

Internet Of Things



# Using Blynk IoT Platform

A simple way to taste the Internet of Things



**Blynk is a Platform with iOS & Android apps to control devices over the Internet. It's a digital dashboard where you can build a graphic interface for your project by simply dragging & dropping widgets. Blynk will get you online & ready for Internet Of Things.**



# Getting Started With IoT Blynk

1. Install Blynk App on smartphone
2. Install Blynk library on Arduino IDE
3. Happy Blynk-ing!



# NodeMCU + Blynk



# NodeMCU & Blynk

```
#define BLYNK_PRINT Serial
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>

char auth[] = "auth";
char ssid[] = "ssidwifi";
char pass[] = "passwifi";

void setup() {
    Serial.begin(9600);
    Blynk.begin(auth, ssid, pass);
}

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

# NodeMCU & Blynk Virtual Pin

```
#define BLYNK_PRINT Serial
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
#include <SimpleTimer.h>
SimpleTimer timer;
char auth[] = "auth";
char ssid[] = "ssidwifi";
char pass[] = "passwifi";
void sendSensor() {
    int air = analogRead(A0);
    Blynk.virtualWrite(V1, air);
}
void setup() {
    Serial.begin(9600);
    Blynk.begin(auth, ssid, pass);
    timer.setInterval(1000L, sendSensor);
}
void loop() {
    Blynk.run();
    timer.run();
}
```