#define BLYNK\_PRINT Serial

#include <ESP8266WiFi.h>

#include <BlynkSimpleEsp8266.h>

#include <Servo.h>

#include <LiquidCrystal\_I2C.h>

char auth[] = "QNc9GmXopPwihzDCkOx5qnCbOcFt9NMp";

char ssid[] = " Wi-Fi Name";

char pass[] = "Wi-Fi Password";

LiquidCrystal\_I2C lcd(address of lcd screen);

Servo servo;

BLYNK\_WRITE(V1)

{

lcd.setCursor(0, 0);

lcd.print("Welcome To Home");

lcd.setCursor(0, 1);

lcd.print("Please Use App");

servo.write(param.asInt());

}

BLYNK\_WRITE(V2)

{

lcd.setCursor(0, 0);

lcd.print("Welcome To Home");

lcd.setCursor(0, 1);

lcd.print("Door is Opened");

servo.write(90);

}

BLYNK\_WRITE(V3)

{

lcd.setCursor(0, 0);

lcd.print("Good Bye !!");

lcd.setCursor(0, 1);

lcd.print("Door is Closed");

servo.write(0);

}

void setup()

{

lcd.begin(16,2);

lcd.init();

lcd.backlight();

Serial.begin(115200);

Blynk.begin(auth, ssid, pass);

servo.attach(D4);

}

void loop()

{

Blynk.run();

}