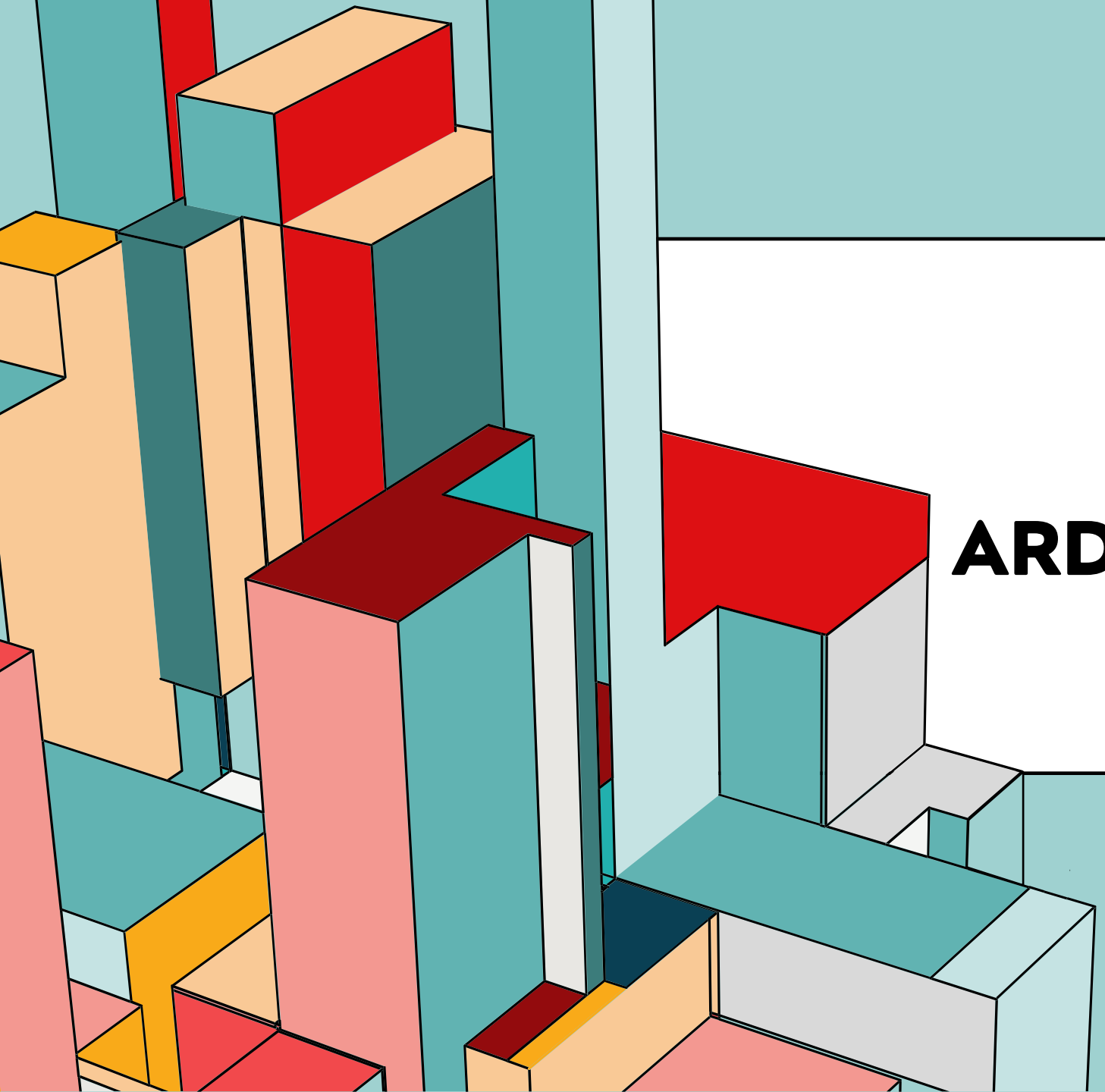
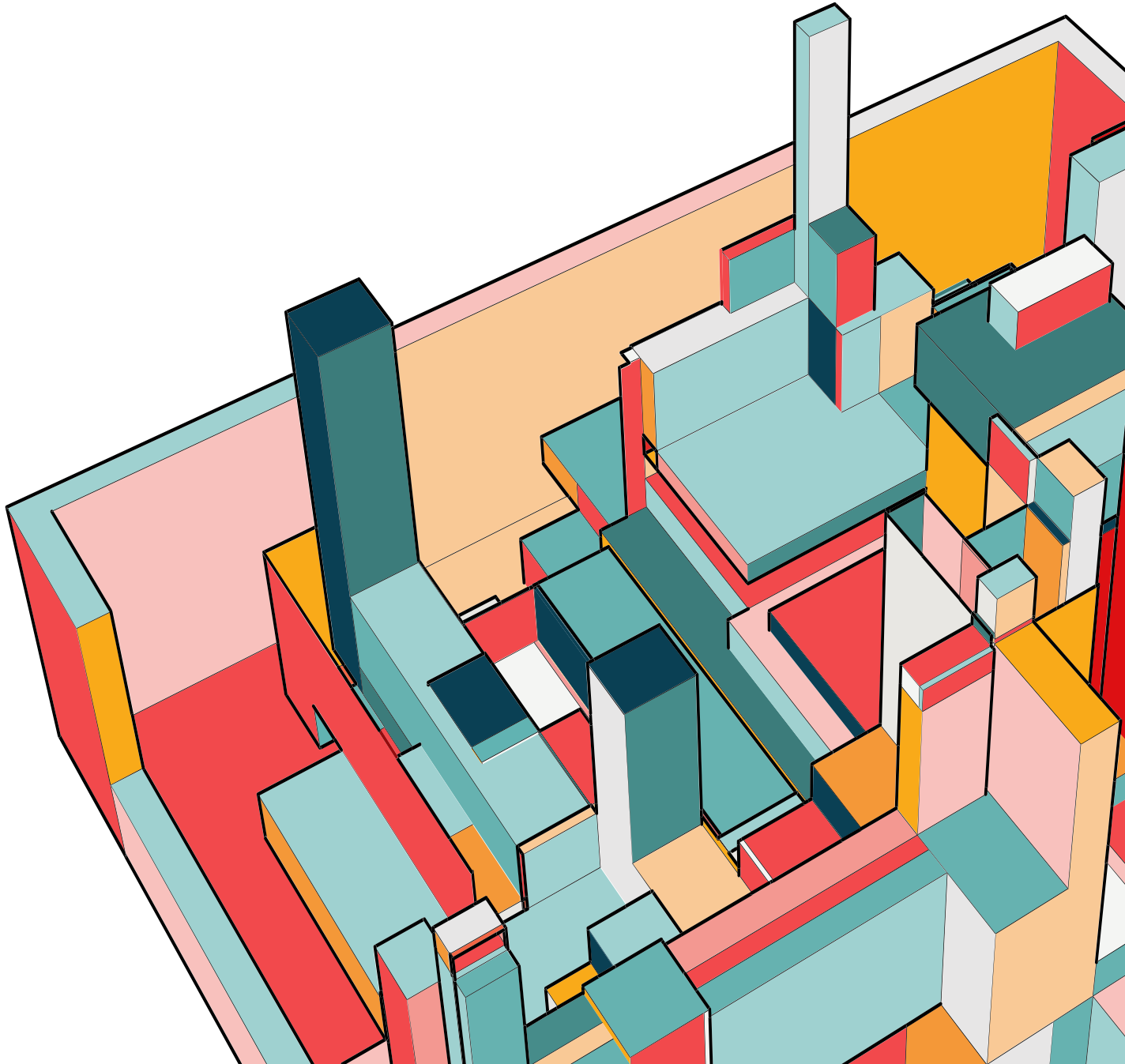


MINICURSO

ARDUINO/NODEMCU E IOT

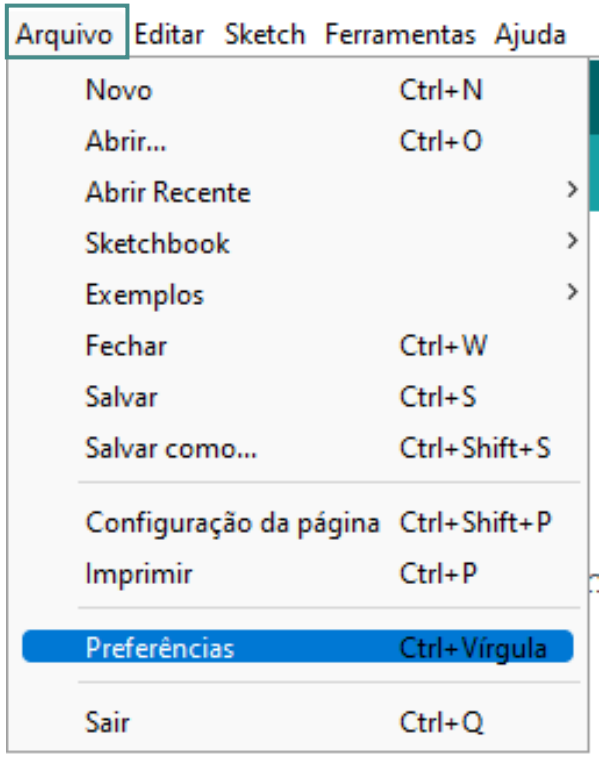
AULA 1

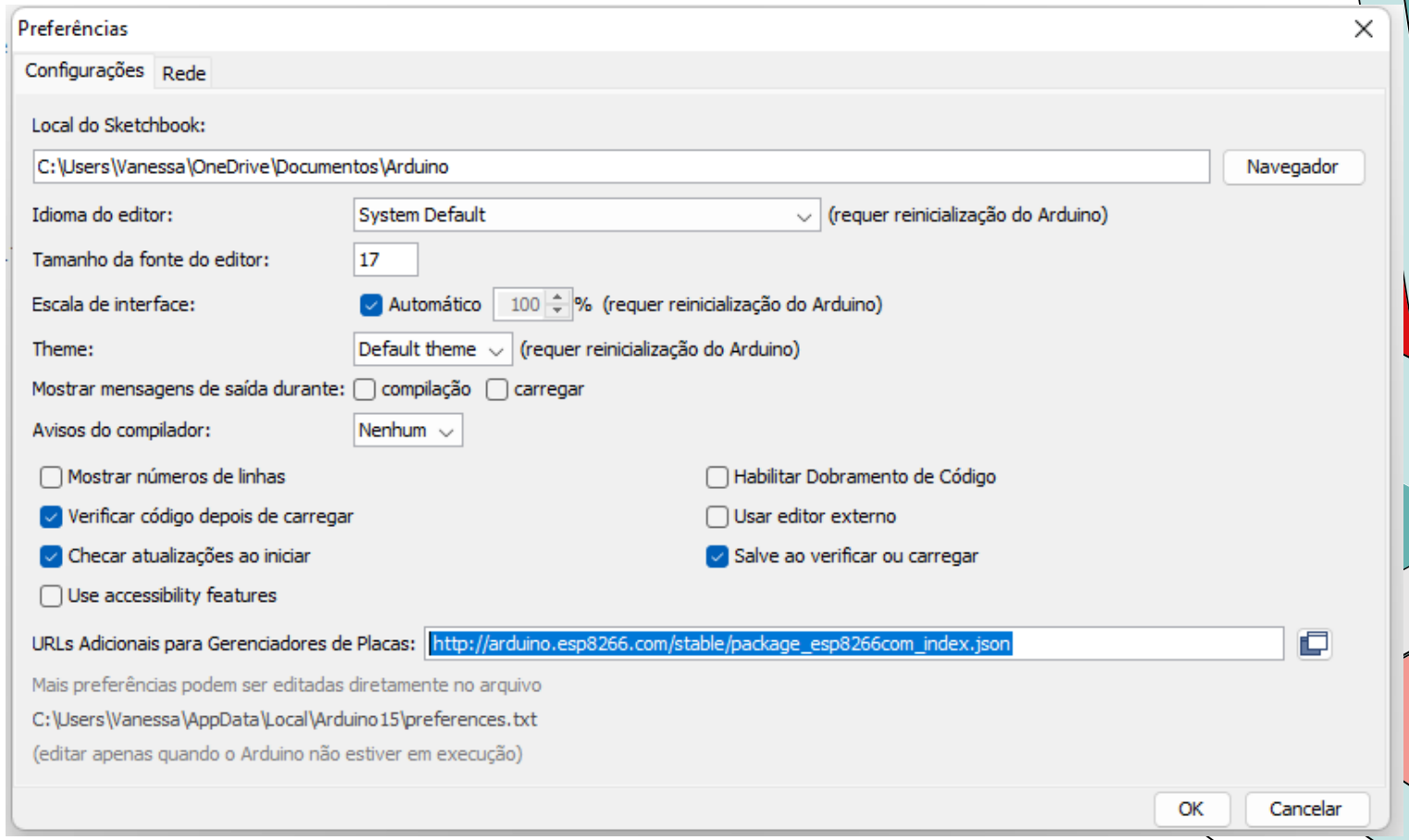
- ✓ Configuração da IDE
- ✓ Cadastro no Blynk
- ✓ Projeto Introdutório



IDE - ARDUINO

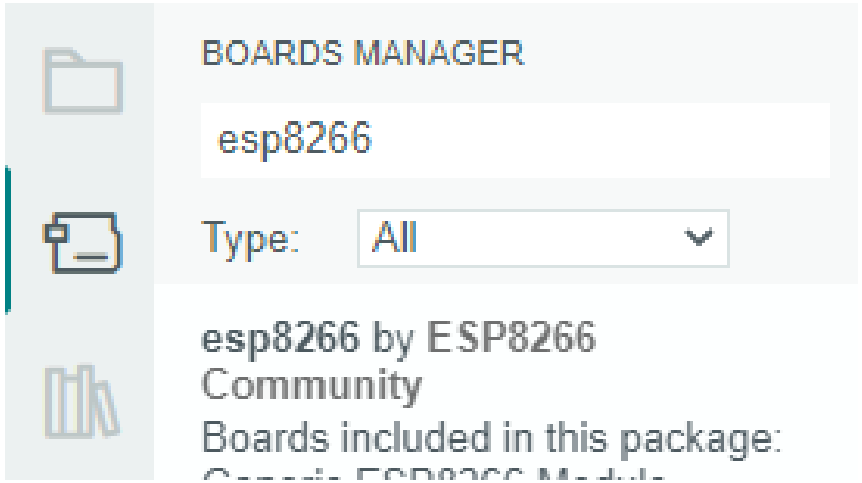
http://arduino.esp8266.com/stable/package_esp8266com_index.json



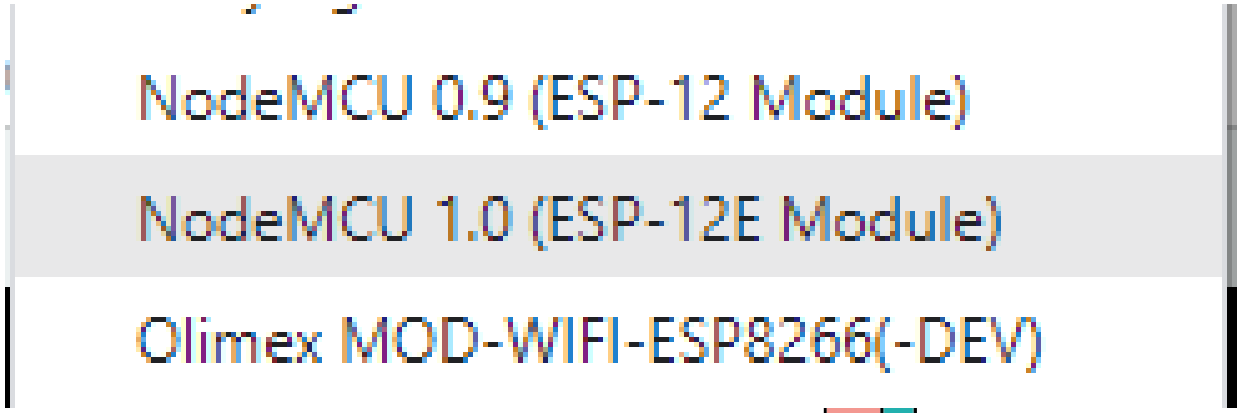


ENCONTRAR A PLACA

Tools > Board > Boards Manager



Tools > Board



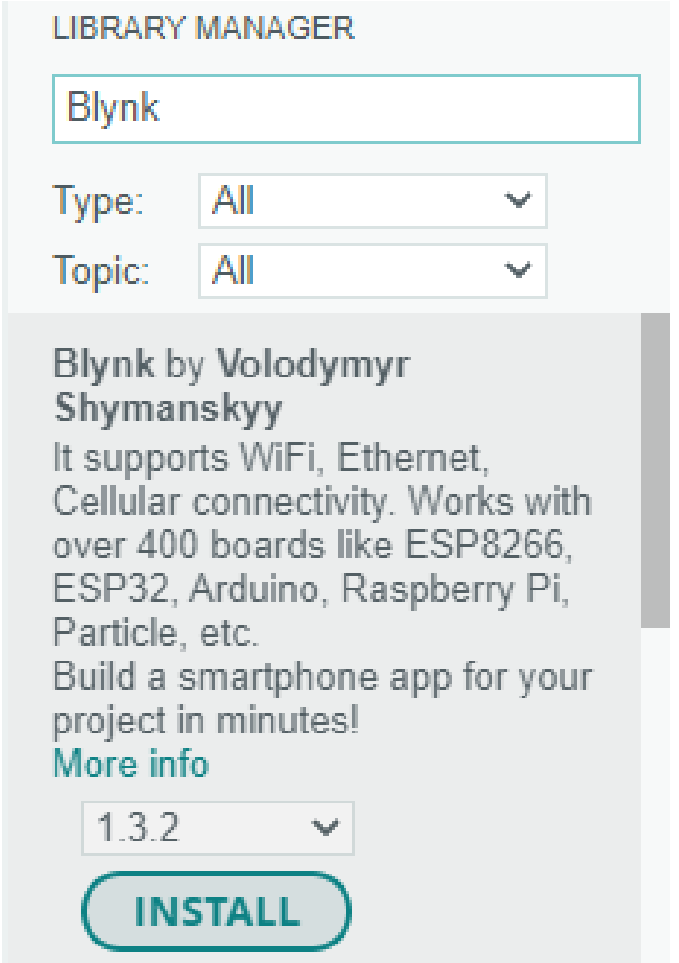
INSTALANDO BIBLIOTECAS DOS SENSORES

- Baixar do github
  - ✓ BMP180.ZIP
  - ✓ DHT-SENSOR-LIBRARY.ZIP

Sketch > Include Library > Add .ZIP Library

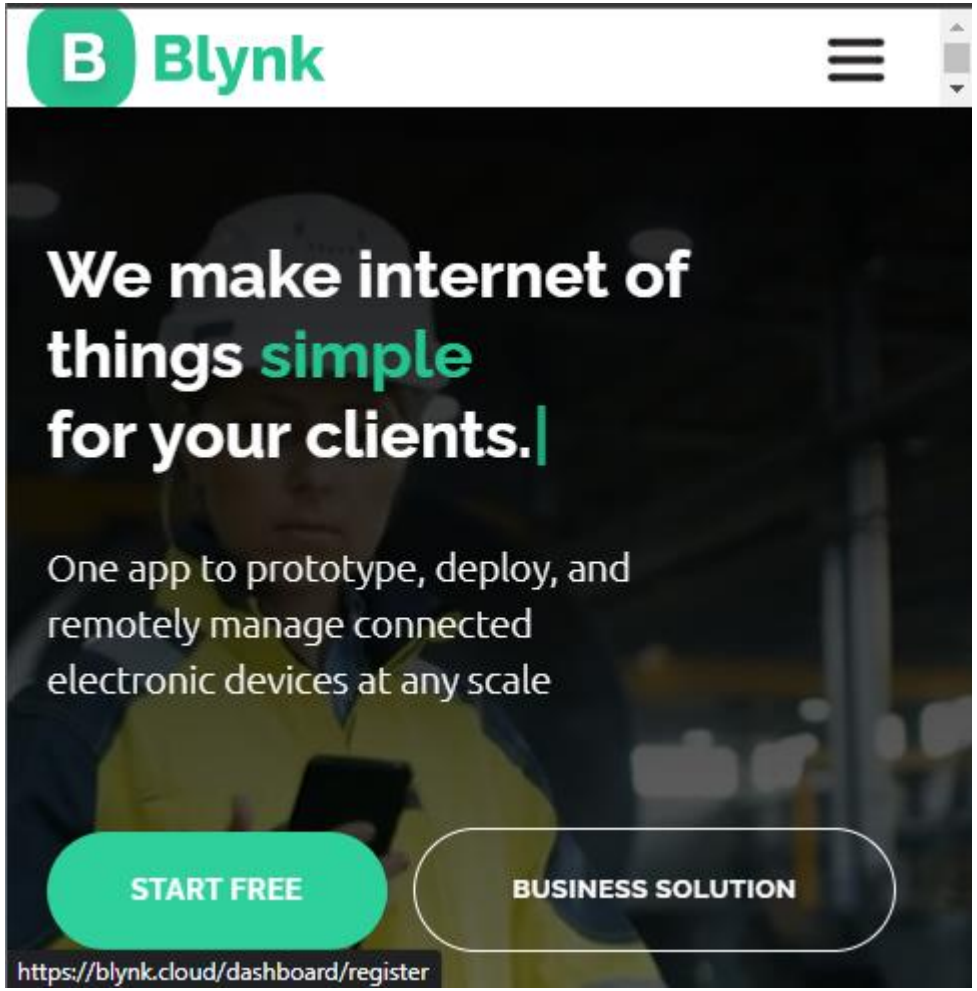
Sketch > Include Library > Manage Libraries

** INSTALL ALL

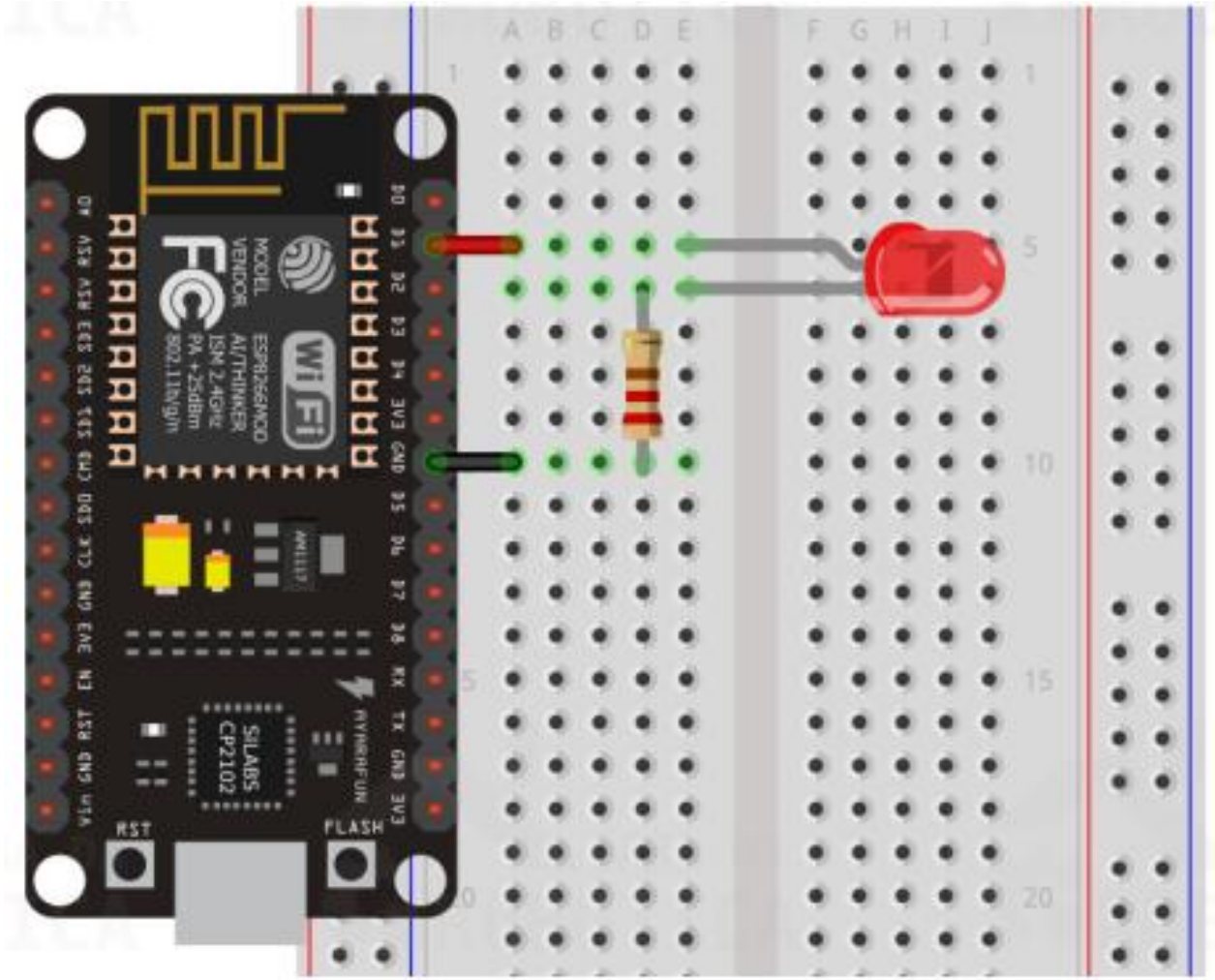


CRIAR CONTA NO BLYNK

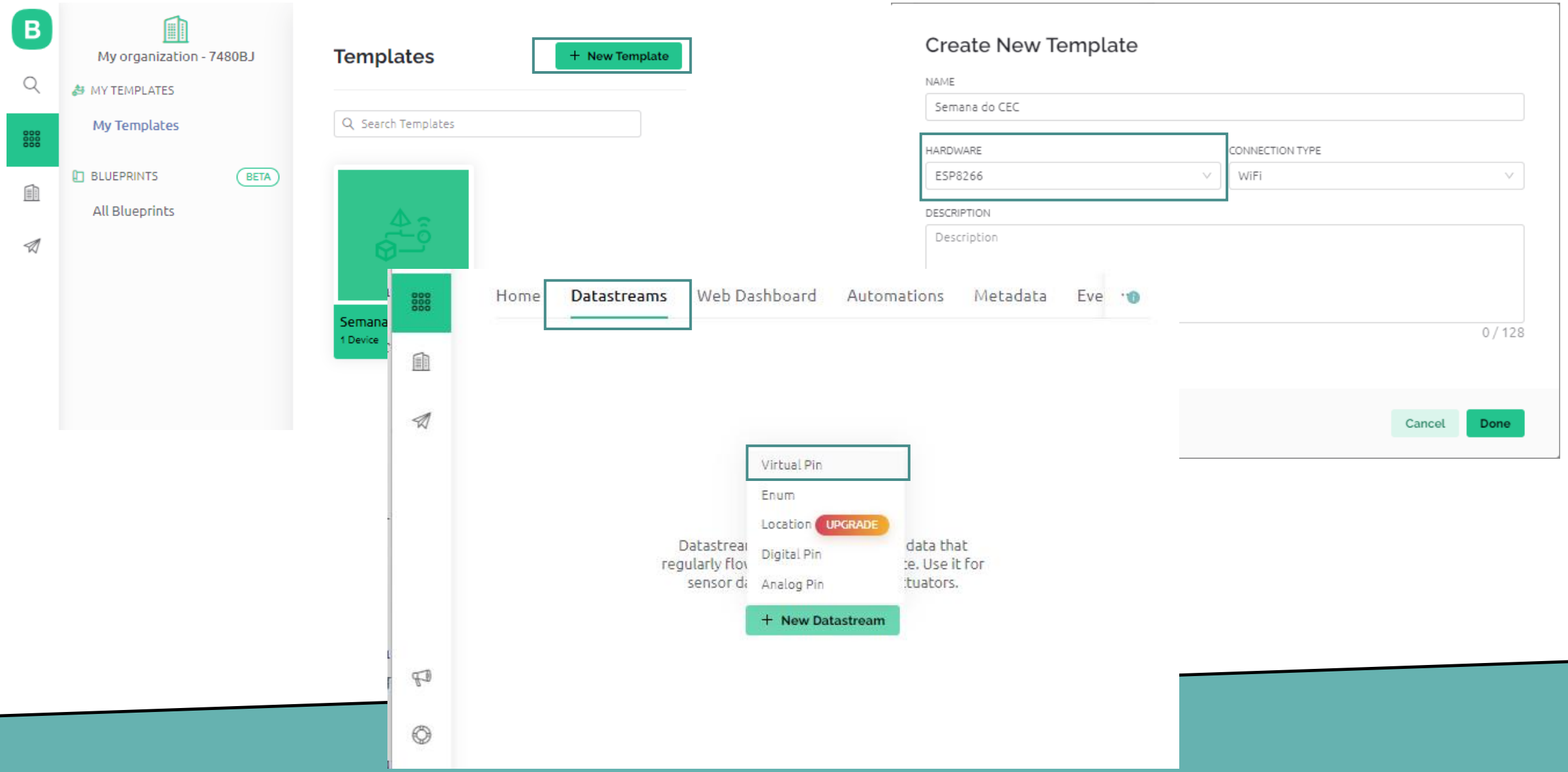
https://blynk.io/



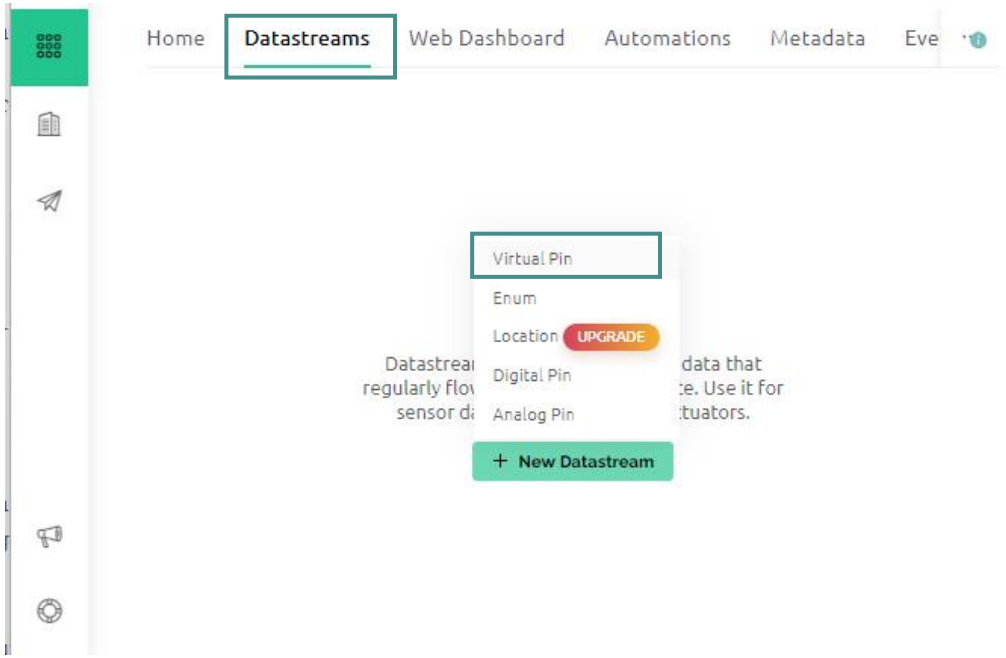
PROJETO 1 - PISCA LED COM BLYNK

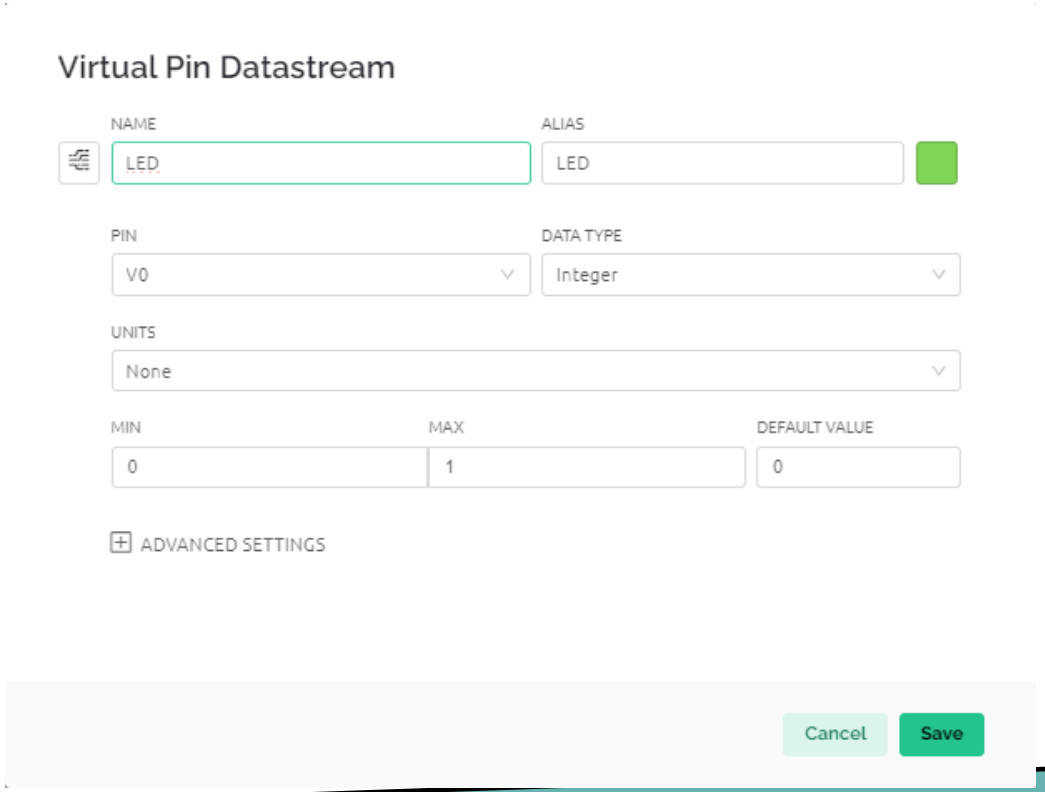


CRIAR PROJETO NO BLYNK

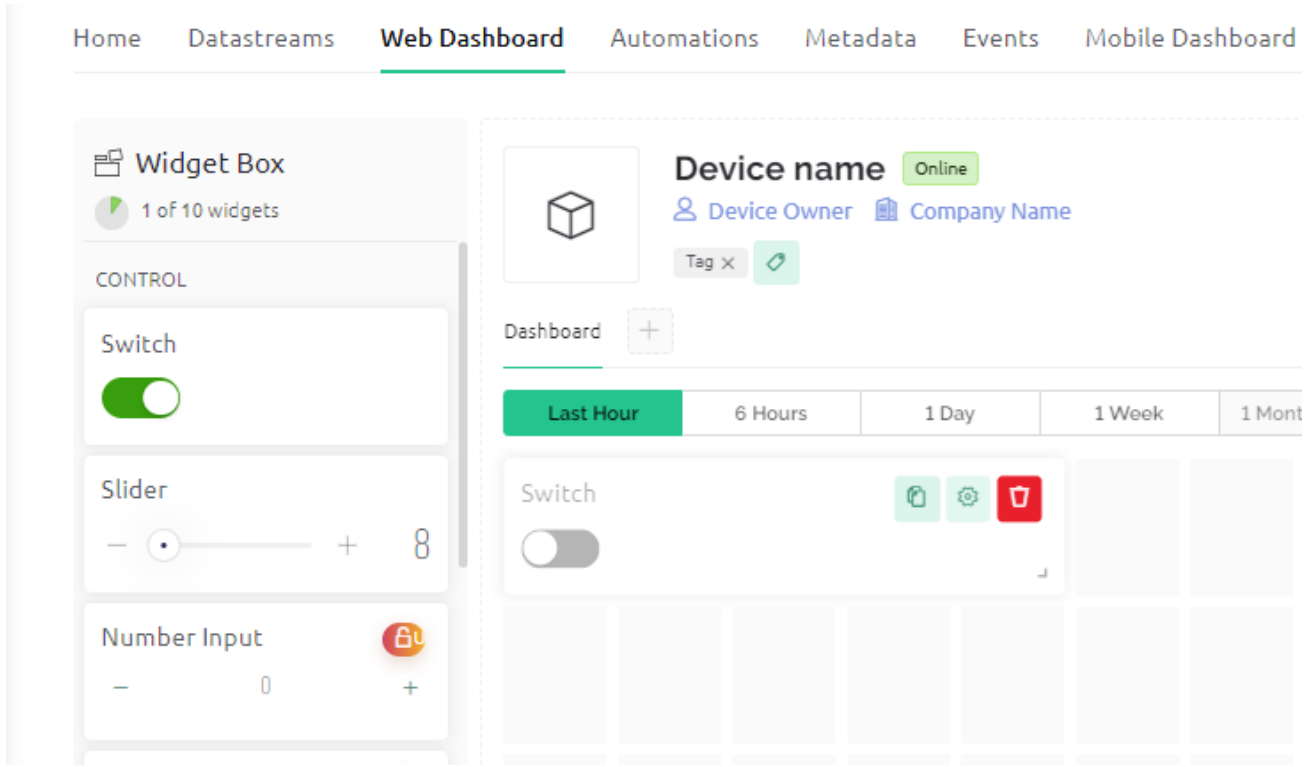


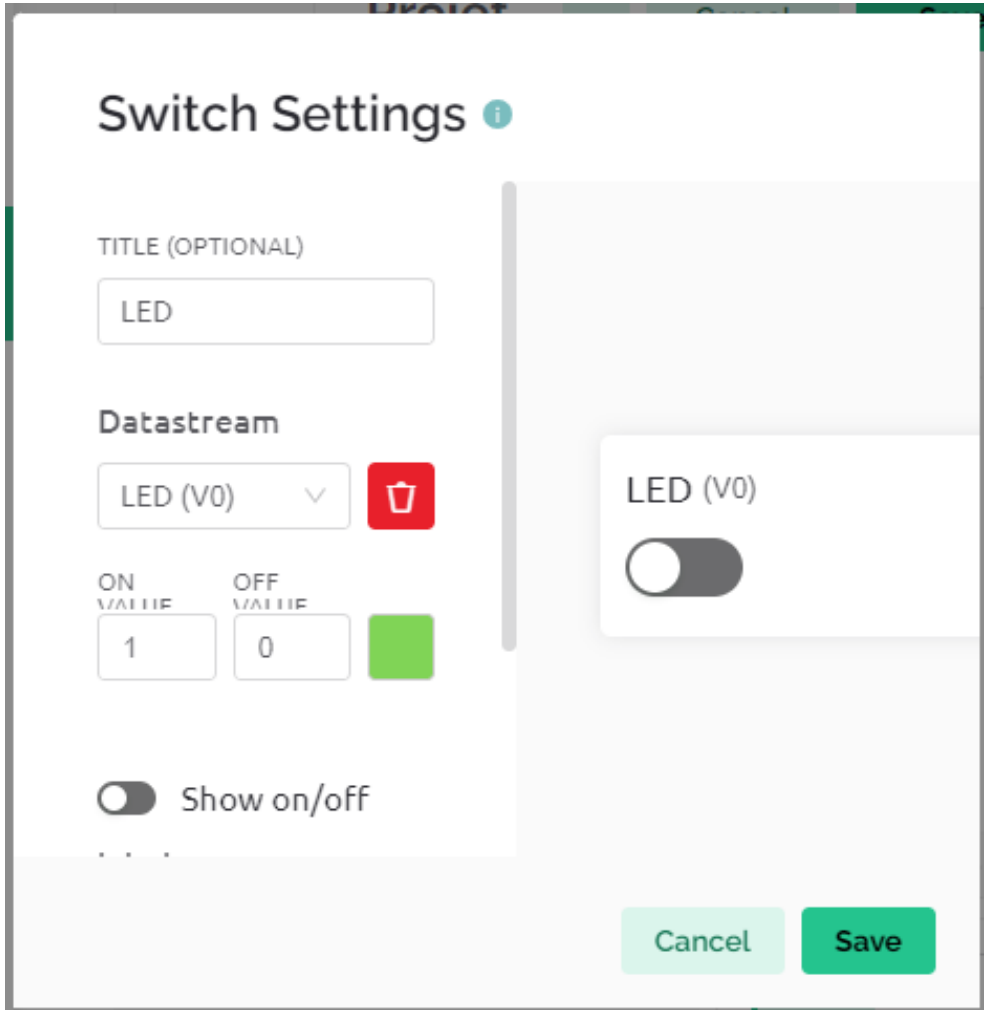
CONFIGURAR O LED NO BLYNK



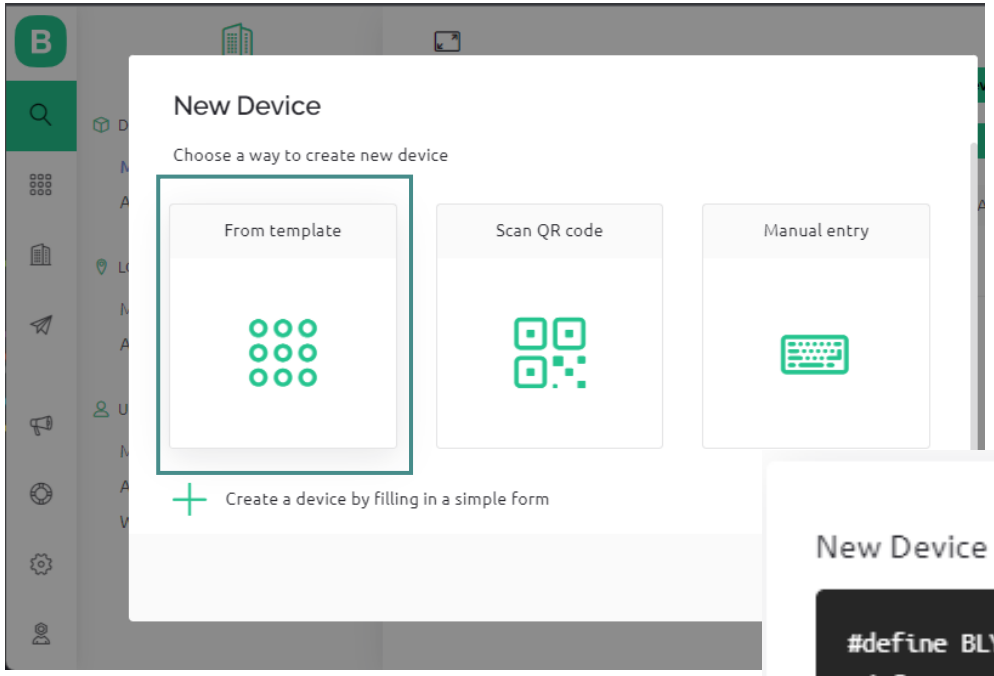


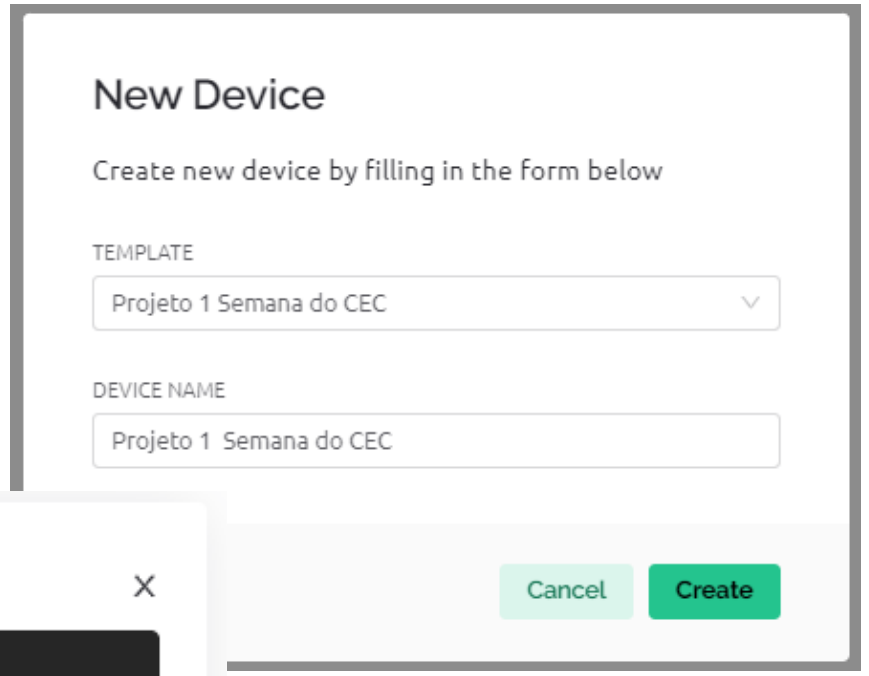
CRIAR E CONFIGURAR O DASHBOARD

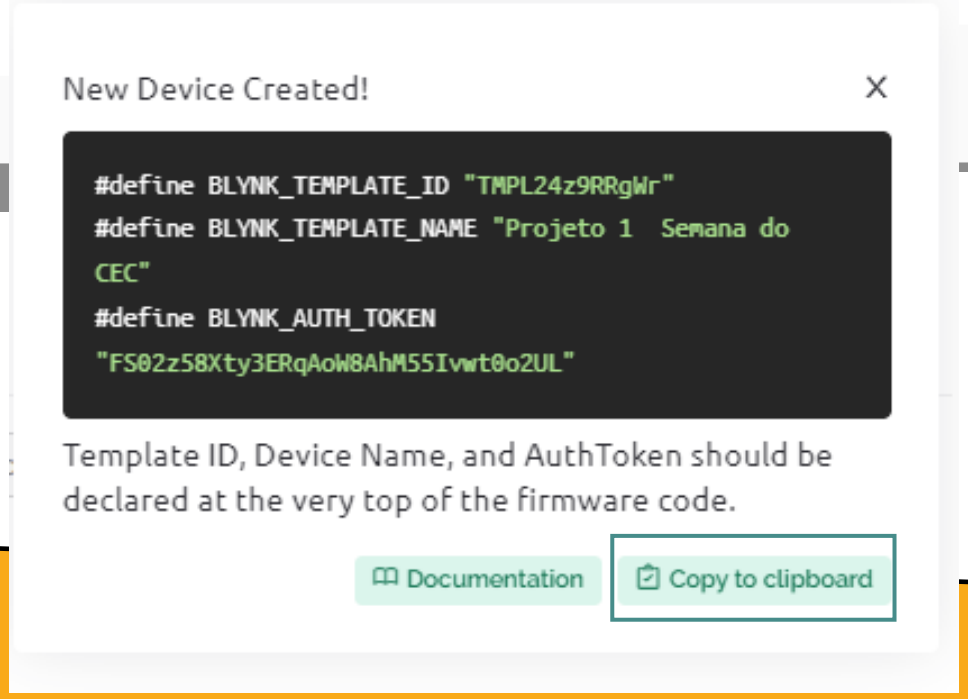




CONECTAR O ESP8266 AO PROJETO BLYNK

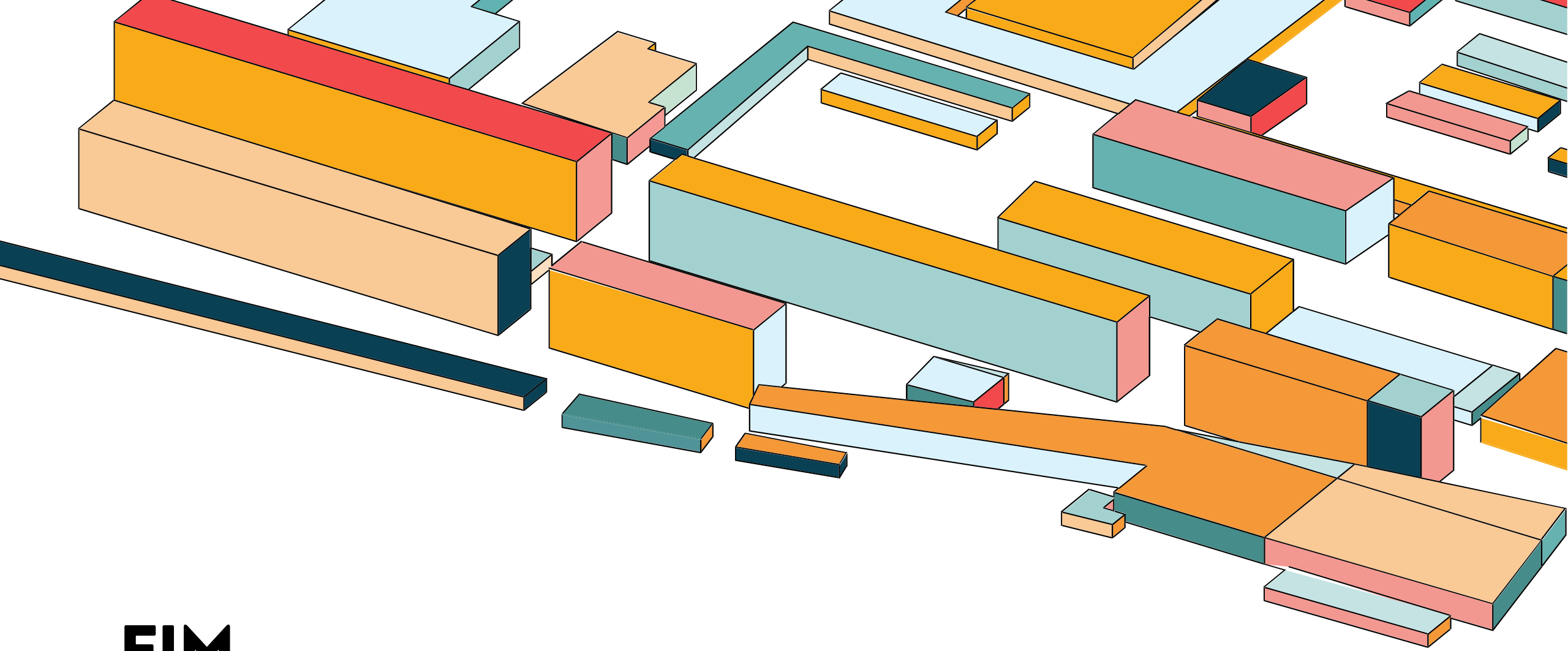






CÓDIGO

```
// Colar os dados do projeto
#define BLYNK_TEMPLATE_ID "DADOS_DO_PROJETO"
#define BLYNK_TEMPLATE_NAME "DADOS_DO_PROJETO"
#define BLYNK_AUTH_TOKEN "DADOS_DO_PROJETO"

#include <ESP8266WiFi.h> //Biblioteca para conectar a uma rede Wi-Fi
#include <BlynkSimpleEsp8266.h> //Biblioteca para uso da plataforma Blynk

// Configurações do aplicativo e da rede Wi-Fi
char auth[] = BLYNK_AUTH_TOKEN; //Armazena o AuthToken no array auth
char ssid[] = "NOME_REDE"; //Rede WiFi
char pass[] = "SENHA"; //Senha da rede WiFi

int ledPin = 5; // Corresponde ao pino D1

BLYNK_WRITE(V0){
  digitalWrite(ledPin, param.asInt());
}

void setup() {
  Blynk.begin(auth, ssid, pass); //Inicializa o Blynk passando parâmetros
  pinMode(ledPin, OUTPUT); // Define ledPin como de saída
}

void loop() {
    Blynk.run(); //Chama a função Blynk.run
}
```



FIM
OBRIGADA :)