



UUM
Universiti Utara Malaysia

**SCHOOL OF COMPUTING
UUM COLLEGE OF ARTS AND SCIENCES**

**STTHK3113 SENSOR-BASED SYSTEMS (A)
SEMESTER 6 (A242)**

**FINAL PROJECT ASSIGNMENT: SMART SENSOR-BASED SYSTEM
AQUASENTRY: SMART SINK WATER WASTE & LEAK DEFENDER**

**PREPARED FOR :
AHMAD HANIS BIN MOHD SHABLI**

PREPARED BY

NAME	MATRIC NO.
MOHAMMED UMAIR BIN MOHAMMED SUHAIMEE	295498

SUBMISSION DATE: 19TH JUNE 2025

1.0 PROJECT TITLE.....	2
1.2 PROJECT DESCRIPTION.....	2
1.3 OBJECTIVE.....	2
2.0 CIRCUIT DIAGRAM.....	3
Figure 1. AquaSentry Circuit Diagram – Fritzing.....	3
Table 1. ESP32 Pin Connection.....	3
3.0 ARDUINO CODE.....	4
4.0 MOBILE APP INTERFACE.....	10
Figure 2. AquaSentry Dashboard Website – Status Cards and Water Sensor Graph...	10
Figure 3. AquaSentry Dashboard Website – Ultrasonic Sensor Graph.....	10
Figure 4. AquaSentry Dashboard Website – Temperature & Humidity Sensor Graph	11
Figure 5. AquaSentry Dashboard Website – Sensors Activity: Event Log.....	11
5.0 YOUTUBE VIDEO.....	12
Figure 6. AquaSentry Demonstration Video – YouTube.....	12
6.0 GITHUB REPOSITORY.....	12
Figure 7. AquaSentry GitHub Repository.....	12
7.0 APPENDIX.....	13
Figure 8. Arduino ESP32-WROOM-32D.....	13
Figure 9. OLED Display 128px × 32px.....	13
Figure 10. HC-SR04 Ultrasonic Sensor.....	13
Figure 11. Water Level Sensor.....	13
Figure 12. DHT11 Temperature & Humidity Sensor.....	13
Figure 13. Optoisolated 1-Channel Relay.....	13

1.0 PROJECT TITLE

AquaSentry: Smart Sink Water Waste & Leak Defender

1.2 PROJECT DESCRIPTION

AquaSentry is a smart IoT-based system designed to prevent water wastage and detect leak incidents in real time at sink areas. This system will utilize an **ultrasonic sensor** mounted above the sink to detect the presence or absence of hands. If water is running and no hands are detected for a prolonged period, the system will classify the event as water waste alert. Simultaneously, a **water leak sensor** will be installed at the bottom of the sink or within the cabinet to detect any sign of dripping or leakage from broken pipes or fittings. If either condition is met, a relay module will be triggered to alert the user immediately. Sensor readings will be collected every second for temperature, humidity, water, and ultrasonic detection.

In addition to the hardware system, an **interactive real-time dashboard website** will be built to visually present sensor data using live graphs, sensor states, and event logs. All readings are logged into a database and categorized by sensor type, including temperature, humidity, ultrasonic, water level, and relay state. Users can view the status via mobile, desktop, or tablet, and filter logs or zoom into data using intuitive UI features. The system ensures efficient monitoring, precise real-time feedback, and proactive alerts — making AquaSentry a practical solution for smarter water management at any household or facility.

1.3 OBJECTIVE

1. To implement and integrate multiple sensors (ultrasonic, water, DHT11) on the ESP32 to detect water leaks and water waste conditions.
2. To build a real-time interactive website that visualizes all sensor readings, relay states, and system logs for public monitoring.
3. To reduce unnecessary water usage and raise awareness through automated detection and user-friendly visualization of water activities at the sink.

2.0 CIRCUIT DIAGRAM

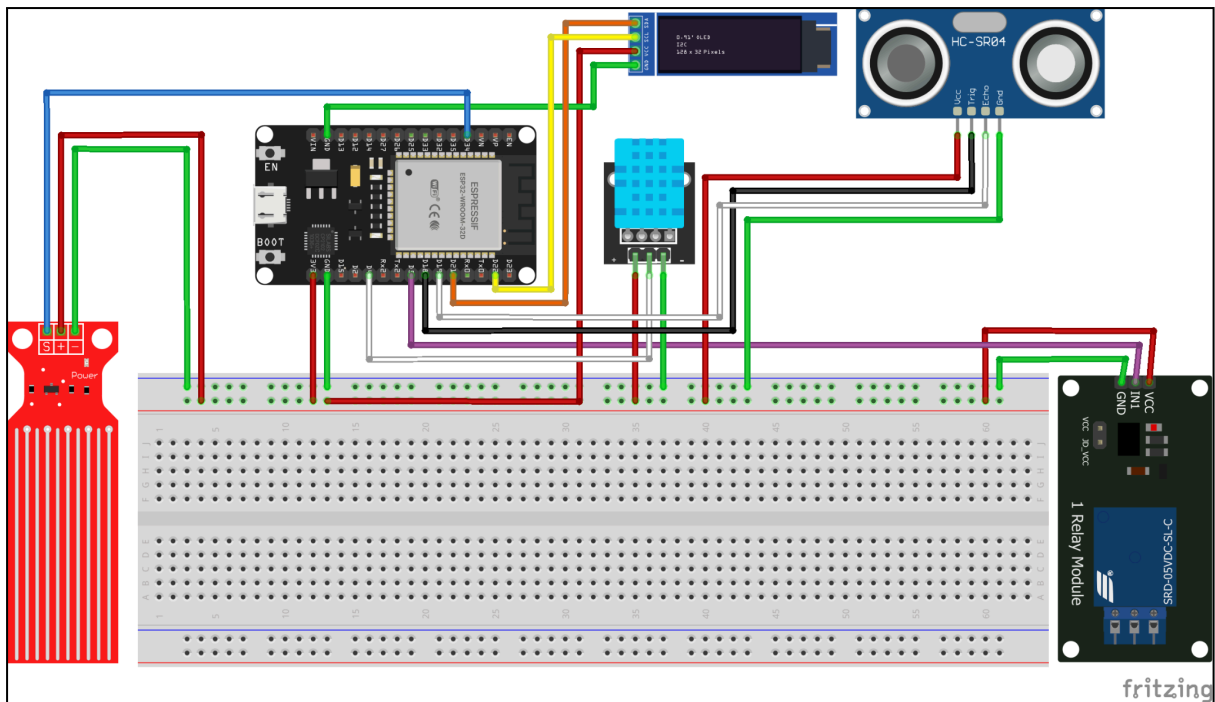


Figure 1. AquaSentry Circuit Diagram – Fritzing

Table 1. ESP32 Pin Connection

ESP32	Connection
GPIO4	DHT11 DATA
GPIO5	Relay IN
GPIO18	Ultrasonic TRIG
GPIO19	Ultrasonic ECHO
GPIO21 (SDA)	OLED (SDA)
GPIO22 (SCL)	OLED (SCK)
GPIO34	Water Sensor OUT (analog)

3.0 ARDUINO CODE

```

#include <Wire.h>
#include <WiFi.h>
#include <Preferences.h>
#include <HttpClient.h>
#include <Adafruit_GFX.h>
#include <Adafruit_SSD1306.h>
#include <DHT.h>

// ----- PIN DEFINITIONS -----
#define TRIG_PIN    18
#define ECHO_PIN    19
#define LEAK_PIN    34
#define RELAY_PIN   5
#define DHT_PIN     4
#define DHT_TYPE    DHT11

// ----- OLED SETUP -----
#define SCREEN_WIDTH 128
#define SCREEN_HEIGHT 32
Adafruit_SSD1306 display(SCREEN_WIDTH, SCREEN_HEIGHT, &Wire, -1);

// Only redraw when something really changes
bool displayDirty = false;

// ----- SCROLLING TEXT STRUCTURE -----
struct ScrollLine {
  String text;
  int y;
  int offset;
  int scrollDir;
  int scrollRange;
  int scrollSpeed;
  unsigned long lastReverse;
  bool waiting;
};
ScrollLine lines[4];
unsigned long lastScrollUpdate = 0;
const int SCROLL_INTERVAL = 30;

// ----- WIFI VIA PREFERENCES -----
Preferences preferences;
#define MAX_WIFI 3
String ssidList[MAX_WIFI], passList[MAX_WIFI], currentSSID;

// ----- DHT SENSOR -----
DHT dht(DHT_PIN, DHT_TYPE);

// ----- TIMING & STATE -----
unsigned long lastPost = 0;
const unsigned long POST_INTERVAL = 1000;
int lastRelayState = LOW;

```

```

float lastDistValue = -1;
unsigned long stableSince = 0;

// ----- FUNCTION PROTOTYPES -----
void displayStatus(const String &msg);
void loadWiFiCredentials();
void connectToWiFi();
float readDistance();
int readWaterLevel();
bool getStableDHTReading(float &temp, float &hum);
void postSensorData(const String &eventType, float dist, int water, bool
leak, float temp, float hum);
void postRelayState(int state);

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

    // ← Initialize I2C on GPIO21=D21 (SDA) and GPIO22=D22 (SCL)
    Wire.begin(21, 22);

    // OLED init
    if(!display.begin(SSD1306_SWITCHCAPVCC, 0x3C)) {
        Serial.println("SSD1306 allocation failed");
        for(;;);
    }
    display.clearDisplay();
    display.setTextSize(1);
    display.setTextColor(WHITE);
    for (int i = 0; i < 4; i++) {
        lines[i] = {"", i * 8, 0, -1, 0, 1, 0, false};
    }

    // pins
    pinMode(TRIG_PIN, OUTPUT);
    pinMode(ECHO_PIN, INPUT);
    pinMode(LEAK_PIN, INPUT);
    pinMode(RELAY_PIN, OUTPUT);
    digitalWrite(RELAY_PIN, LOW);

    // sensors
    dht.begin();

    // Wi-Fi
    loadWiFiCredentials();
    connectToWiFi();
}

void loop() {
    // reconnect if dropped
    if (WiFi.status() != WL_CONNECTED) {
        connectToWiFi();
    }
}

```

```

unsigned long now = millis();

// read sensors
float dist = readDistance();
int waterLevel = readWaterLevel();           // raw analog value
bool leak = (waterLevel > 1500);              // threshold
float temp, hum;
getStableDHTReading(temp, hum);

// determine presence
bool presence;
if (lastDistValue < 0) {
    lastDistValue = dist;
    stableSince = now;
    presence = false;
} else if (dist != lastDistValue) {
    presence = true;
    lastDistValue = dist;
    stableSince = now;
} else {
    presence = (now - stableSince) < POST_INTERVAL * 10;
}

// relay logic: ON if leaking OR no presence; OFF otherwise
int newRelay = (leak || !presence) ? HIGH : LOW;
if (newRelay != lastRelayState) {
    digitalWrite(RELAY_PIN, newRelay);
    postRelayState(newRelay);
    lastRelayState = newRelay;
}

// post sensor data every second
if (now - lastPost >= POST_INTERVAL) {
    String eventType = leak ? "leak_detected"
                          : (!presence ? "waste_alarm" : "presence");
    postSensorData(eventType, dist, waterLevel, leak, temp, hum);
    lastPost = now;
}

// prepare display lines
String L1 = "Ultrasonic : " + String(dist,1) + " cm";
String L2 = "Water      : " + String(waterLevel);
String L3 = "Presence : " + String(presence ? "Detected" : "No");
String L4 = "Leaking   : " + String(leak ? "Yes" : "No");

// check for text changes
String newLines[4] = {L1, L2, L3, L4};
bool changed = false;
for (int i = 0; i < 4; i++) {
    if (newLines[i] != lines[i].text) {
        changed = true;
        break;
    }
}

```

```

}
if (changed) {
    // recalc scroll ranges
    for (int i = 0; i < 4; i++) {
        lines[i].text = newLines[i];
        int16_t x1, y1; uint16_t w, h;
        display.getTextBounds(lines[i].text, 0, lines[i].y, &x1, &y1, &w, &h);
        lines[i].scrollRange = max(0, (int)w - SCREEN_WIDTH);
        lines[i].offset = 0;
        lines[i].scrollDir = -1;
        lines[i].waiting = false;
    }
    displayDirty = true;
}

// redraw/scroll only when dirty
if (displayDirty && now - lastScrollUpdate >= SCROLL_INTERVAL) {
    lastScrollUpdate = now;
    display.clearDisplay();
    for (int i = 0; i < 4; i++) {
        auto &ln = lines[i];
        if (ln.scrollRange > 0 && !ln.waiting) {
            ln.offset += ln.scrollDir * ln.scrollSpeed;
            if (ln.offset <= -ln.scrollRange || ln.offset >= 0) {
                ln.scrollDir *= -1;
                ln.waiting = true;
                ln.lastReverse = now;
            }
        }
        if (ln.waiting && now - ln.lastReverse > 1000) {
            ln.waiting = false;
        }
        display.setCursor(ln.offset, ln.y);
        display.println(ln.text);
    }
    display.display();
    displayDirty = false;
}

delay(1000);
}

// ——— SUPPORT FUNCTIONS ———

void displayStatus(const String &msg) {
    display.clearDisplay();
    display.setCursor(0,0);
    display.println(msg);
    display.display();
    delay(1000);
}

void loadWiFiCredentials() {

```

```

preferences.begin("wifiCreds", true);
for (int i = 0; i < MAX_WIFI; i++) {
    ssidList[i] = preferences.getString(("ssid"+String(i)).c_str(), "");
    passList[i] = preferences.getString(("pass"+String(i)).c_str(), "");
}
preferences.end();
}

void connectToWiFi() {
    WiFi.disconnect(true);
    WiFi.mode(WIFI_STA);
    delay(100);
    displayStatus("WiFi: Scanning...");
    int n = WiFi.scanNetworks();
    if (n == 0) {
        displayStatus("WiFi: No Network");
        return;
    }
    for (int i = 0; i < MAX_WIFI; i++) {
        if (ssidList[i] == "") continue;
        for (int j = 0; j < n; j++) {
            if (WiFi.SSID(j) == ssidList[i]) {
                WiFi.begin(ssidList[i].c_str(), passList[i].c_str());
                displayStatus("WiFi: Connecting to " + ssidList[i]);
                int tries = 0;
                while (WiFi.status() != WL_CONNECTED && tries < 20) {
                    delay(500);
                    tries++;
                }
                if (WiFi.status() == WL_CONNECTED) {
                    currentSSID = ssidList[i];
                    displayStatus("WiFi: " + currentSSID);
                    return;
                }
            }
        }
    }
    displayStatus("WiFi: No WiFi");
}

float readDistance() {
    digitalWrite(TRIG_PIN, LOW);
    delayMicroseconds(2);
    digitalWrite(TRIG_PIN, HIGH);
    delayMicroseconds(10);
    digitalWrite(TRIG_PIN, LOW);
    long d = pulseIn(ECHO_PIN, HIGH, 30000);
    return (d * 0.0343) / 2.0;
}

int readWaterLevel() {
    return analogRead(LEAK_PIN);
}

```

```

bool getStableDHTReading(float &temp, float &hum) {
    float t, h;
    for (int i = 0; i < 3; i++) {
        t = dht.readTemperature();
        h = dht.readHumidity();
        if (!isnan(t) && !isnan(h)) {
            temp = t; hum = h;
            return true;
        }
        delay(200);
    }
    temp = isnan(t) ? 0 : t;
    hum = isnan(h) ? 0 : h;
    return false;
}

void postSensorData(const String &eventType, float dist, int water, bool
leak, float temp, float hum) {
    HTTPClient http;
    http.begin("https://umairsuhaimee.com/aqua-sentry/api/post_reading.php");
    http.addHeader("Content-Type", "application/x-www-form-urlencoded");
    String body = "event_type=" + eventType
        + "&distance=" + String(dist,1)
        + "&leak=" + String(leak?1:0)
        + "&temperature="+ String(temp,1)
        + "&humidity=" + String(hum,1);
    http.POST(body);
    http.end();
}

void postRelayState(int state) {
    HTTPClient http;
    http.begin("https://umairsuhaimee.com/aqua-sentry/api/post_reading.php");
    http.addHeader("Content-Type", "application/x-www-form-urlencoded");
    String body = "relay=" + String(state==HIGH?"ON":"OFF");
    http.POST(body);
    http.end();
}

```

4.0 MOBILE APP INTERFACE

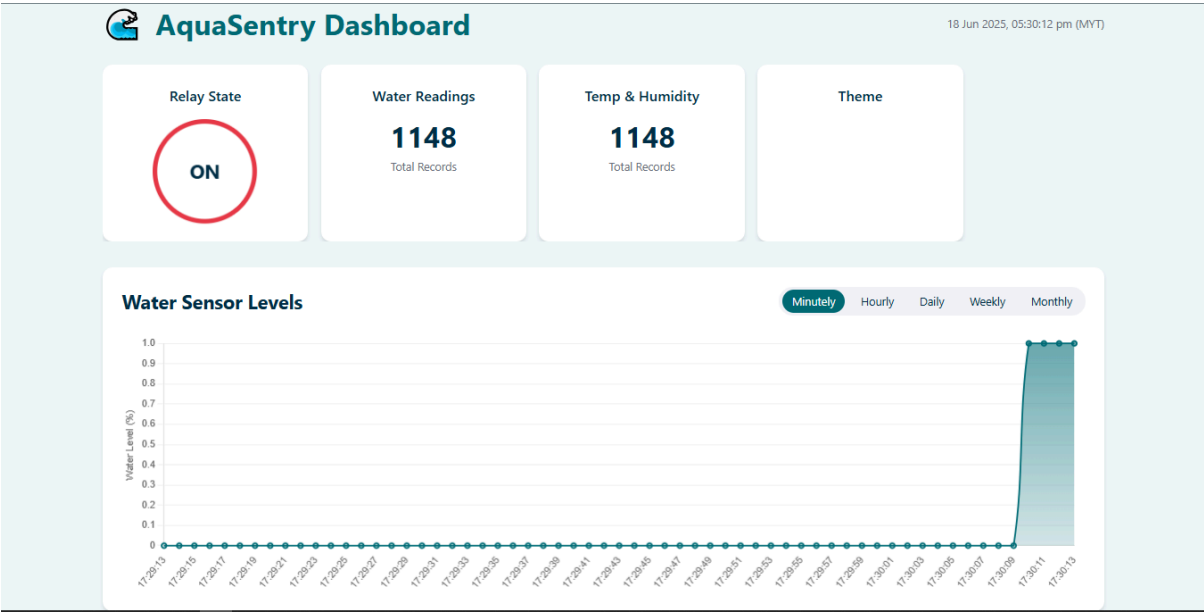


Figure 2. AquaSentry Dashboard Website – Status Cards and Water Sensor Graph

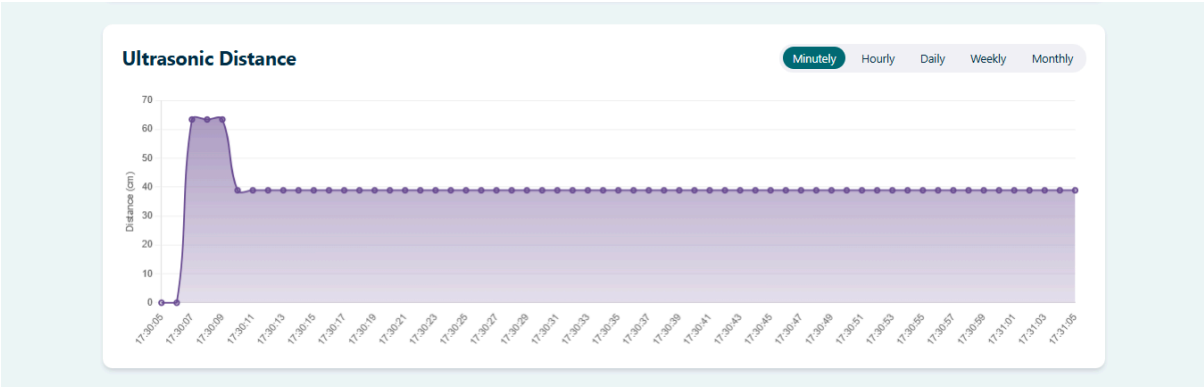


Figure 3. AquaSentry Dashboard Website – Ultrasonic Sensor Graph

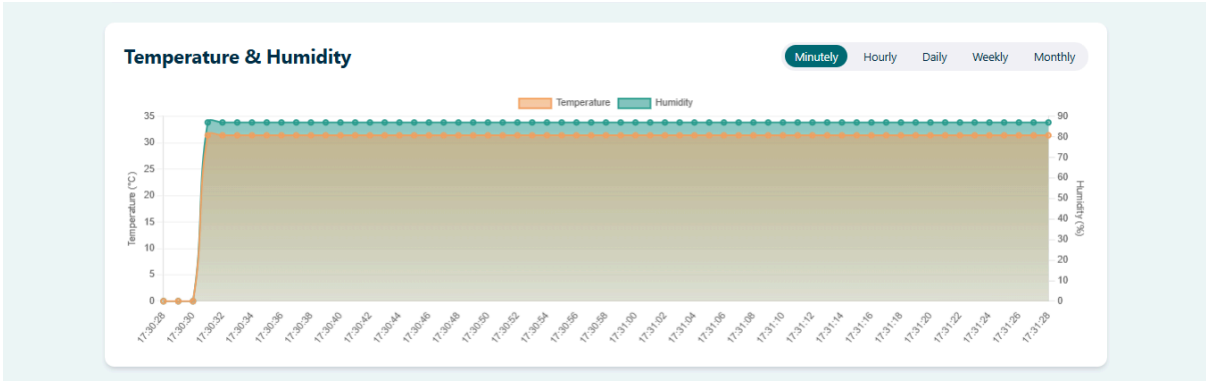


Figure 4. AquaSentry Dashboard Website – Temperature & Humidity Sensor Graph

Event Logs

Water Ultrasonic Temperature Humidity Relay

Rows: 10

Showing 10 results of 77 total

Timestamp	Message	Sensor Type
2025-06-18 17:30:09.000000	The relay is ON!	Relay
2025-06-18 17:28:22.000000	The relay is OFF.	Relay
2025-06-18 17:28:22.000000	The water is being used.	Ultrasonic
2025-06-18 17:26:47.000000	There is no presence, please check to close you...	Ultrasonic
2025-06-18 17:26:46.000000	The relay is ON!	Relay
2025-06-18 17:26:32.000000	The water is being used.	Ultrasonic
2025-06-18 17:26:31.000000	The relay is OFF.	Relay
2025-06-18 17:26:02.000000	There is no presence, please check to close you...	Ultrasonic
2025-06-18 17:25:59.000000	The relay is ON!	Relay
2025-06-18 17:24:14.000000	The relay is OFF.	Relay

Showing 10 results of 77 total

Figure 5. AquaSentry Dashboard Website – Sensors Activity: Event Log

5.0 YOUTUBE VIDEO

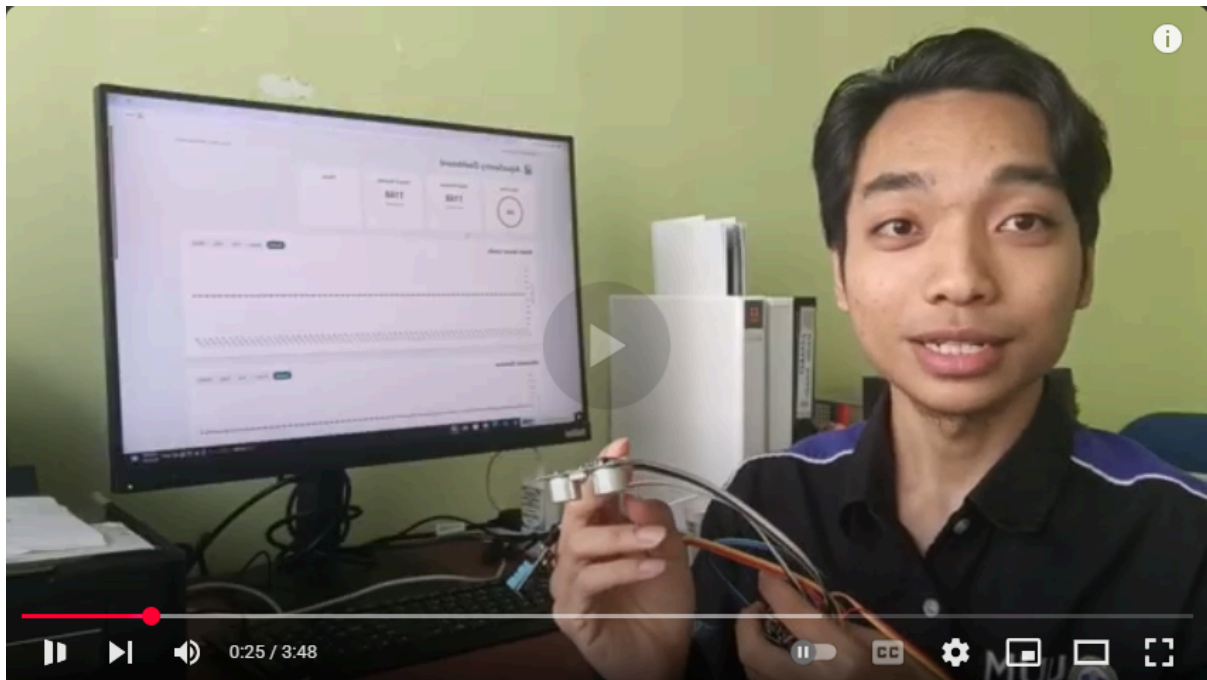


Figure 6. AquaSentry Demonstration Video – [YouTube](https://youtu.be/gdoY69vJKIg)

Link source: <https://youtu.be/gdoY69vJKIg>

6.0 GITHUB REPOSITORY

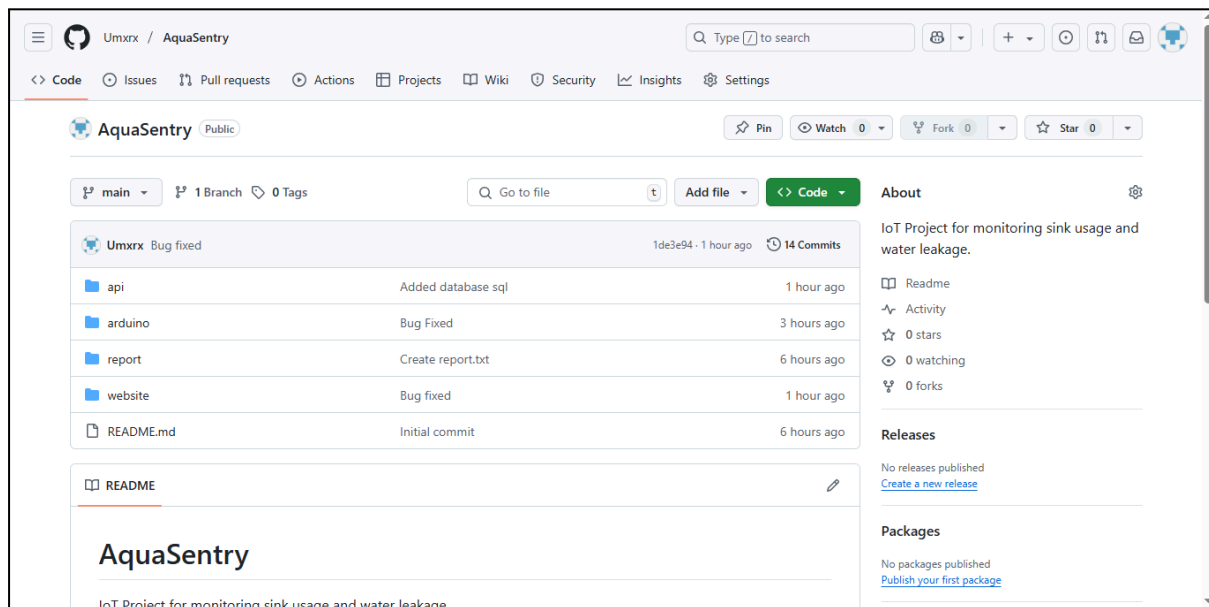


Figure 7. AquaSentry GitHub Repository

Link source: <https://github.com/Umrxr/AquaSentry>

7.0 APPENDIX

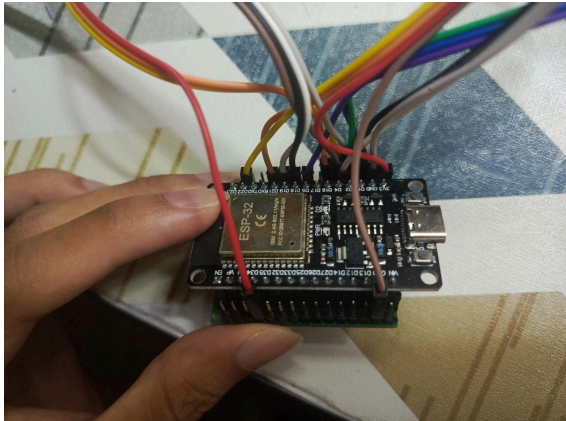


Figure 8. Arduino ESP32-WROOM-32D

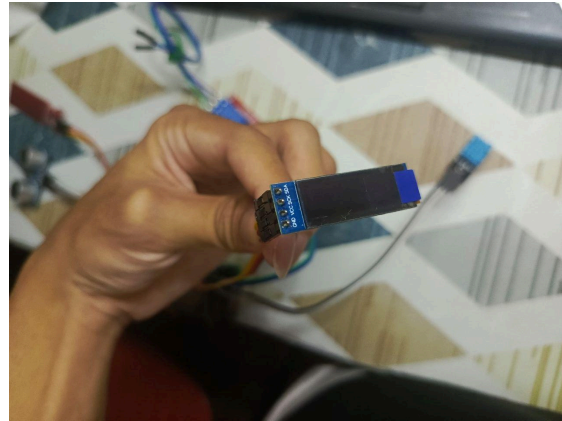


Figure 9. OLED Display 128px × 32px

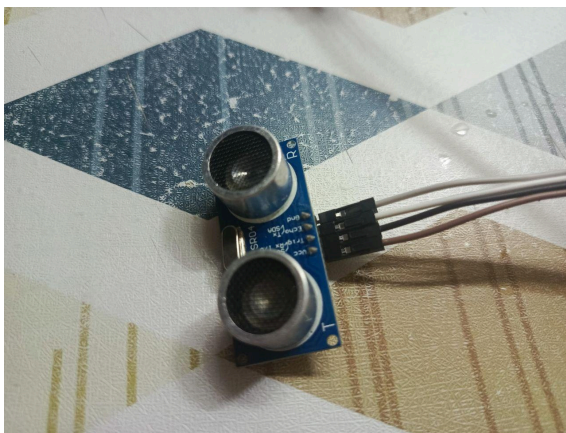


Figure 10. HC-SR04 Ultrasonic Sensor



Figure 11. Water Level Sensor

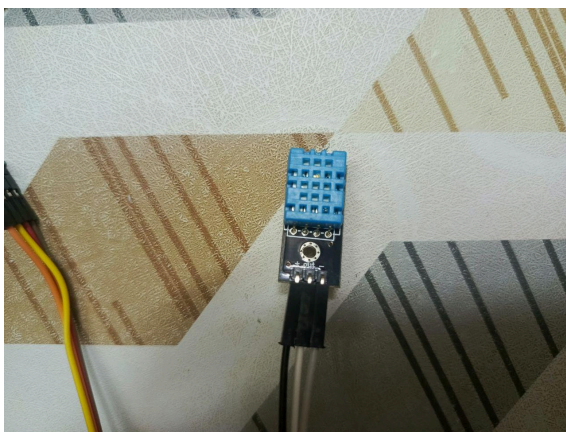


Figure 12. DHT11 Temperature & Humidity Sensor

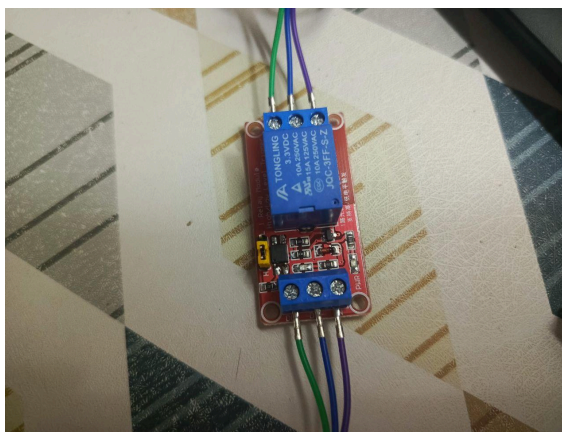


Figure 13. Optoisolated 1-Channel Relay