

## FACULTY OF DATA SCIENCE & COMPUTING REPORT IOT PROJECT

Internet-of-Things (IoT) JIT21303

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## CODE

```
/*Plant watering system with new blynk update
 https://srituhobby.com
*/
//Include the library files
#define BLYNK_PRINT Serial
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
char auth[] = "1Xnb78nKQUpNgVUZ0hp7CjRGzXQ_kmR1"; //Enter your Auth token
char ssid[] = "Redmi Note 5"; //Enter your WIFI name
char pass[] = "adamfikri15"; //Enter your WIFI password
BlynkTimer timer;
bool Relay = 0;
//Define component pins
#define sensor A0
#define waterPump D3
void setup() {
Serial.begin(9600);
pinMode(waterPump, OUTPUT);
 digitalWrite(waterPump, LOW);
```

```
Blynk.begin(auth, ssid, pass, "blynk.cloud", 80);
 //Call the function
 timer.setInterval(100L, soilMoistureSensor);
}
//Get the button value
BLYNK_WRITE(V1) {
 Relay = param.asInt();
 if (Relay == 1) {
  digitalWrite(waterPump, HIGH);
  Serial.println("Motor is OFF");
 } else {
  digitalWrite(waterPump, LOW);
  Serial.println("Motor is ON");
 }
}
//Get the soil moisture values
void soilMoistureSensor() {
 int value = analogRead(sensor);
 value = map(value, 0, 1024, 0, 100);
 value = (value - 100) * -1;
 Blynk.virtualWrite(V0, value);
```

```
Serial.print("Moisture: ");
Serial.print(value);
Serial.println("%");
}

void loop() {
    Blynk.run();//Run the Blynk library
    timer.run();//Run the Blynk timer
}
```

## Schematic Diagram

