

Exp 3 : humidity + blynk IOT

CODE :

```
#define BLYNK_TEMPLATE_ID "TMPL38GNlgCyi"
#define BLYNK_TEMPLATE_NAME "SoilmoisureMonitor"
#define BLYNK_AUTH_TOKEN "1zVUMt_V7wtIRPyivPS0GKFwKs5pcxjw"
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>

Char auth[] = BLYNK_AUTH_TOKEN;
Char ssid[] = "OnePlus Nord CE3 5G";
Char pass[] = "1234567890";
#define SOIL_PIN A0

BlynkTimer timer;

Void sendSoilMoisture() {
    Int sensorValue = analogRead(SOIL_PIN);
    Int moisturePercent = map(sensorValue, 1023, 0, 0, 100);
    Serial.print("Soil Moisture: ");
    Serial.print(moisturePercent);
    Serial.println(" %");
    Blynk.virtualWrite(V1, moisturePercent);
}

Void setup() {
    Serial.begin(115200);
    Blynk.begin(auth, ssid, pass);
    Timer.setInterval(1000L, sendSoilMoisture);
}
```

```
Void loop() {  
    Blynk.run();  
    Timer.run();  
}
```

How to run :

1. Open Arduino IDE

2. Install ESP8266 Board

Go to:

File → Preferences → Additional Boards Manager URLs

Paste this:

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

Now:

Tools → Board → Boards Manager

Search ESP8266

Click Install

Then select:

✓ NodeMCU 1.0 (ESP-12E Module)

3. Install Required Libraries

Go to:

Sketch → Include Library → Manage Libraries

Search and install:

✓ Blynk

✓ ESP8266WiFi (comes preinstalled)

4. Wiring (Important)

Soil Moisture Sensor → NodeMCU

Sensor Pin NodeMCU

VCC 3V3

GND GND

A0 A0

 Do NOT connect Soil Sensor to 5V (NodeMCU is 3.3V only)

5. Paste the Correct Code

Delete everything and paste the code .

6. Select Port

Go to:

Tools → Port → COM3 / COM4

(Mac/Linux will show different name)

7. Upload Code

Click UPLOAD (→)

Wait for “Done Uploading”.

8. Open Serial Monitor

Tools → Serial Monitor

Set baud: 115200

You will see:

Soil Moisture: 50 %

Connecting to Blynk...

Connected!

9. Open Blynk App / Web Dashboard

In Blynk Cloud:

<https://blynk.cloud>

You will see your device online.

Add:

✓ Datastream V1 → vertical gauge or chart

Soil moisture value will update every 1 second.