## **ACTIVIDAD 1**

## MIT App:

```
when btnConectar .BeforePicking
      set (btnConectar • ). Elements • to ( BluetoothClient1 • ). (AddressesAndNames •
                                                                           when btnConectar . AfterPicking
       if call BluetoothClient1 .Connect
                                           btnConectar •
                                                        Selection •
                                                                               Screenl
            set Label1 . Text to Connected
                                                                                            Not Connected
                                                                                  Conectar
            set (Label1 . Text . to
                                   " (Not Connected)
                                                                                  Bluetooth
      when Button1 → .Click
                                                                                 Enviar
                BluetoothClient1 - IsConnected -
               call BluetoothClient1 .SendText
                                      text ( TextBox1 ▼ . Text ▼
Código en ArduinoIDE:
#include <Wire.h>
#include <LiquidCrystal.h>
#include <BluetoothSerial.h>
BluetoothSerial SerialBT;
LiquidCrystal lcd(21, 19, 25, 32, 26, 33);
void setup() {
 Serial.begin(115200);
 SerialBT.begin("ESP32_LCD_AMI"); // Nombre del dispositivo Bluetooth
 lcd.begin(16, 2);
 lcd.setCursor(0, 0);
 lcd.print("Esperando...");
}
void loop() {
 if (SerialBT.available()) {
  String mensaje = SerialBT.readString();
```

```
lcd.clear();
lcd.setCursor(0, 0);
lcd.print(mensaje);
Serial.println("Recibido: " + mensaje);
}
```

 $\underline{https://drive.google.com/file/d/1m\_HkltRUC-HdV4DUFpZdXMV-yLBSMxXa/view?usp=sharing}$