```cpp
#include <ESP8266WiFi.h> // ESP8266WiFi.h library
const char* ssid     = "AndroidAP";// replace subscribe with your WiFi SSID(Name)
const char* password = "jwuv0451";//replace with Your Wifi Password name
const char* host = "api.thingspeak.com";
const char* writeAPIKey = "70ULX909YKM9XT7T"; //copy yout ThingSpeak channel API Key.
void setup() {
 Serial.begin(115200);
delay(1000);
 Serial.println("Connecting to ");
     Serial.println(ssid);
  WiFi.begin(ssid, password);
while (WiFi.status() != WL_CONNECTED) {
delay(500);
    Serial.print(".");
  }
   Serial.println("");
   Serial.println("WiFi connected");
}
void loop() {
int Sen=analogRead(A0);
  WiFiClient client;
const int httpPort = 80;
if (!client.connect(host, httpPort)) {
return;
  }
  String url = "/update?key=";
  url+=writeAPIKey;
  url+="&field1=";
  url+=String(Sen);

  url+="\r\n";
// Request to the server
  client.print(String("GET ") + url + " HTTP/1.1\r\n" +
"Host: " + host + "\r\n" +
"Connection: close\r\n\r\n");
  Serial.print("sensor:");
  Serial.print(Sen);
  Serial.print("\n");
  Serial.println("Send to ThingSpeak.\n");
client.stop();
  Serial.println("Wait for 15 sec to update next datapack in thingSpeak");
delay(1000);
}
```

```cpp
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
BlynkTimer timer;
char auth[] = " ZZUN3trrZey7dn57AQC_rtMGeDksuken";
char ssid[] = "AndroidAP";
char pass[] = "jwuv0451";

void sendSensor()
{
  int Sen=analogRead(A0);
  Blynk.virtualWrite(V0,Sen);
  if(Sen>580)
  {
    // Blynk.emaillekshmisr1995@gmail.com", "");
    Blynk.notify("Alert");
  }


}
void setup()
{
  Serial.begin(9600);
  Blynk.begin(auth, ssid, pass);
  timer.setInterval(1000L, sendSensor);
}

void loop()
{
  Blynk.run();
  timer.run();
}
```