1. Gather all the necessary components: NodeMCU, relay module, soil moisture sensor, jumper wires, and a power source (e.g., USB cable or battery).

2. Connect the NodeMCU to your computer using the USB cable, and open the Arduino IDE.

3. Install the required libraries for the NodeMCU and soil moisture sensor. Go to "Sketch" -> "Include Library" -> "Manage Libraries" and search for "ESP8266WiFi" and "Adafruit\_Sensor". Install both libraries.

4. Connect the components as follows:

- Connect VCC and GND pins of the soil moisture sensor to the 3.3V and GND pins of the NodeMCU, respectively.

- Connect the A0 pin of the soil moisture sensor to the A0 pin of the NodeMCU.

- Connect the IN1 pin of the relay module to the D1 pin of the NodeMCU.

- Connect the VCC and GND pins of the relay module to the 3.3V and GND pins of the NodeMCU, respectively.

5. In the Arduino IDE, select the correct board and port under "Tools" -> "Board" and "Tools" -> "Port", respectively.

6. Copy and paste the following code into the Arduino IDE:

7. Upload the code to the NodeMCU by clicking on the "Upload" button in the Arduino IDE.

8. Open the Serial Monitor by clicking on the magnifying glass icon in the top right corner of the Arduino IDE.

9. Power up the NodeMCU using the USB cable or battery.

10. The Serial Monitor will display the moisture readings and whether the soil is moist enough or dry. The relay module will automatically turn on or off based on the moisture level.

11. Connect a water pump or irrigation system to the relay module, so it can be controlled based on the soil moisture readings.

12. Adjust the threshold value (500 in the code) according to your specific needs. This value determines when the relay should turn on or off based on the moisture readings.