

REAL TIME RIVER WATER QUALITY MONITORING AND CONTROL SYSTEM USING IoT

Submitted by

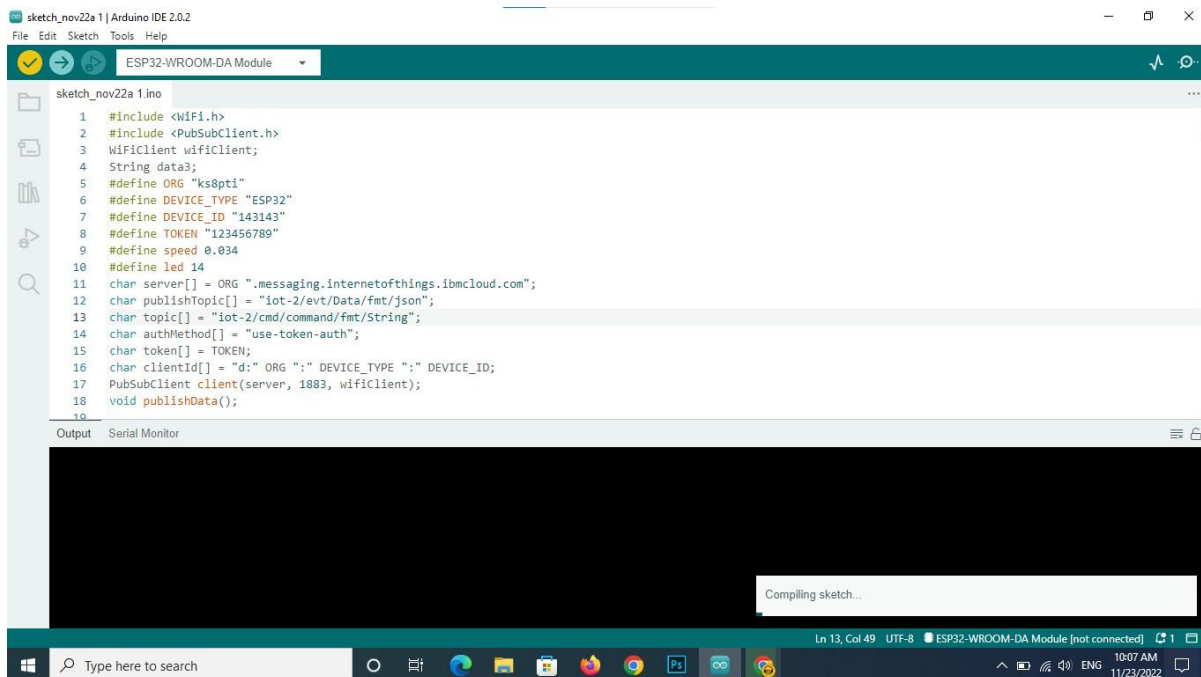
SWATHI.A.P	(113219041120)
SOWMYA.A	(113219041114)
MADHUMITHA.S	(113219041060)
KOKILA.B	(113219041053)

**BACHELOR OF ENGINEERING IN
ELECTRONICS AND
COMMUNICATION DEPARTMENT**

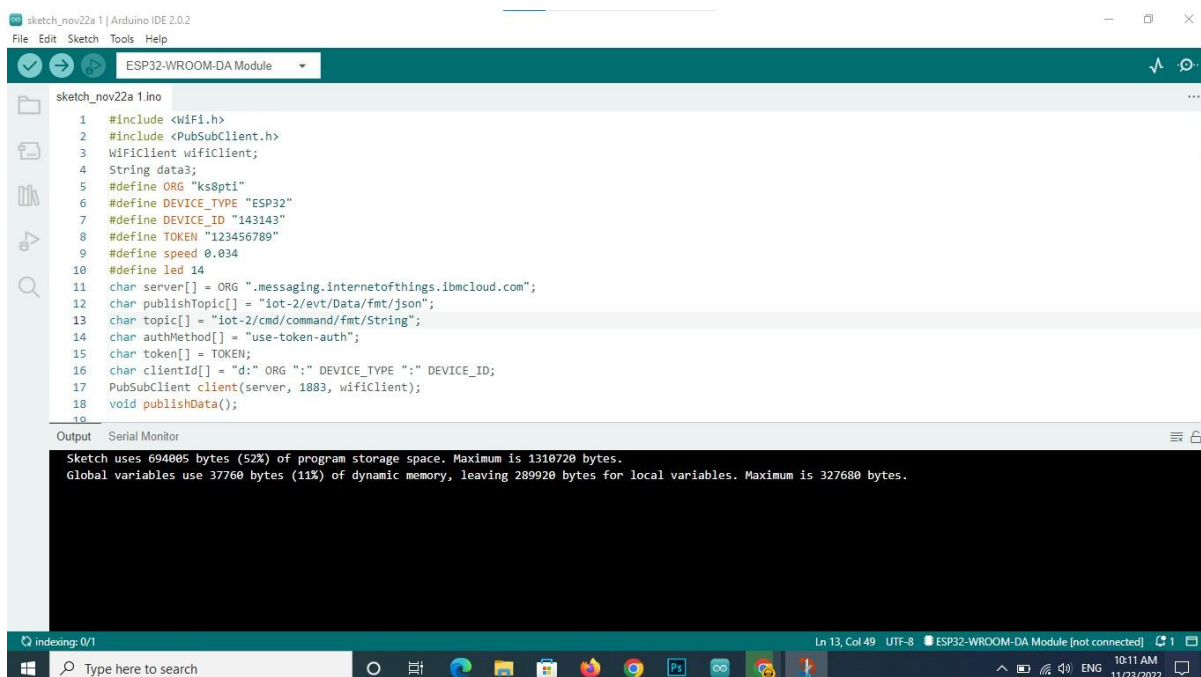
Coding and Solution

Team ID	PNT2022TMID23523
Project Name	Real-time river water quality monitoring and control system

Debugging and Traceability



```
sketch_nov22a 1.ino
1  #include <WiFi.h>
2  #include <PubSubClient.h>
3  WiFiClient wifiClient;
4  String data3;
5  #define ORG "ks8pti"
6  #define DEVICE_TYPE "ESP32"
7  #define DEVICE_ID "143143"
8  #define TOKEN "123456789"
9  #define speed 0.034
10 #define led 14
11 char server[] = ORG ".messaging.internetofthings.ibmcloud.com";
12 char publishTopic[] = "iot-2/evt/Data/fmt/json";
13 char topic[] = "iot-2/cmd/command/fmt/String";
14 char authMethod[] = "use-token-auth";
15 char token[] = TOKEN;
16 char clientId[] = "d:" ORG ":" DEVICE_TYPE ":" DEVICE_ID;
17 PubSubClient client(server, 1883, wifiClient);
18 void publishData();
19
Output
Serial Monitor
Compiling sketch...
```



```
sketch_nov22a 1.ino
1  #include <WiFi.h>
2  #include <PubSubClient.h>
3  WiFiClient wifiClient;
4  String data3;
5  #define ORG "ks8pti"
6  #define DEVICE_TYPE "ESP32"
7  #define DEVICE_ID "143143"
8  #define TOKEN "123456789"
9  #define speed 0.034
10 #define led 14
11 char server[] = ORG ".messaging.internetofthings.ibmcloud.com";
12 char publishTopic[] = "iot-2/evt/Data/fmt/json";
13 char topic[] = "iot-2/cmd/command/fmt/String";
14 char authMethod[] = "use-token-auth";
15 char token[] = TOKEN;
16 char clientId[] = "d:" ORG ":" DEVICE_TYPE ":" DEVICE_ID;
17 PubSubClient client(server, 1883, wifiClient);
18 void publishData();
19
Output
Serial Monitor
Sketch uses 694005 bytes (52%) of program storage space. Maximum is 1310720 bytes.
Global variables use 37760 bytes (11%) of dynamic memory, leaving 289920 bytes for local variables. Maximum is 327680 bytes.
```

We are debug everything through the Arduino IDE

