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You’ll need:

- Blynk IoT app (download from App Store or Google Play)

- ESP32 board

- Decide how to connect to Blynk

(USB, Ethernet, Wi-Fi, Bluetooth, ...)

There is a bunch of great example sketches included to show you how to get

started. Think of them as LEGO bricks and combine them as you wish.

For example, take the Ethernet Shield sketch and combine it with the

Servo example, or choose a USB sketch and add a code from SendData

example.

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// Template ID, Device Name and Auth Token are provided by the Blynk.Cloud

// See the Device Info tab, or Template settings

#define BLYNK\_TEMPLATE\_ID "TMPLZDkw-h2R"

#define BLYNK\_DEVICE\_NAME "WaterLevelESP32"

#define BLYNK\_AUTH\_TOKEN "bdNZwHnPGfv7ycdMsTt48v0cIOlIhsr7"

// Comment this out to disable prints and save space

#define BLYNK\_PRINT Serial

#include <WiFi.h>

#include <WiFiClient.h>

#include <BlynkSimpleEsp32.h>

#define trig 26 // Trig pin

#define echo 27

char auth[] = BLYNK\_AUTH\_TOKEN;

// Your WiFi credentials.

// Set password to "" for open networks.

char ssid[] = "Karthikeya's Galaxy";

char pass[] = "karthikeya";

int depth =13;

BlynkTimer timer;

void waterlevel()

{

digitalWrite(trig, LOW);

delayMicroseconds(2);

digitalWrite(trig, HIGH);

delayMicroseconds(10);

digitalWrite(trig, LOW);

long t = pulseIn(echo, HIGH);

long cm = t / 29 / 2;

Serial.println(cm);

long level= depth-cm;

if (level<0)

level=0;

level = map(level,0,depth-3,0,100);

Blynk.virtualWrite(V0, level);

}

void setup()

{

// Debug console

pinMode(trig, OUTPUT);

pinMode(echo, INPUT);

Serial.begin(115200);

Blynk.begin(auth, ssid, pass);

timer.setInterval(10L, waterlevel);

// You can also specify server:

//Blynk.begin(auth, ssid, pass, "blynk.cloud", 80);

//Blynk.begin(auth, ssid, pass, IPAddress(192,168,1,100), 8080);

}

void loop()

{

Blynk.run();

timer.run();

// You can inject your own code or combine it with other sketches.

// Check other examples on how to communicate with Blynk. Remember

// to avoid delay() function!

}