

Project Development Phase
Sprint-3

Date	7 November 2022
Team ID	PNT2022TMID24229
Project Name	Industry Specific-Intelligent Fire Management System
Maximum Marks	2

```
#define BLYNK_TEMPLATE_ID "TMPL-uhc59_T"
```

```
#define BLYNK_DEVICE_NAME "Fire alert"
```

```
#define BLYNK_AUTH_TOKEN "jfkhu5fzDC9_PBdtssloT9OmXq3THwb"
```

```
#define BLYNK_FIRMWARE_VERSION    "0.1.0"
```

```
#define BLYNK_PRINT Serial
```

```
//#define BLYNK_DEBUG
```

```
#define APP_DEBUG
```

```
#include <ESP8266WiFi.h>
```

```
#include <BlynkSimpleEsp8266.h>
```

```
#include "DHT.h"
```

```
#define DHTPIN 5
```

```
#define DHTTYPE DHT22
```

```
DHT dht(DHTPIN, DHTTYPE); char
```

```
auth[]=BLYNK_AUTH_TOKEN;
```

```
char ssid[]="OPPO A52"; char
```

```
pass[]="6380604277";
```

```

int Gas=A0; int
Flame=4; int
buzz=2; int
redLight=3; int
greenLight=4;
float
sensorvalue;
int
flamevalue;
void setup() {
pinMode(Gas,
INPUT);
pinMode(Flam
e, INPUT);
pinMode(buzz
,OUTPUT);
pinMode(redL
ight,OUTPUT);
pinMode(gree
nLight,OUTPU
T);
Serial.begin(1
15200);
Blynk.begin(a
uth,ssid,pass);
dht.begin();
}

void loop() {  sensorvalue =
analogRead(Gas);  flamevalue=
digitalRead(Flame);  Blynk.run();

```

```
Blynk.virtualWrite(V0,sensorvalue);  
Blynk.virtualWrite(V1,!flamevalue));  
Serial.print("Gas value:");  
Serial.println(sensorvalue);  
Serial.print("flame state:");  
Serial.println(!flamevalue));
```

```
float h = dht.readHumidity();  
float t = dht.readTemperature();
```

```
if (isnan(h) || isnan(t)) { Serial.println("Failed to read from DHT  
sensor!");  
return;  
}
```

```
Serial.print("Humidity: ");  
Serial.print(h);  
Serial.print(" %\t");  
Serial.print("Temperature: ");  
Serial.print(t);
```

```
if(flamevalue==0){  
tone(buzz,1000,200);  
digitalWrite(redLight,HIGH);  
digitalWrite(greenLight,LOW);  
}  
else{ noTone(buzz);  
digitalWrite(redLight,LOW);  
digitalWrite(greenLight,HIGH);  
}
```

```
    if(sensorvalue>500){  
tone(buzz,1000,200);  
digitalWrite(redLight,HIGH);  
digitalWrite(greenLight,LOW);  
    }  
    else{  
        noTone(buzz);  
digitalWrite(redLight,LOW);  
digitalWrite(greenLight,HIGH);  
    }  
}
```