

UAS - PEMOGRAMAN V

FACHRUL ARIF - REGULER MALAM

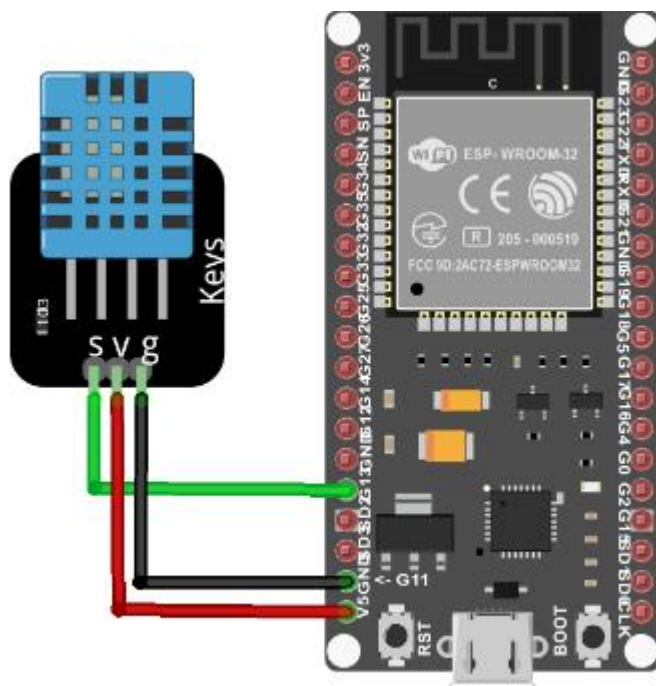
Monitoring Suhu dan Kelembaban Dengan Smartphone menggunakan DHT11 ESP32 Blynk

1. Alat dan Bahan

1. Devkit ESP32
2. Sensor DHT11
3. Kabel Jumper
4. USB Transfer (Micro USB)
5. Laptop + Arduino IDE

2. Wiring

- VCC -> VIN
- GND -> GND
- OUT -> D13



```

/**/
#include <WiFi.h>
#include <WiFiClient.h>
#include <BlynkSimpleEsp32.h>
#include <DHT.h>
#define BLYNK_PRINT Serial
#define DHTTYPE DHT11
#define DHTPIN 13
DHT dht(DHTPIN, DHTTYPE);
float humidity, temp;
unsigned long previousMillis = 0;
const long interval = 15000;
char auth[] = "Isikan kode auth yang dikirim blynk ke E-mail
anda";
char ssid[] = "Nama Wifi Anda";
char pass[] = "Password Anda"; // Jika tidak menggunakan password
kosongkan ""
void setup()
{
  Serial.begin(9600);
  Blynk.begin(auth, ssid, pass);
  dht.begin();
}
bool isFirstConnect = true;
BLYNK_CONNECTED() {
  if (isFirstConnect)
  {
    Blynk.syncAll();
    isFirstConnect = false;
  }
}
void loop()
{
  Blynk.run();
  gettemperature();
}
void gettemperature() {
  unsigned long currentMillis = millis();
  if (currentMillis - previousMillis >= interval) {
    previousMillis = currentMillis;
    humidity = dht.readHumidity();
    temp = dht.readTemperature();
    Blynk.virtualWrite(V0, temp);
    Blynk.virtualWrite(V1, humidity);
    if (isnan(humidity) || isnan(temp)) {

```

```
Serial.println("Sensor Tidak Terbaca");  
return;  
}  
}  
}
```

