

Tutorial: Connecting Adafruit IO and Wokwi

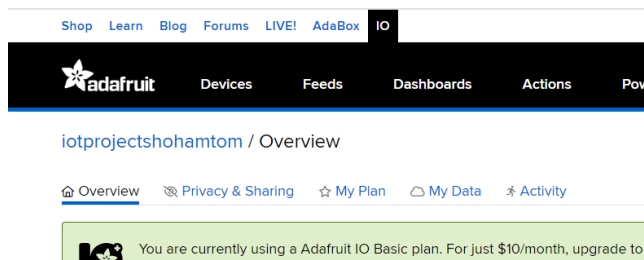
In this tutorial, you will learn how to connect Adafruit IO, a powerful platform for IoT projects, with Wokwi, a simulator for Arduino projects. By integrating these two platforms, you can prototype and test IoT projects in a simulated environment before deploying them in the real world.

make sure you have the following:

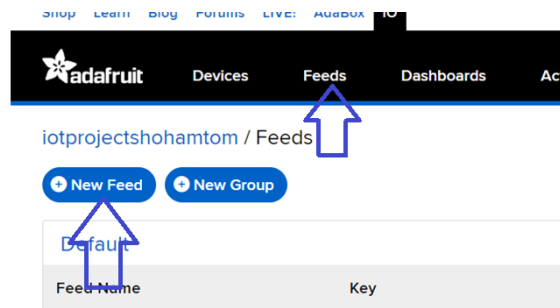
- An Adafruit IO account. You can sign up for free at <https://io.adafruit.com/>.
- A Wokwi account. You can sign up for free at <https://wokwi.com/>.

Step 1: Setting up Adafruit IO

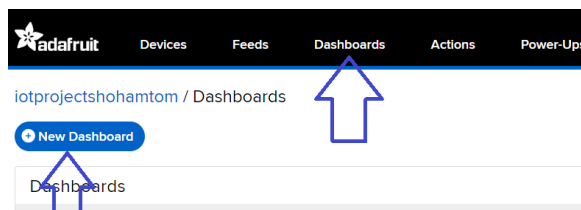
1. Sign in to your Adafruit IO account or create a new one if you don't have an account.



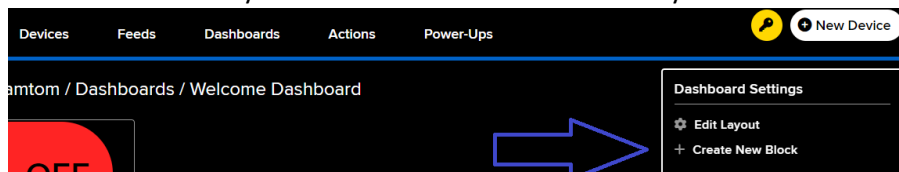
2. Once logged in, navigate to the "Feeds" tab and create a new feed. Give your feed a name, Note that the name should indicate the meaning of the content ,such as "Temperature."



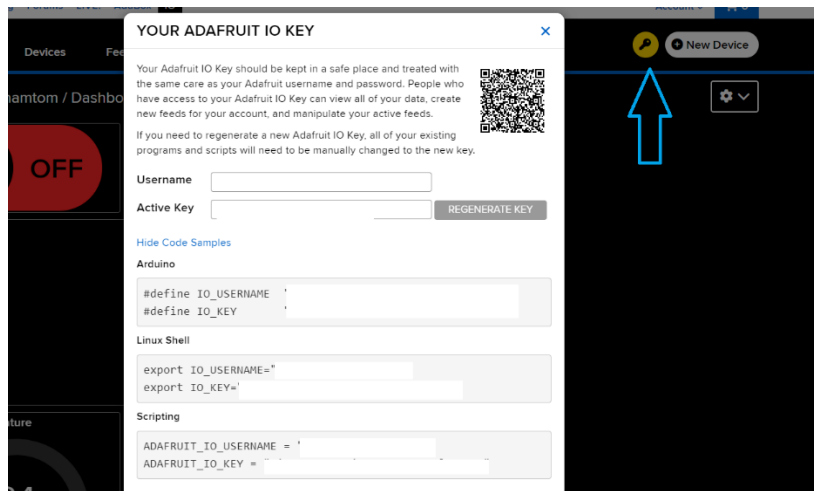
3. Next, create a new dashboard by clicking on the "Dashboards" tab and then the "Create a New Dashboard" button.



4. Add a new block to your dashboard and select the feed you created earlier.

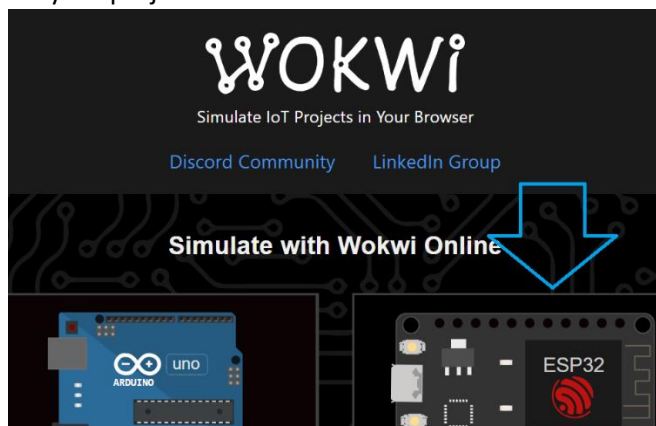


- Note down your Adafruit IO Username and Active Key, which you'll need later for authentication.

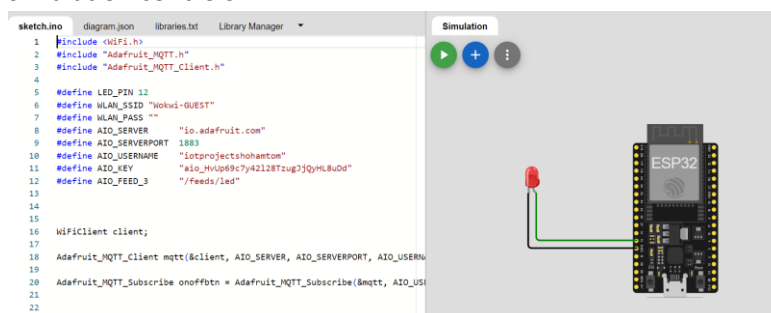


Step 2: Setting up Wokwi

- Sign in to your Wokwi account or create a new one if you haven't already.
- Once logged in, navigate to the Wokwi simulator and select the ESP32 board you want to use for your project.

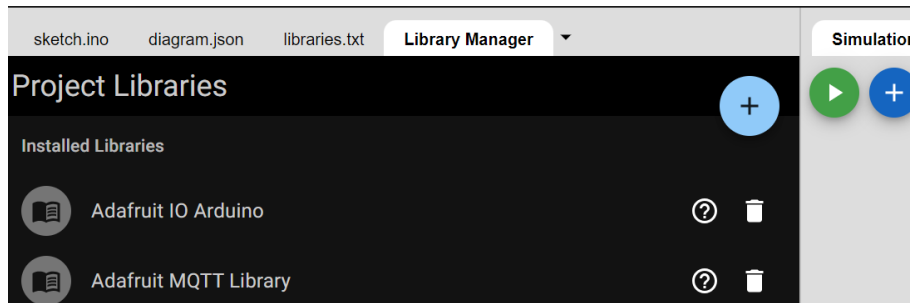


- Familiarize yourself with the Wokwi interface, including the code editor, serial monitor, and simulation controls.



Step 3: Integrating Adafruit IO and Wokwi

1. In your ESP32 sketch, include the Adafruit MQTT library. You can do this by going to Sketch > Include Library > Manage Libraries and searching for "Adafruit MQTT."



2. Write the code to connect to Adafruit IO using MQTT. Make sure to include your Adafruit IO Username and Active Key.

```
sketch.ino  diagram.json  libraries.txt  Library Manager
1  #include <WiFi.h>
2  #include "Adafruit_MQTT.h"
3  #include "Adafruit_MQTT_Client.h"
4
5  #define LED_PIN 12
6  #define WLAN_SSID "Wokwi-GUEST"
7  #define WLAN_PASS ""
8  #define AIO_SERVER "io.adafruit.com"
9  #define AIO_SERVERPORT 1883
10 #define AIO_USERNAME
11 #define AIO_KEY write your keys here!
12 #define AIO_FEED_3 "/feeds/led"
```



3. Test your code by publishing a message to your Adafruit IO feed and subscribing to it to ensure successful communication.

Step 4: Prototyping an IoT Project

1. Create a simple IoT project, in your ESP32 sketch.
2. Write the code to read sensor data and publish it to your Adafruit IO feed.
3. Upload your code to the Wokwi simulator and start the simulation.
4. Monitor the simulated project's behavior in the Wokwi interface and observe the data being transmitted to Adafruit IO.