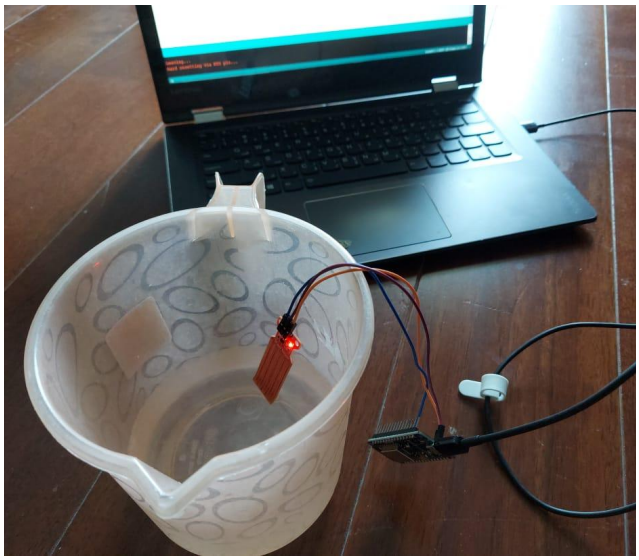
Water Level Detection Interface with NodeMCU and Blynk

ABSTRACT:

This Water level detection interface has been made to interpret the amount of water present on a surface and provide the various levels on an app so that it can be monitored. It is a simple setup which is easy-to-use and can be used as a gauge of water levels in tanks, rainfall levels etc. Due to its connection with an online platform, it is easily usable, and human interaction with the water level becomes negligible.

SETUP:



INTERFACE:

1. The sensor is placed in the area that needs to be monitored. Depending on the water level, the sensor will provide an output.
2. The NodeMCU is programmed in such a way that the water level can be measured to low, medium or high depending on the sensor output.
3. The Wifi module of the NodeMCU sends the values to the Blynk app where the setup can be monitored remotely.

RESULT:

Water level sensor is calibrated in such a way to provide accurate measurements. The Blynk app provides remote access, and allows one to easily monitor the depth of water present in an area. This setup can be easily used by gardeners/farmers to monitor their plants and prevent flooding/water excess in their pots/fields.