CODE FOR SMART HOME AUTOMATION USING PLUG AND PLAY METHOD:

#include <ESP8266WiFi.h>

#include <DNSServer.h>

#include <ESP8266WebServer.h>

#include <WiFiManager.h>

#include <FirebaseArduino.h>

#include <Firebase.h>

#include <FirebaseHttpClient.h>

#include <FirebaseObject.h>

//#include <FirebaseESP8266.h>

// Set these to run example.

#define FIREBASE\_HOST "[demo2-79f9d-default-rtdb.firebaseio.com](http://demo2-79f9d-default-rtdb.firebaseio.com/)"

#define FIREBASE\_AUTH "n6PJsBBU2UbloTRIUUDZKoZkXfMTAzBwAYj9gM1N"

int fireStatus = 0;

// Set web server port number to 80

//WiFiServer server(80);

//FirebaseData firebaseData;

void setup() {

  Serial.begin(115200);

  // WiFiManager

  // Local intialization. Once its business is done, there is no need to keep it around

  WiFiManager wifiManager;

  // Uncomment and run it once, if you want to erase all the stored information

  //wifiManager.resetSettings();

  // set custom ip for portal

  //wifiManager.setAPConfig(IPAddress(10,0,1,1), IPAddress(10,0,1,1), IPAddress(255,255,255,0));

  wifiManager.autoConnect("AutoConnectAP");

  // or use this for auto generated name ESP + ChipID

  // if you get here you have connected to the WiFi

  Serial.println("Connected.");

  //server.begin();

  pinMode(D1,OUTPUT);

  Firebase.begin(FIREBASE\_HOST, FIREBASE\_AUTH);

  //Firebase.set("LED\_STATUS",0);

}

void loop() {

    fireStatus = Firebase.getInt("LED\_STATUS");

    Serial.println(fireStatus);

    if (fireStatus == 1) {

       Serial.println("Led Turned ON");

       digitalWrite(D1, HIGH);

    }

    else if (fireStatus == 0) {

      Serial.println("Led Turned OFF");

      digitalWrite(D1, LOW);

   }

   else {

     Serial.println("Command Error! Please send 0/1");

   }

}