```
#include <BlynkSimpleEsp32.h>



BlynkTimer timer;




#define RelayPin1 13

#define RelayPin2 12

#define RelayPin3 14

#define RelayPin4 27

#define RelayPin5 26

#define RelayPin6 25

#define RelayPin7 33

#define RelayPin8 32



#define SwitchPin1 15

#define SwitchPin2 4
```

```
#define SwitchPin3 5

#define SwitchPin4 18

#define SwitchPin5 19

#define SwitchPin6 21

#define SwitchPin7 22

#define SwitchPin8 23



#define wifiLed 2



#define VPIN_BUTTON_1    V1

#define VPIN_BUTTON_2    V2

#define VPIN_BUTTON_3    V3

#define VPIN_BUTTON_4    V4

#define VPIN_BUTTON_5    V5

#define VPIN_BUTTON_6    V6

#define VPIN_BUTTON_7    V7
```

```
#define VPIN_BUTTON_8    V8


int toggleState_1 = 1;

int toggleState_2 = 1;

int toggleState_3 = 1;

int toggleState_4 = 1;

int toggleState_5 = 1;

int toggleState_6 = 1;

int toggleState_7 = 1;

int toggleState_8 = 1;


int wifiFlag = 0;


#define AUTH "-ERoQzWSvRL6iOuBOUcJ8TN2KTCATTrh"

#define WIFI_SSID "abcd1234"          //Wifi Name

#define WIFI_PASS "abcd1234"        //Wifi Password
```

```
void relayOnOff(int relay){

  switch(relay){

    case 1:

        if(toggleState_1 == 1){

          digitalWrite(RelayPin1, LOW);

          toggleState_1 = 0;

          Serial.println("Device1 ON");

        }

        else{

          digitalWrite(RelayPin1, HIGH);

          toggleState_1 = 1;

          Serial.println("Device1 OFF");

        }
```

```
        delay(100);

break;

case 2:

    if(toggleState_2 == 1){

     digitalWrite(RelayPin2, LOW);

     toggleState_2 = 0;

     Serial.println("Device2 ON");

     }

    else{

     digitalWrite(RelayPin2, HIGH);

     toggleState_2 = 1;

     Serial.println("Device2 OFF");

     }

    delay(100);

break;

case 3:
```

```arduino
      if(toggleState_3 == 1){

        digitalWrite(RelayPin3, LOW);

        toggleState_3 = 0;

        Serial.println("Device3 ON");

      }

      else{

        digitalWrite(RelayPin3, HIGH);

        toggleState_3 = 1;

        Serial.println("Device3 OFF");

      }

      delay(100);

break;

case 4:

      if(toggleState_4 == 1){

        digitalWrite(RelayPin4, LOW);

        toggleState_4 = 0;
```

```
      Serial.println("Device4 ON");

      }

    else{

      digitalWrite(RelayPin4, HIGH);

      toggleState_4 = 1;

      Serial.println("Device4 OFF");

      }

    delay(100);

break;

case 5:

    if(toggleState_5 == 1){

      digitalWrite(RelayPin5, LOW);

      toggleState_5 = 0;

      Serial.println("Device5 ON");

      }

    else{
```

```arduino
                digitalWrite(RelayPin5, HIGH);

                toggleState_5 = 1;

                Serial.println("Device5 OFF");

            }

        delay(100);

    break;

    case 6:

        if(toggleState_6 == 1){

            digitalWrite(RelayPin6, LOW);

            toggleState_6 = 0;

            Serial.println("Device6 ON");

        }

        else{

            digitalWrite(RelayPin6, HIGH);

            toggleState_6 = 1;

            Serial.println("Device6 OFF");
```

```arduino
          }

        delay(100);

    break;

    case 7:

        if(toggleState_7 == 1){

          digitalWrite(RelayPin7, LOW);

          toggleState_7 = 0;

          Serial.println("Device7 ON");

          }

        else{

          digitalWrite(RelayPin7, HIGH);

          toggleState_7 = 1;

          Serial.println("Device7 OFF");

          }

        delay(100);

    break;
```

```
case 8:

    if(toggleState_8 == 1){

      digitalWrite(RelayPin8, LOW);

      toggleState_8 = 0;

      Serial.println("Device8 ON");

    }

    else{

      digitalWrite(RelayPin8, HIGH);

      toggleState_8 = 1;

      Serial.println("Device8 OFF");

    }

    delay(100);

  break;

  default : break;

  }

}
```

```cpp
void with_internet(){

  if (digitalRead(SwitchPin1) == LOW){

    delay(200);

    relayOnOff(1);

    Blynk.virtualWrite(VPIN_BUTTON_1, toggleState_1);

  }

  else if (digitalRead(SwitchPin2) == LOW){

    delay(200);

    relayOnOff(2);

    Blynk.virtualWrite(VPIN_BUTTON_2, toggleState_2);

  }

  else if (digitalRead(SwitchPin3) == LOW){

    delay(200);

    relayOnOff(3);

    Blynk.virtualWrite(VPIN_BUTTON_3, toggleState_3);
```

```
    }

    else if (digitalRead(SwitchPin4) == LOW){

      delay(200);

      relayOnOff(4);

      Blynk.virtualWrite(VPIN_BUTTON_4, toggleState_4);

    }

    else if (digitalRead(SwitchPin5) == LOW){

      delay(200);

      relayOnOff(5);

      Blynk.virtualWrite(VPIN_BUTTON_5, toggleState_5);

    }

    else if (digitalRead(SwitchPin6) == LOW){

      delay(200);

      relayOnOff(6);

      Blynk.virtualWrite(VPIN_BUTTON_6, toggleState_6);

    }
```

```
  else if (digitalRead(SwitchPin7) == LOW){

    delay(200);

    relayOnOff(7);

    Blynk.virtualWrite(VPIN_BUTTON_7, toggleState_7);

  }

  else if (digitalRead(SwitchPin8) == LOW){

    delay(200);

    relayOnOff(8);

    Blynk.virtualWrite(VPIN_BUTTON_8, toggleState_8);

  }

}

void without_internet(){


  if (digitalRead(SwitchPin1) == LOW){

    delay(200);

    relayOnOff(1);
```

```
    }

    else if (digitalRead(SwitchPin2) == LOW){

      delay(200);

      relayOnOff(2);

    }

    else if (digitalRead(SwitchPin3) == LOW){

      delay(200);

      relayOnOff(3);

    }

    else if (digitalRead(SwitchPin4) == LOW){

      delay(200);

      relayOnOff(4);

    }

    else if (digitalRead(SwitchPin5) == LOW){

      delay(200);

      relayOnOff(5);
```

```
    }

    else if (digitalRead(SwitchPin6) == LOW){

      delay(200);

      relayOnOff(6);

    }

    else if (digitalRead(SwitchPin7) == LOW){

      delay(200);

      relayOnOff(7);

    }

    else if (digitalRead(SwitchPin8) == LOW){

      delay(200);

      relayOnOff(8);

    }

}


BLYNK_CONNECTED() {
```

```
    Blynk.syncVirtual(VPIN_BUTTON_1);

    Blynk.syncVirtual(VPIN_BUTTON_2);

    Blynk.syncVirtual(VPIN_BUTTON_3);

    Blynk.syncVirtual(VPIN_BUTTON_4);

    Blynk.syncVirtual(VPIN_BUTTON_5);

    Blynk.syncVirtual(VPIN_BUTTON_6);

    Blynk.syncVirtual(VPIN_BUTTON_7);

    Blynk.syncVirtual(VPIN_BUTTON_8);

}



BLYNK_WRITE(VPIN_BUTTON_1) {

  toggleState_1 = param.asInt();

  digitalWrite(RelayPin1, toggleState_1);

}
```

```cpp
BLYNK_WRITE(VPIN_BUTTON_2) {

  toggleState_2 = param.asInt();

  digitalWrite(RelayPin2, toggleState_2);

}




BLYNK_WRITE(VPIN_BUTTON_3) {

  toggleState_3 = param.asInt();

  digitalWrite(RelayPin3, toggleState_3);

}




BLYNK_WRITE(VPIN_BUTTON_4) {

  toggleState_4 = param.asInt();

  digitalWrite(RelayPin4, toggleState_4);

}




BLYNK_WRITE(VPIN_BUTTON_5) {
```

```
  toggleState_5 = param.asInt();

  digitalWrite(RelayPin5, toggleState_5);

}


BLYNK_WRITE(VPIN_BUTTON_6) {

  toggleState_6 = param.asInt();

  digitalWrite(RelayPin6, toggleState_6);

}


BLYNK_WRITE(VPIN_BUTTON_7) {

  toggleState_7 = param.asInt();

  digitalWrite(RelayPin7, toggleState_7);

}


BLYNK_WRITE(VPIN_BUTTON_8) {

  toggleState_8 = param.asInt();
```

```
  digitalWrite(RelayPin8, toggleState_8);

}




void checkBlynkStatus() {



  bool isconnected = Blynk.connected();

  if (isconnected == false) {

   wifiFlag = 1;

   digitalWrite(wifiLed, LOW);

  }

  if (isconnected == true) {

   wifiFlag = 0;

   digitalWrite(wifiLed, HIGH);

  }

}
```

```
void setup()

{

  Serial.begin(9600);



    pinMode(RelayPin1, OUTPUT);

    pinMode(RelayPin2, OUTPUT);

    pinMode(RelayPin3, OUTPUT);

    pinMode(RelayPin4, OUTPUT);

    pinMode(RelayPin5, OUTPUT);

    pinMode(RelayPin6, OUTPUT);

    pinMode(RelayPin7, OUTPUT);

    pinMode(RelayPin8, OUTPUT);



    pinMode(wifiLed, OUTPUT);



    pinMode(SwitchPin1, INPUT_PULLUP);
```

```
pinMode(SwitchPin2, INPUT_PULLUP);

pinMode(SwitchPin3, INPUT_PULLUP);

pinMode(SwitchPin4, INPUT_PULLUP);

pinMode(SwitchPin5, INPUT_PULLUP);

pinMode(SwitchPin6, INPUT_PULLUP);

pinMode(SwitchPin7, INPUT_PULLUP);

pinMode(SwitchPin8, INPUT_PULLUP);


digitalWrite(RelayPin1, toggleState_1);

digitalWrite(RelayPin2, toggleState_2);

digitalWrite(RelayPin3, toggleState_3);

digitalWrite(RelayPin4, toggleState_4);

digitalWrite(RelayPin5, toggleState_5);

digitalWrite(RelayPin6, toggleState_6);

digitalWrite(RelayPin7, toggleState_7);

digitalWrite(RelayPin8, toggleState_8);
```

```arduino
  WiFi.begin(WIFI_SSID, WIFI_PASS);

  timer.setInterval(3000L, checkBlynkStatus);

  Blynk.config(AUTH);

}


void loop()

{

 if (WiFi.status() != WL_CONNECTED)

  {

   Serial.println("WiFi Not Connected");

  }

  else

  {

   Serial.println("WiFi Connected");

   Blynk.run();
```

```
  }


  timer.run();

  if (wifiFlag == 0)

    with_internet();

  else

    without_internet();

}
```