IoT Blynk Projects

I. Overview:

Blynk is a Platform with iOS and Android apps to control Arduino, over the Internet. It is a digital dashboard where you can build a graphic interface for your project by simply dragging and dropping widgets. It is also can linked to the Internet over Wi-Fi, Ethernet or Bluetooth.

II. Objectives

Control a LED connected to ESP 32 µC With Blynk Via WiFi

III. Prerequisites:

ESP32 with Arduino IDE - Tutorial here:

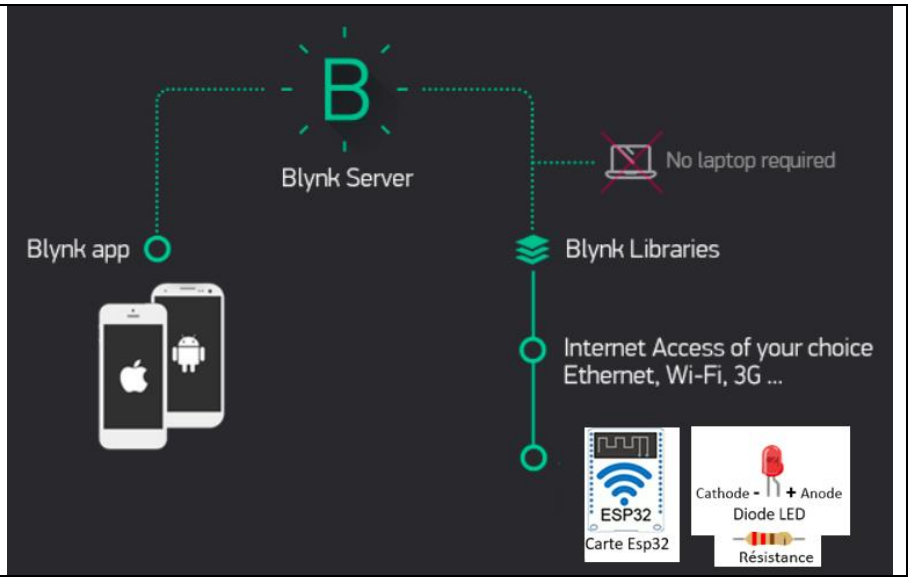
https://randomnerdtutorials.com/installing-the-esp32-board-in-arduino-ide-windows-instructions/

Blynk library installed:

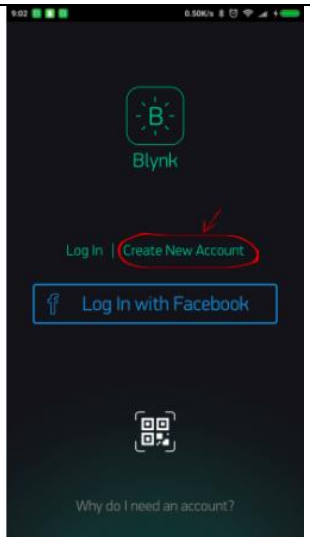
https://github.com/blynkkk/blynk-library/releases/tag/v0.6.1

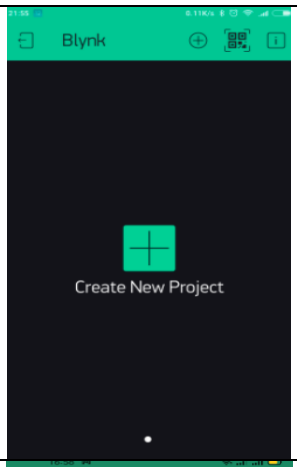
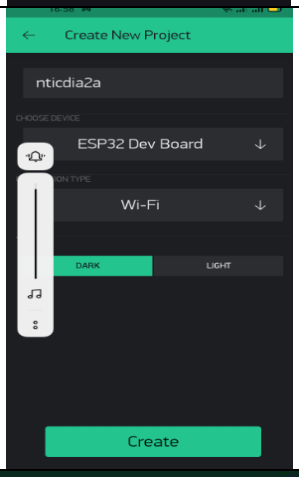
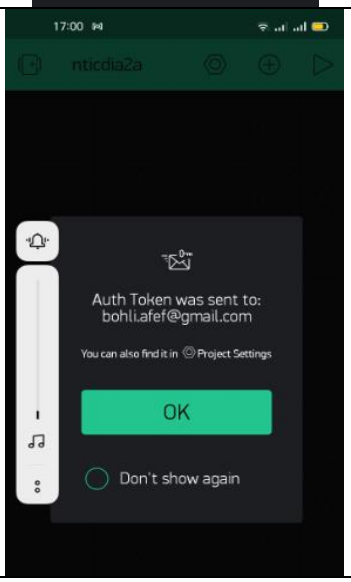
IV. Hardware/Software

- Smartphone
- ESP32 development board
- Led
- Resistance
- Arduino IDE



Required job :

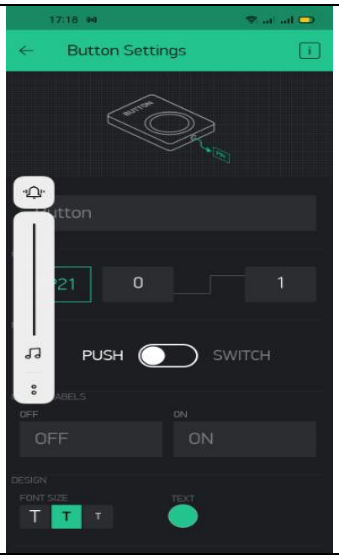
1. Create a Blynk Account : We recommend using a **real** email address because it will simplify things later An account is needed to save your projects and have access to them from multiple devices from anywhere. It's also a security measure.	

2. Create a New Project: After you've successfully logged into your account, start by creating a new project	
3. Choose Your Hardware **ESP 32 DEV Board**	
4. Auth Token **A unique identity of the project was sent by mail**	

5. Add a Widget

add a button to control our LED.
Tap anywhere on the canvas to open the widget box. All the available widgets are located here. Now pick a button.

Define the pin number



7. setup your hardware

Deploy the Blynk control Code on your IDE

6. Run The Project

Press the **PLAY** button. This will switch you from

EDIT mode to PLAY mode where you can interact

with the hardware

push the button and turn the LED on and off! It should

be Blynking.