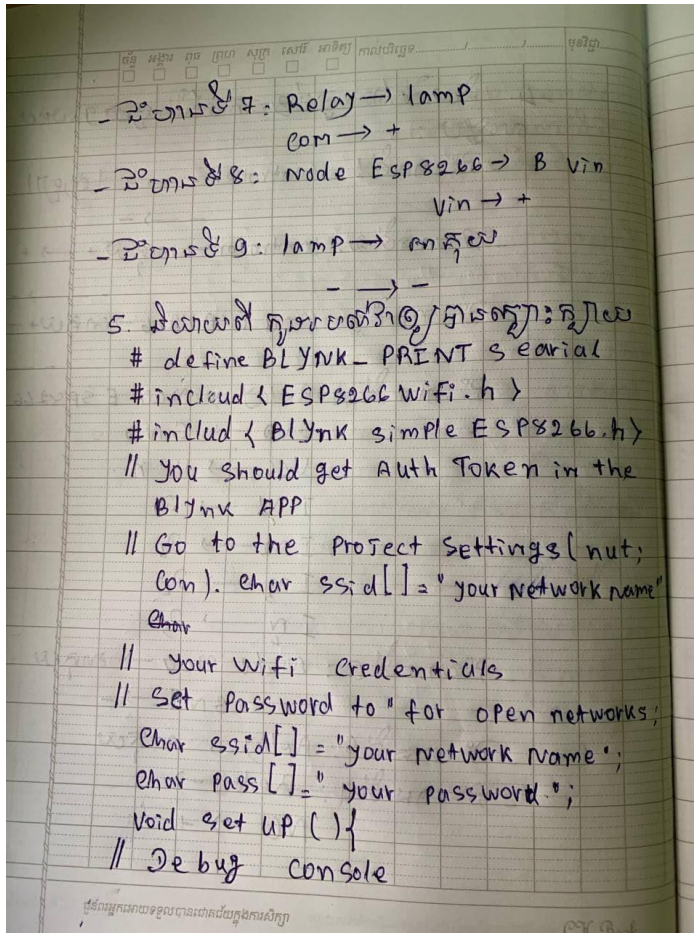

6. សរសេរដាក់ចូលទៅក្នុង App =
- ដំណាក់ទី1 = Download and open Blynk app
- ដំណាក់ទី2 = បង្កើត New Project រួចជ្រើសរើស
យក Hardware ។

Tann Taingchhay





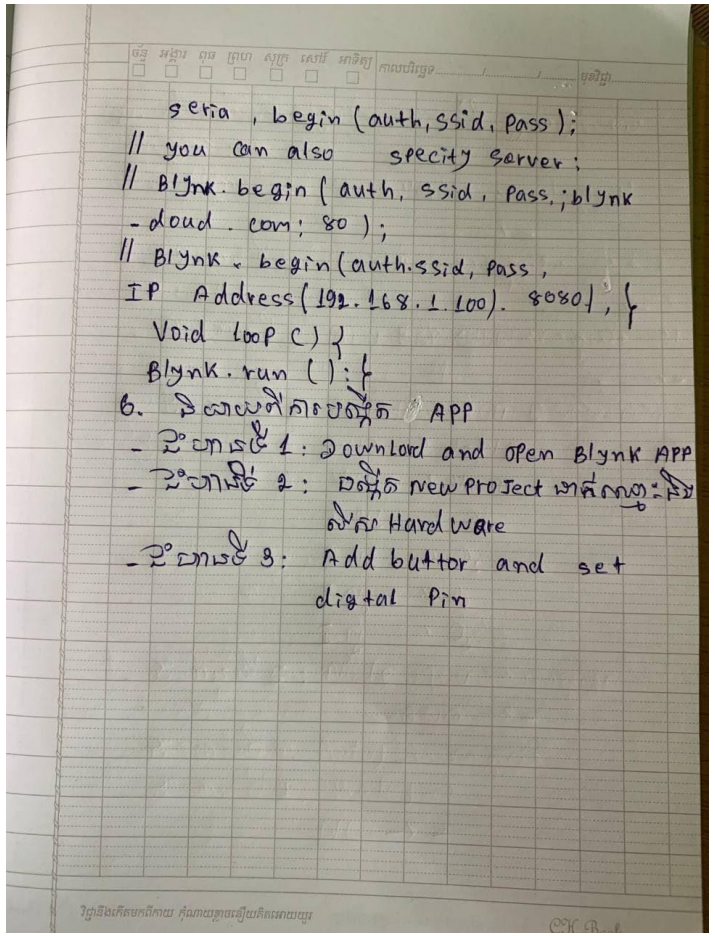




- ជំហានទី ៧: Relay → lamp
  com → +
- ជំហានទី ៨: node ESP8266 → B Vin
  Vin → +
- ជំហានទី ៩: lamp → ភ្លើង
  - → -

5. ដំណោះស្រាយកូដបញ្ចូលទៅក្នុងកម្មវិធី

```
# define BLYNK_PRINT Serial
#include <ESP8266WiFi.h>
#include <BlynkSimpleESP8266.h>
// You should get Auth Token in the
   Blynk App
// Go to the Project Settings (nut;
   Con). char ssid[] = "your network name"
   Char
// your wifi credentials
// Set Password to " for open networks;
   Char ssid[] = "your network name";
   char pass[] = "your password";
   void setup (){
// Debug console
```



```
   Seria , begin (auth, ssid, pass);
// you can also specify server;
// Blynk.begin (auth, ssid, pass.;blynk
   -cloud.com; 80);
// Blynk.begin(auth.ssid, pass,
IP Address(192.168.1.100). 8080), {
   Void loop ()}
   Blynk.run ();}
```

6. ដំណោះស្រាយនៃការបង្កើត App

- ជំហានទី 1: Download and Open Blynk APP
- ជំហានទី 2: បង្កើត new Project ហើយកំណត់ប្រើ
  សំរាប់ Hardware
- ជំហានទី 3: Add buttor and set
  digital Pin