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#include <ESP8266WiFi.h>
#include <ESP8266HTTPClient.h>
#include <BlynkSimpleEsp8266.h>
#include <WiFiClient.h>

WiFiClient wifiClient;

const char* ifttURL =
"http://maker.ifttt.com/trigger/ESP_MOTION/with/key/cngKKJ6py15q3adxlbAvq31ZdN4gFdDH5
0auMK1THjL";
const char* ssid = "SSID";          // Your WiFi Name.
const char* password = "PASSWORD";  // Your WiFi Password.
char auth[] = "dICOw9k5nbI5xH4reO0uIfBpdLakRGXZ";      // Your Blynk Authentication token.

int pir = D1;              // PIR Data Pin

int state = 0;             // Turn on and off
int pirVal = 0;            // Variable to store PiR Value.

WidgetLED led1(V0);        // Virtual LED on Blynk App (Configure with V0)

BLYNK_CONNECTED() {        // Syncing Hardware with Blynk Server when booting up.
  Blynk.syncAll();
}

BLYNK_WRITE(V1) {          // Retrieve Data from Button to the Hardware Via Virtual pin 1.
  state = param.asInt();
}

void setup () {

  Serial.begin(9600);                 // Initialize Serial Communication for debugging.
  WiFi.begin(ssid, password);         // Begin WiFi Connection

  while (WiFi.status() != WL_CONNECTED) {

    delay(1000);
    Serial.print("Connecting..");

  }
  Blynk.begin(auth, ssid, password);    // Begin Blynk Server
```

```
}

void loop() {
  Blynk.run();                          // Run Blynk Code (It's Very Easy since we use
<BlynkSimpleEsp8266> Library).
  pirVal = digitalRead(pir);              // Store status of PIR Sensor to the variable pirVal.
  if (state == 1) {                     // Conditional statement to check wether the user activated the
device or not.
    led1.on();                          // if the Device activated, the LED widget on phone will turn on.
    if (pirVal == HIGH) {                 // Conditional statement to check the status of PIR Sensor.
      if (WiFi.status() == WL_CONNECTED) {  // Check WiFi connection status

        HTTPClient http;                  // Declare an object of class HTTPClient

        http.begin(wifiClient, iftttURL);               // Specify request destination
        int httpCode = http.GET();          // Send the request
        Serial.println("Done");

        if (httpCode > 0) {
          //Check the returning code

          String payload = http.getString();   // Get the request response payload
          Serial.println(payload);            // Print the response payload

        }

        http.end();                       // Close connection

      }
      delay(5000);                        // Run the code repeatedly, with a delay of 5 Seconds.
    }

  }
  else {
    led1.off();                         // If Device is not activated, turn off the LED Widget.
  }
}
```