

Programs List

1.Program for the blinking of LED Light.

```
const int ledpin1=2;  
const int ledpin2=4;
```

```
void setup()  
{  
  pinMode(ledpin1,OUTPUT);  
  pinMode(ledpin2,OUTPUT);  
}
```

```
void loop()  
{  
  digitalWrite(ledpin1,HIGH);  
  delay(500);  
  digitalWrite(ledpin1,LOW);  
  delay(500);  
  digitalWrite(ledpin2,HIGH);  
  delay(500);  
  digitalWrite(ledpin2,LOW);  
  delay(500);  
}
```

2. Design an IOT System and an app to ON/OFF lights using bluetooth technology.

Code:

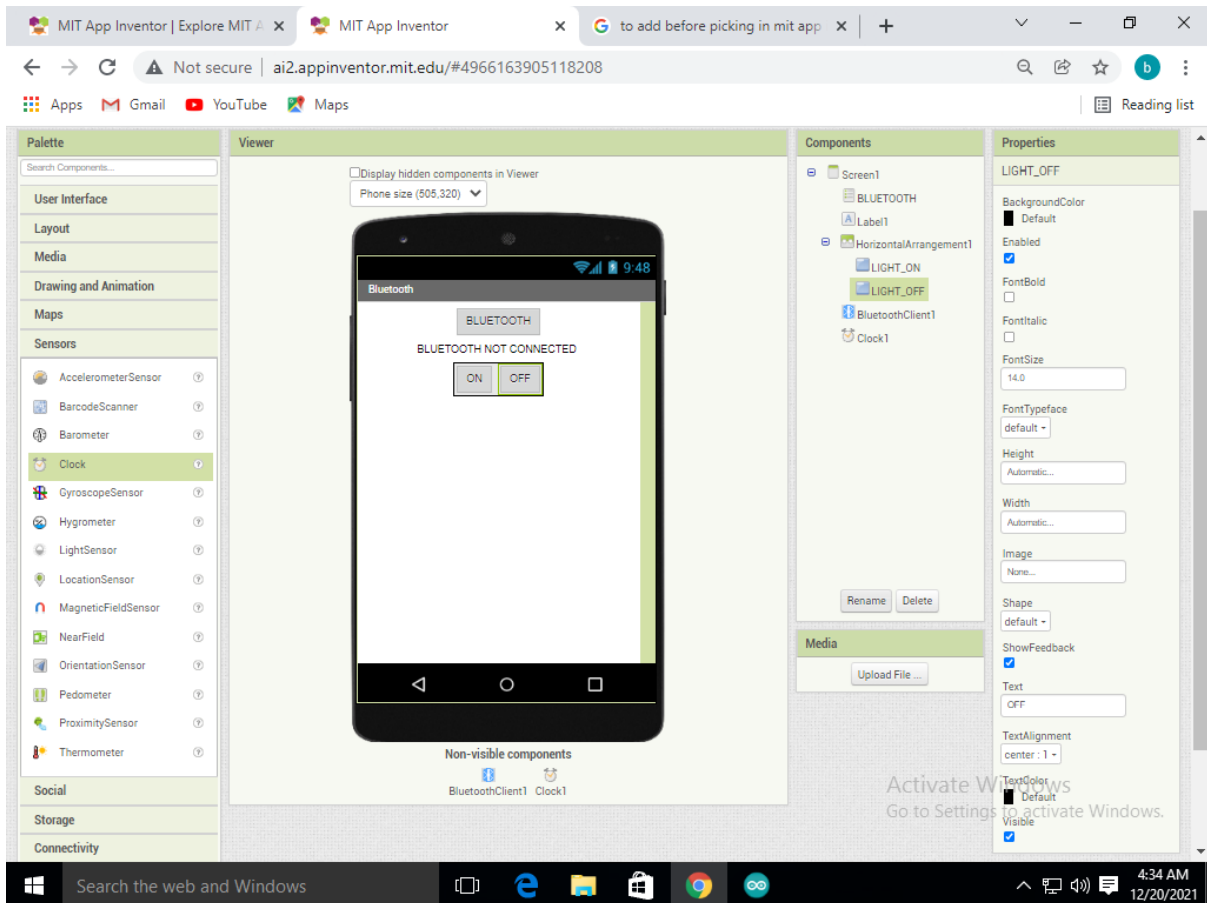
```
#include"BluetoothSerial.h"
BluetoothSerial SerialBT;
String state;
void setup()
{
  pinMode(2,OUTPUT);
  Serial.begin(9600);
  SerialBT.begin("realme X2");
  Serial.println("The device started now you can pair with bluetooth");
}

void loop()
{
  if(Serial.available())
  {
    SerialBT.write(Serial.read());
    Serial.println("hello");
  }
}
```

```
if(SerialBT.available())
{
  state=SerialBT.read();
  Serial.print("State:");
  Serial.println(state);
  if(state.equals("49"))
  {
    digitalWrite(2,HIGH);
    Serial.println("Light On");
  }
  else if(state.equals("50"))
  {
    digitalWrite(2,LOW);
    Serial.println("Light OFF");
  }

}
state="";
delay(200);

}
```



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Bluetooth_LED Screen1 Add Screen Remove Screen Publish to gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - BLUETOOTH
 - Label1
- HorizontalArrangeme
 - LIGHT_ON
 - LIGHT_OFF
 - BluetoothClient1

Media

Upload File...

Viewer

```
when BLUETOOTH . BeforePicking
do
  set BLUETOOTH . Elements to BluetoothClient1 . AddressesAndNames

when BLUETOOTH . AfterPicking
do
  if call BluetoothClient1 . Connect
    address BLUETOOTH . Selection
  then
    set BLUETOOTH . Elements to BluetoothClient1 . AddressesAndNames

when Clock1 . Timer
do
  if BluetoothClient1 . IsConnected
  then
    set Label1 . Text to "CONNECTED"
  if not BluetoothClient1 . IsConnected
  then
    set Label1 . Text to "NOT CONNECTED"
```

Show Warnings

Activate Windows
Go to Settings to activate Windows.

Search the web and Windows

4:35 AM
12/20/2021

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Media

Upload File ...

Viewer

when Clock1.Timer

do

- if BluetoothClient1.IsConnected
- then set Label1.Text to "CONNECTED"
- if not BluetoothClient1.IsConnected
- then set Label1.Text to "NOT CONNECTED"

when LIGHT_ON.Click

do

- call BluetoothClient1.SendText text "1"

when LIGHT_OFF.Click

do

- call BluetoothClient1.SendText text "2"

Show Warnings

Activate Windows
Go to Settings to activate Windows.

Search the web and Windows

4:35 AM
12/20/2021

3. Design an IOT System and an app to ON/OFF lights using wifi technology.

```
#include <ThingSpeak.h>
#include <WiFi.h>

WiFiClient client;

const char *ssid = "realme X2";
const char *password = "Manoj123";

void setup() {
  // put your setup code here, to run once:
  pinMode(4, OUTPUT);

  Serial.begin(115200);
  ThingSpeak.begin(client);

  delay(10);

  Serial.print("Connecting to...");
  Serial.println(ssid);

  WiFi.begin(ssid, password);

  while(WiFi.status() != WL_CONNECTED) {
    delay(500);
    Serial.println("Waiting to connect...");
  }
```

```
Serial.println("WiFi Connected");
Serial.print("IP Address: ");
Serial.println(WiFi.localIP());
}

void loop() {
  // put your main code here, to run repeatedly:
  int led = ThingSpeak.readIntField(1612969, 1);

  Serial.println(led);

  if(led == 1) {
    digitalWrite(4, HIGH);

    Serial.println("LED ON");
  }

  if(led == 0) {
    digitalWrite(4, LOW);

    Serial.println("LED OFF");
  }

  delay(1000);
}
```


MIT App Inventor interface showing a project named "WIFI_LED". The interface includes a "Blocks" panel on the left, a "Viewer" panel on the right, and a "Designer" panel at the bottom.

Blocks Panel:

- Built-in
 - Control
 - ON
 - OFF
 - Logic
 - Web1
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - HorizontalArrangement1
 - ON
 - OFF
 - Web1
- Any component

Viewer Panel:

Two event-driven code blocks are visible:

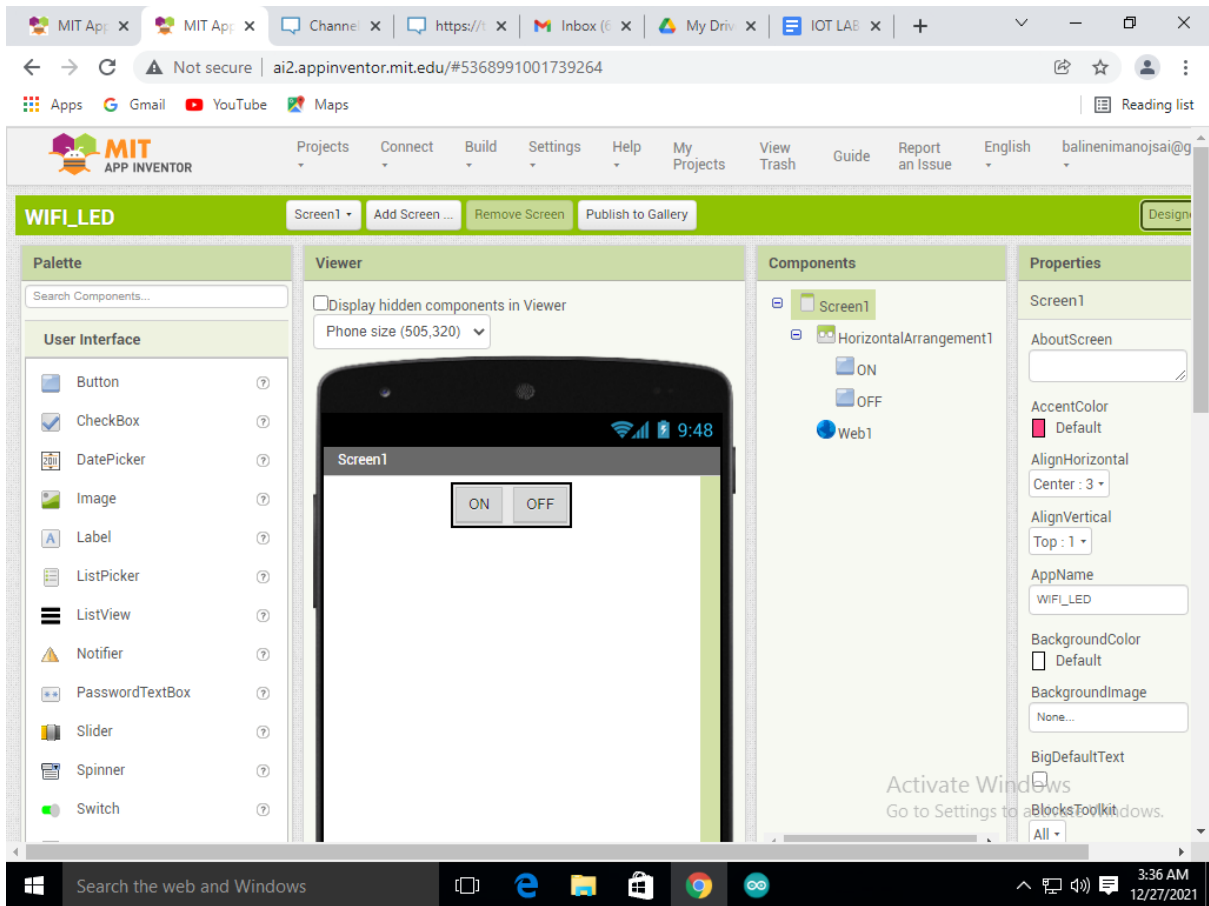
```
when ON Click
do
  set Web1 . Url to "https://api.thingspeak.com/update?api_key=VXPB6G..."
  call Web1 . Get

when OFF Click
do
  set Web1 . Url to "https://api.thingspeak.com/update?api_key=VXPB6G..."
  call Web1 . Get
```

Below the code blocks, there are two small warning icons (yellow triangle and red X) and a "Show Warnings" button.

Designer Panel:

The Designer panel shows a visual representation of the app's layout. It includes a "Show Warnings" button and a "Activate Windows" watermark.



4. Write a program to find the temperature and humidity using DHT Sensor

```
#include "DHT.h"
#define DHTPIN 17
#define DHTTYPE DHT11
DHT dht (DHTPIN, DHTTYPE);

float h,t;

void setup() {
  Serial.begin(115200);
}

void loop()
{
  h = dht.readHumidity();
  t = dht.readTemperature();
  Serial.print("temperature:");
  Serial.println(t);
  Serial.print("Humidity:");
  Serial.println(h);
  delay(1000);
}
```

5. Write a program to find the distance between the objects using the ultrasonic sensor.

```
const int trigPin=12;
const int echoPin=14;

long duration;
int distance;

void setup() {
  // put your setup code here, to run once:
  pinMode(trigPin,OUTPUT);
  pinMode(echoPin,INPUT);
  Serial.begin(9600);
}

void loop() {
  // put your main code here, to run repeatedly:
  digitalWrite(trigPin,LOW);
  delayMicroseconds(2);
  digitalWrite(trigPin,HIGH);
  delayMicroseconds(10);
  digitalWrite(trigPin,LOW);
  duration=pulseIn(echoPin,HIGH);
  distance=duration*0.034/2;
  Serial.print("Distance: ");
  Serial.println(distance);
  delay(2000);
}
```

Program for temperature uploading

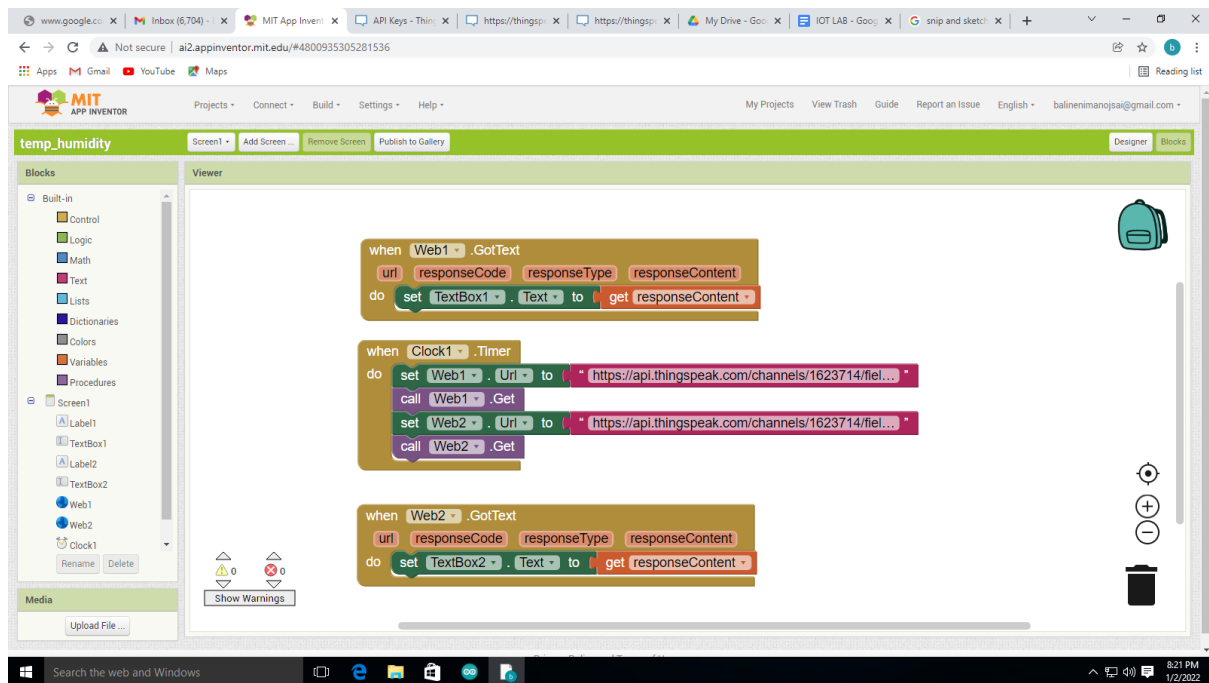
```
#include <WiFi.h>
#include "DHT.h"
#define DHTPIN 4 // what pin we're connected to
#define DHTTYPE DHT11 // define type of sensor DHT 11
DHT dht (DHTPIN, DHTTYPE);
const char* ssid = "realme X2";//Enter the ssid of your router
const char* password = "Manoj123";
const char* host = "api.thingspeak.com";
const char* privateKey = "1SMXSJWTHE2M8V5R";//read key
const char* privateKey1 = "1O23O34Q3LHHSJ75";
float h,t;
void setup() {
  Serial.begin(115200);
  dht.begin();
  delay(10);
  Serial.print("Connecting to ");
  Serial.println(ssid);
  WiFi.begin(ssid, password);
  while (WiFi.status() != WL_CONNECTED) {
    delay(500);
    Serial.print(".");
  }
  Serial.println("");
  Serial.println("WiFi connected");
  Serial.println("IP address: ");
  Serial.println(WiFi.localIP());
}
void loop()
{
```

```
h = dht.readHumidity();
t = dht.readTemperature();
Serial.print("temperature:");
Serial.println(t);
Serial.print("Humidity:");
Serial.println(h);
upload();
delay(1000);
//retrieve_from_Cloud();
//delay(10000);
}
void upload()
{
  Serial.print("connecting to ");
  Serial.println(host);
  WiFiClient client;
  const int httpPort = 80;
  if (!client.connect(host, httpPort)) {
    Serial.println("connection failed");
    return;
  }
  String url = "/update";
  url += "?api_key=";
  url += privateKey1;
  url += "&field1=";
  url += t;
  url += "&field2=";
  url += h;
  Serial.print("Requesting URL: ");
  Serial.println(url);
  client.print(String("GET ") + url + " HTTP/1.1\r\n" + "Host: " + host
+ "\r\n" + "Connection: close\r\n\r\n");
  delay(1000);
```

```

while(client.available())
{
String line1 = client.readStringUntil('\r');
Serial.print(line1);
}
Serial.println();
Serial.println("closing connection");
}

```



https://api.thingspeak.com/channels/1623714/fields/1/last?api_key=1MN8C1CRJQ13SXI2

https://api.thingspeak.com/channels/1623714/fields/2/last?api_key=1MN8C1CRJQ13SXI2

