

PROJECT DEVELOPMENT PHASE

SPRINT 1

```
#define BLYNK_TEMPLATE_ID "TMPL-NbHpP0f"
#define BLYNK_DEVICE_NAME "GPS and TEMP"
#define BLYNK_AUTH_TOKEN
"CtqYTh0abYlqDmBMHHjIVJk41vxdBoW8"
#define BLYNK_PRINT Serial
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
#include <DHT.h>
char auth[] = BLYNK_AUTH_TOKEN;
char ssid[] = "Hariyew";
char pass[] = "0123456789";
```

```
temp | Arduino IDE 1.8.1
File Edit Sketch Tools Help
NodeMCU 1.0 (ESP-12E Mod...
temp.ino
1 #define BLYNK_TEMPLATE_ID "TMPL-NBhP061"
2 #define BLYNK_DEVICE_NAME "GPS and TEMP"
3 #define BLYNK_AUTH_TOKEN "CctYTheabYIqdB99HjIVZk41vx0Bou8"
4 #define BLYNK_PRINT Serial
5 #include <ESP8266WiFi.h>
6 #include <BlynkSimpleEsp8266.h>
7 #include <DHT.h>
8 char auth[] = BLYNK_AUTH_TOKEN;
9 char ssid[] = "Hariyew";
10 char pass[] = "0123456789";
11
12 #define DHTPIN 2
13 #define DHTTYPE DHT11
14
15 DHT dht(DHTPIN, DHTTYPE);
16 BlynkTimer timer;
17 void sendSensor()
18 {
19     float h = dht.readHumidity();
20     float t = dht.readTemperature();
21
22     if (isnan(h) || isnan(t)) f
Output
NOBANK : 2530 ) / 81920 - constants (global, static) in RAM/HEAP
BSS : 26696 ) - zeroed variables (global, static) in RAM/HEAP
Sketch uses 285357 bytes (27%) of program storage space. Maximum is 1044464 bytes.
Global variables use 30768 bytes (37%) of dynamic memory, leaving 51152 bytes for local variables. Maximum is 65536 bytes.
```