ASSET TRACKING USING NODE MCU USING MOBILE

IOT

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Asset tracking using node mcu using mobile

Description:

- In this project we will be using Node MCU esp8266 to track our location

Software:

- Arduino IDE
- Blynk android app

Components Required:

- Node mcu esp8266
- GPS module

Wiring Schematics:

Node MCU	GPS MODULE
• 3V3	VCC
• GND	GND
• TX	TX
• RX	RX

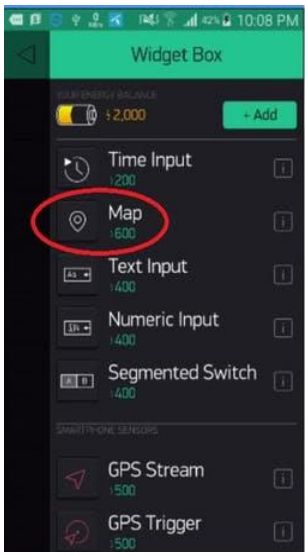
CODE:

```
#define BLYNK_PRINT Serial
#include <SPI.h>
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
char auth[] ="15a3f250503f48bb837961c83c1a93cf";
// Your WiFi credentials.
// Set password to "" for open networks.
char ssid[] = "WIFI name";
char pass[] = " Password";
WidgetMap myMap(V0);
void setup()
{
  // Debug console
  Serial.begin(9600);

  Blynk.begin(auth, ssid, pass);
  // If you want to remove all points:
  //myMap.clear();
  int index = 1;
  float lat = 51.5074;
  float lon = 0.1278;
  myMap.location(index, lat, lon, "value");
}

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

Procedure:

1. Open your blynk app on your smart phone and add new project select board Node mcu esp8266 as soon as you press create an authentication key will be sent to your email.

2. Now add map widget to your interface. Now click on the map to open the settings in Pin select V0



3. Now back to pc open your code in Arduino IDE. Open your mail and get the auth code and put it in auth[ ]. Also type your Wi-Fi ssid and password.

```
#include <BlynkSimpleEsp8266.h>
char auth[] ="15a3f250503f48bb837961c83cla93cf";
// Your WiFi credentials.
// Set password to "" for open networks.
char ssid[] = "WIFI name";
char pass[] = " Password";
```

4. Upload the code and run it and you will see the location on your app on mobile.