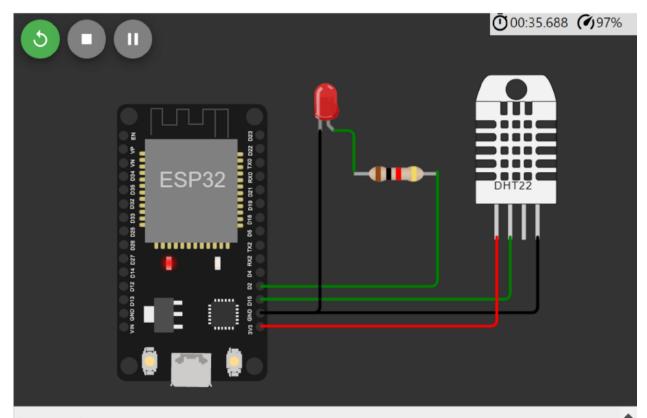
Sprint-1

Date	16 November 2022
Team ID	PNT2022TMID22484
Project Name	Industry-Specific Intelligent Fire Management
	System

Display the temperature values:



temperature:24.00

Sending payload: {"temperature":24.00}

Publish ok

Program:

#include <WiFi.h>//library for wifi

```
#include <PubSubClient.h>//library for MQtt
#include "DHT.h"// Library for dht11
#define DHTPIN 15 // what pin we're connected to
#define DHTTYPE DHT22 // define type of sensor DHT 11
#define LED 2
DHT dht (DHTPIN, DHTTYPE);// creating the instance by passing pin and typr
of dht connected
void callback(char* subscribetopic, byte* payload, unsigned int
payloadLength);
//----credentials of IBM Accounts-----
#define ORG "zbgr67"//IBM ORGANITION ID
#define DEVICE TYPE "fershidevicetype"//Device type mentioned in ibm
watson IOT Platform
#define DEVICE ID "fershideviceid"//Device ID mentioned in ibm watson IOT
Platform
#define TOKEN "fershiageona" //Token
String data3; float t;
//---- Customise the above values -----
char server[] = ORG ".messaging.internetofthings.ibmcloud.com";// Server
```

```
char publishTopic[] = "iot-2/evt/Data/fmt/json";// topic name and type of
event perform and format in which data to be send
char subscribetopic[] = "iot-2/cmd/command/fmt/String";// cmd REPRESENT
command type AND COMMAND IS TEST OF FORMAT STRING char authMethod[] =
"use-token-auth";// authentication method char token[] = TOKEN; char
clientId[] = "d:" ORG ":" DEVICE TYPE ":" DEVICE ID;//client id
WiFiClient wifiClient; // creating the instance for wificlient
PubSubClient client(server, 1883, callback ,wifiClient); //calling the
predefined client id by passing parameter like server id, portand
wificredential void setup()// configureing the ESP32
{
  Serial.begin (115200);
dht.begin();
pinMode(LED,OUTPUT); delay(10);
Serial.println();
wificonnect(); mqttconnect();
} void loop()// Recursive
Function
 t = dht.readTemperature();
 Serial.print("temperature:");
 Serial.println(t);
```

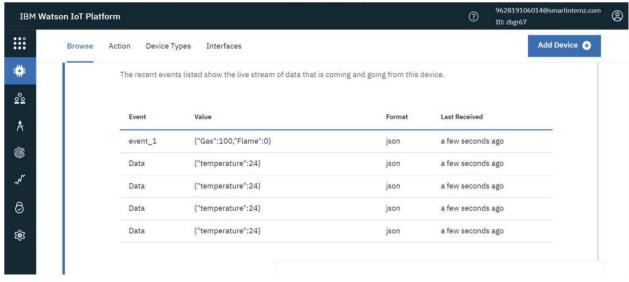
```
PublishData(t); delay(1000);
if (!client.loop()) {
mqttconnect();
 }
}
/*....retrieving to
Cloud ..... */
void PublishData(float temp) {
mqttconnect();//function call for connecting to ibm
 /* creating the String in in form JSon to update the data to ibm
cloud */
 String payload = "{\"temperature\":"; payload
+= temp; payload += "}";
 Serial.print("Sending payload: ");
 Serial.println(payload);
    if (client.publish(publishTopic, (char*) payload.c_str()))
{
```

```
Serial.println("Publish ok");// if it successfully upload data on the
cloud then it will print publish ok in Serial monitor or else it will
print publish failed
 } else {
   Serial.println("Publish failed");
  }
  } void mqttconnect() {
   if
(!client.connected()) {
   Serial.print("Reconnecting client to ");
Serial.println(server); while
(!!!client.connect(clientId, authMethod, token)) {
Serial.print("."); delay(500);
        initManagedDevice();
Serial.println();
 } void wificonnect() //function defination for wificonnect
  Serial.println();
  Serial.print("Connecting to ");
 WiFi.begin("Wokwi-GUEST", "", 6);//passing the wifi credentials to
establish the connection while (WiFi.status() != WL_CONNECTED) {
delay(500);
   Serial.print(".");
  }
 Serial.println("");
```

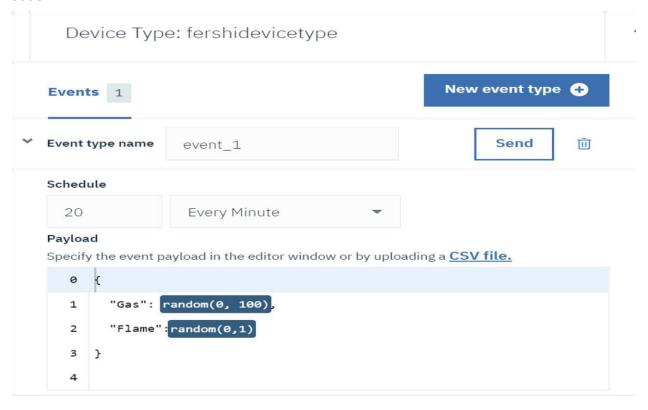
```
Serial.println("WiFi connected");
 Serial.println("IP address: ");
Serial.println(WiFi.localIP());
} void initManagedDevice() {
   if
(client.subscribe(subscribetopic)) {
Serial.println((subscribetopic));
    Serial.println("subscribe to cmd OK");
  } else {
   Serial.println("subscribe to cmd FAILED");
  }
  }
void callback(char* subscribetopic, byte* payload, unsigned int
payloadLength)
{
```

```
Serial.print("callback invoked for topic: ");
Serial.println(subscribetopic); for (int i =
0; i < payloadLength; i++) {</pre>
//Serial.print((char)payload[i]); data3 +=
(char) payload[i];
  }
  Serial.println("data: "+ data3); if(data3=="lighton")
  {
Serial.println(data3); digitalWrite(LED, HIGH);
       else
  {
Serial.println(data3); digitalWrite(LED, LOW);
   } data3="";
}
```

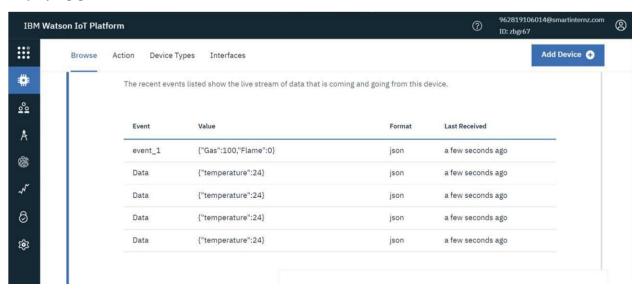
Displaying flame sensor values:



Code:



Displaying gas sensor values:



Code:

