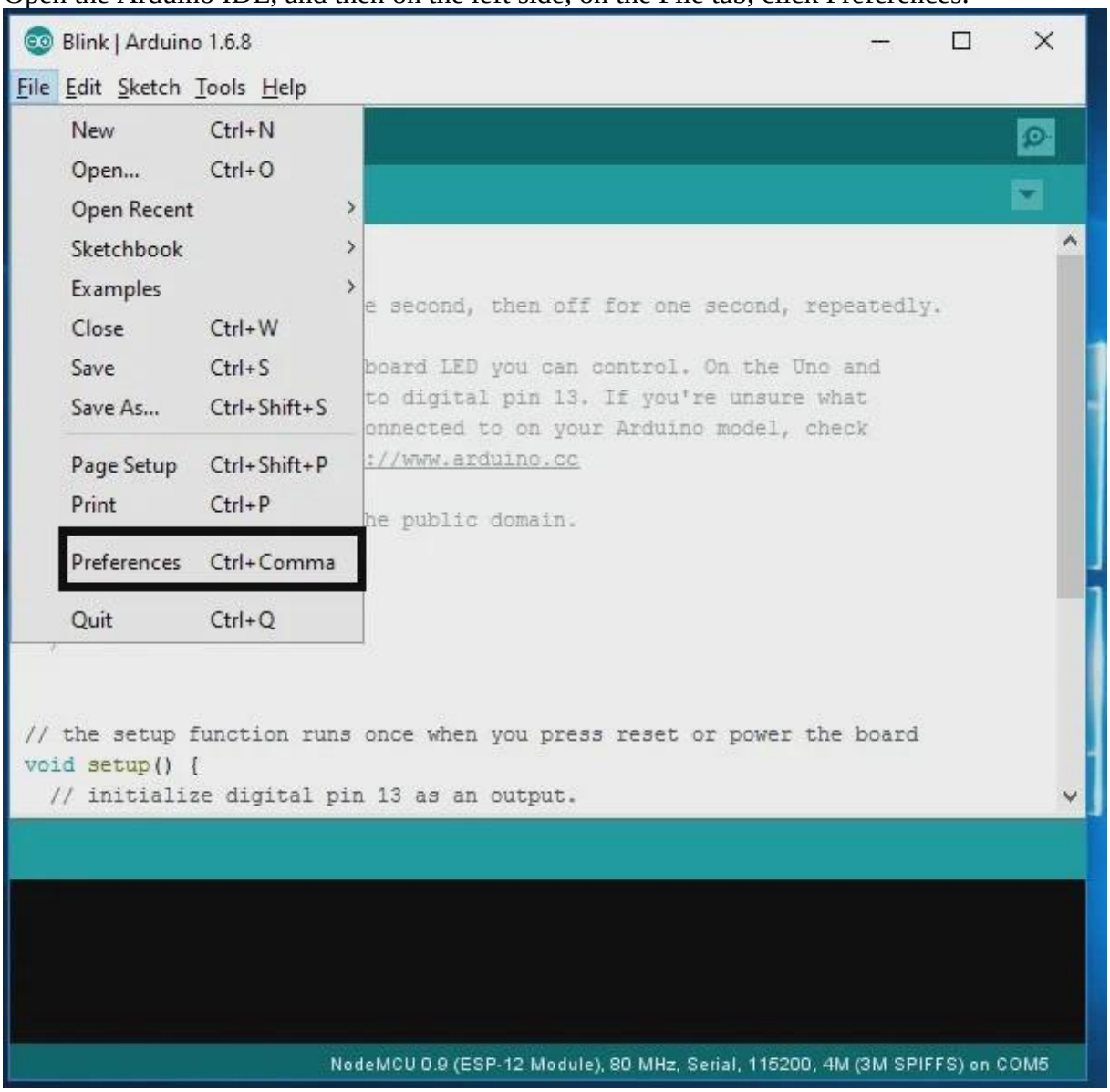
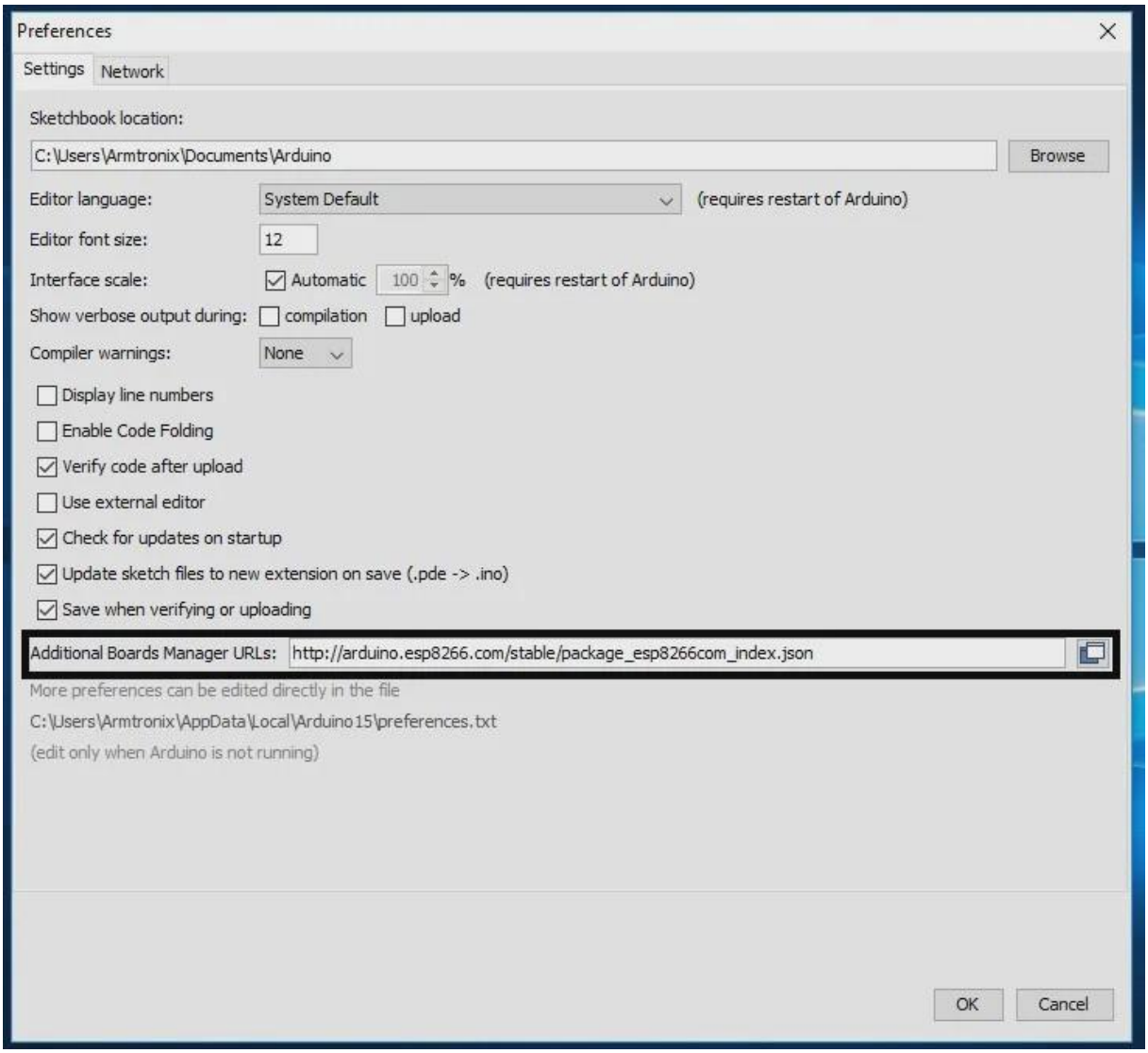
Before electrifying our circuit, let's install the code I have prepared for you so that the NodeMCU card can communicate with the server. After you connect the card to your computer, install the Arduino IDE on your computer at the following address.
https://www.arduino.cc/en/software

For computer recognition of the NodeMCU card, download and install the CH340 driver from the link below.
https://sparks.gogo.co.nz/ch340.html

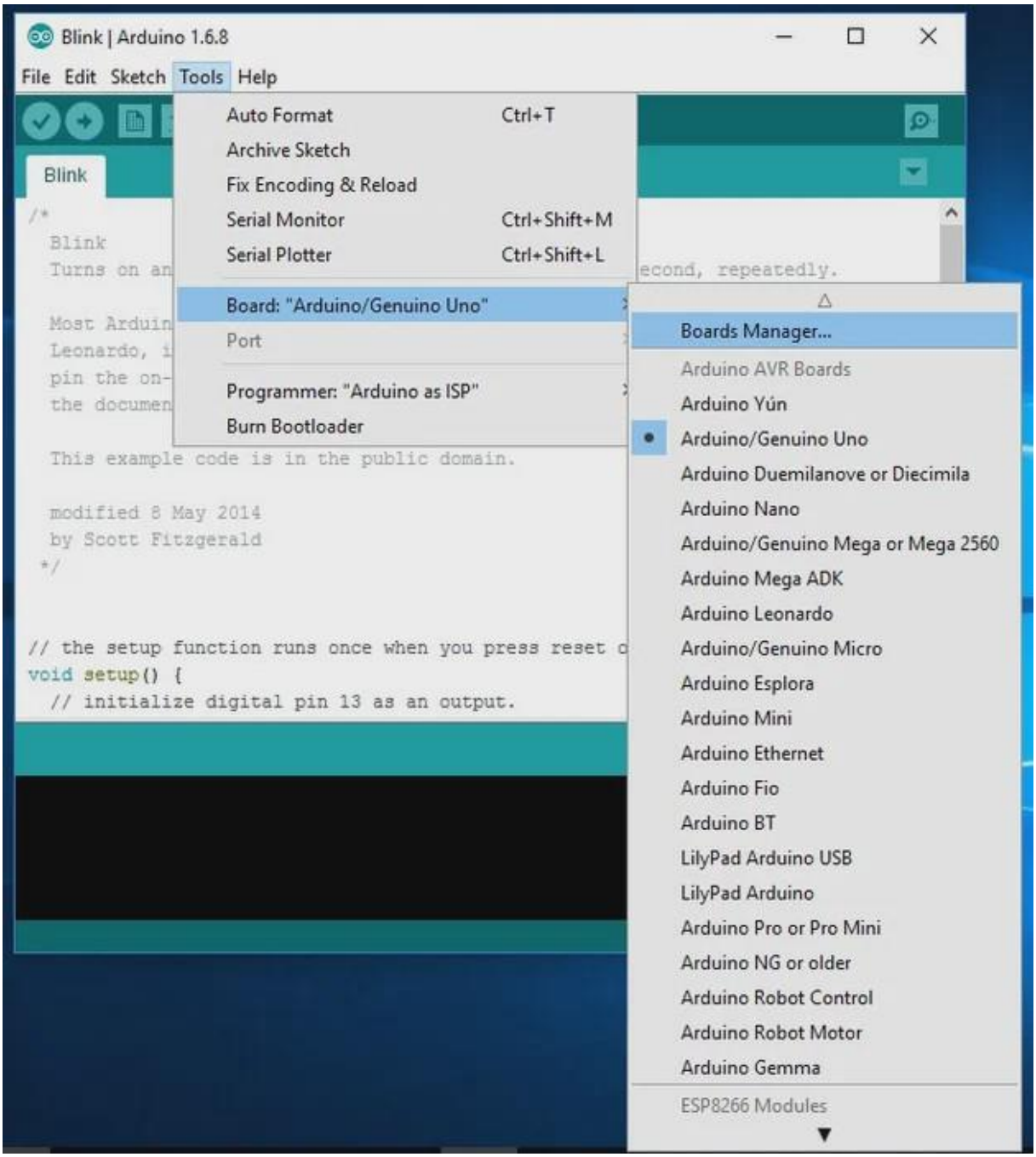
Open the Arduino IDE, and then on the left side, on the File tab, click Preferences.



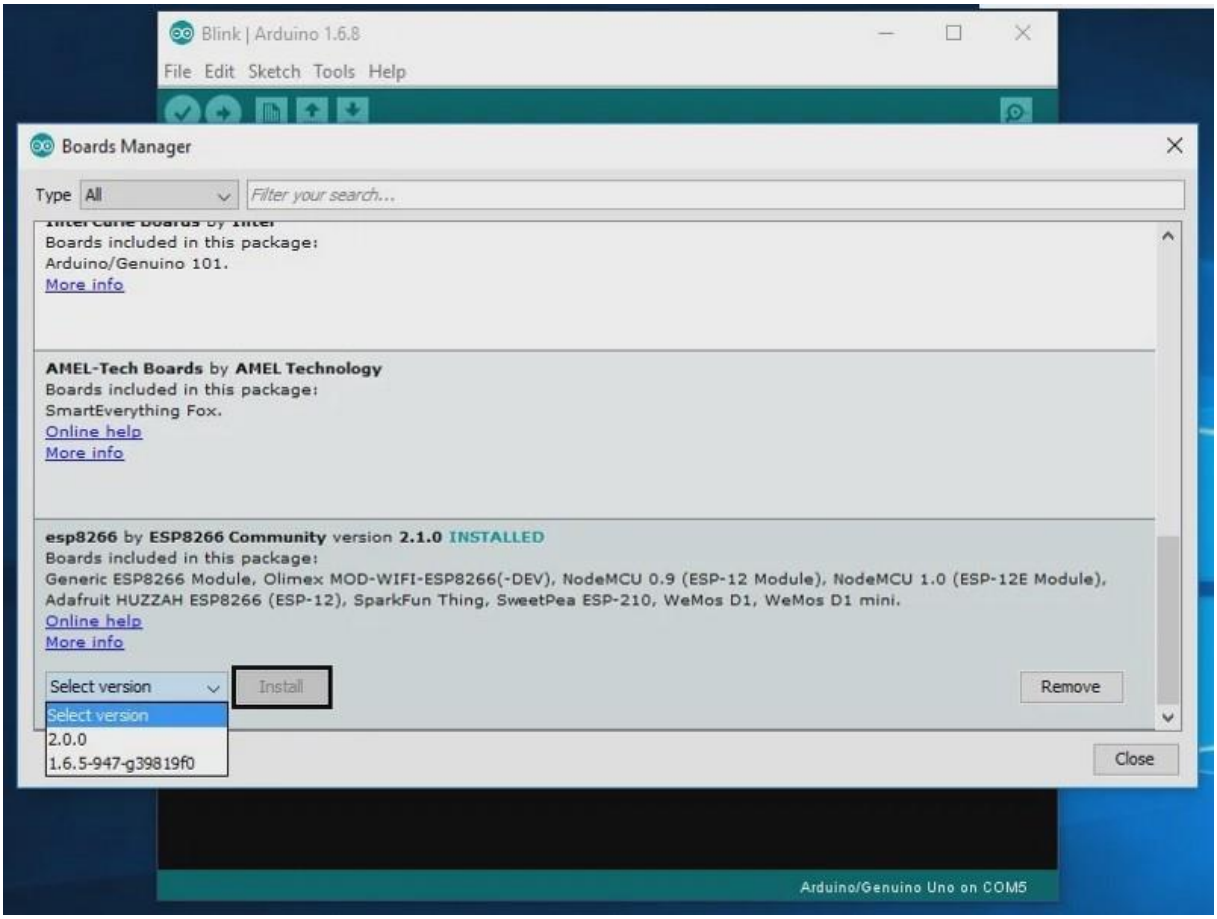
In the Additional Boards Manager section, snap the link to the ESP8266 library and press the OK button.
http://arduino.esp8266.com/stable/package_esp8266com_index.json



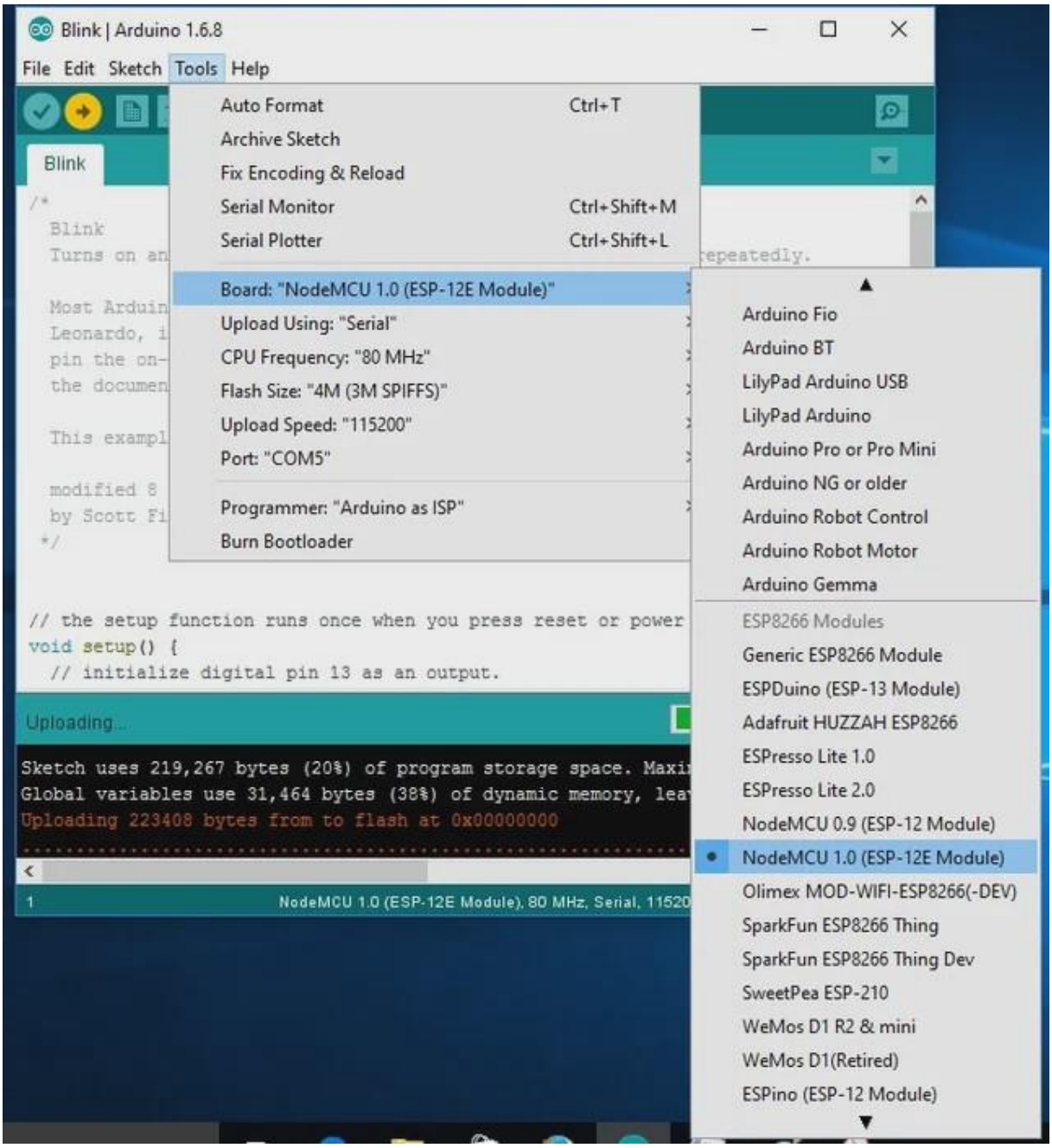
On the Tools tab, click Boards Manager.



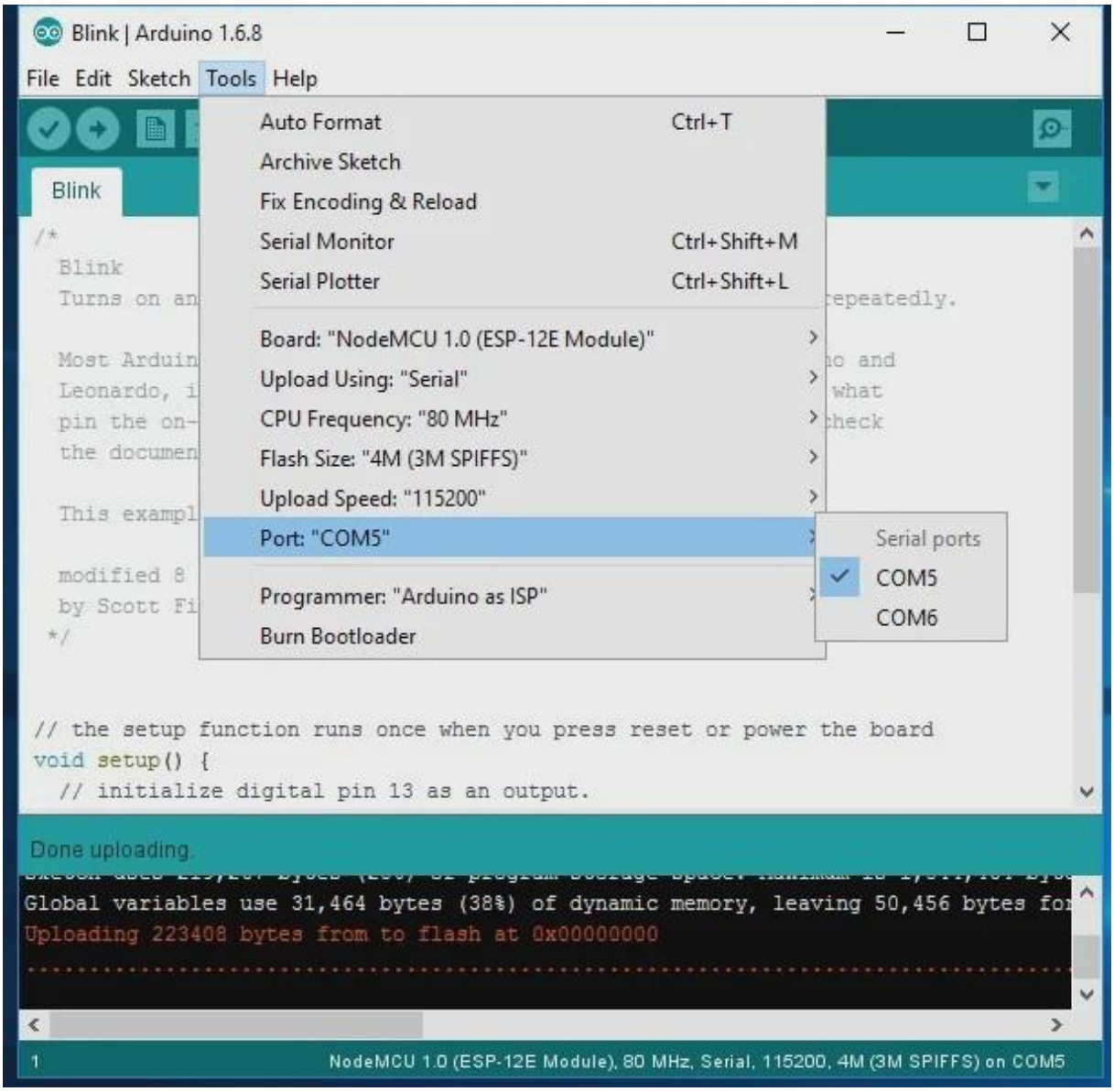
Set up esp8266 from the libraries that appeared by typing ESP8266 in the search section.



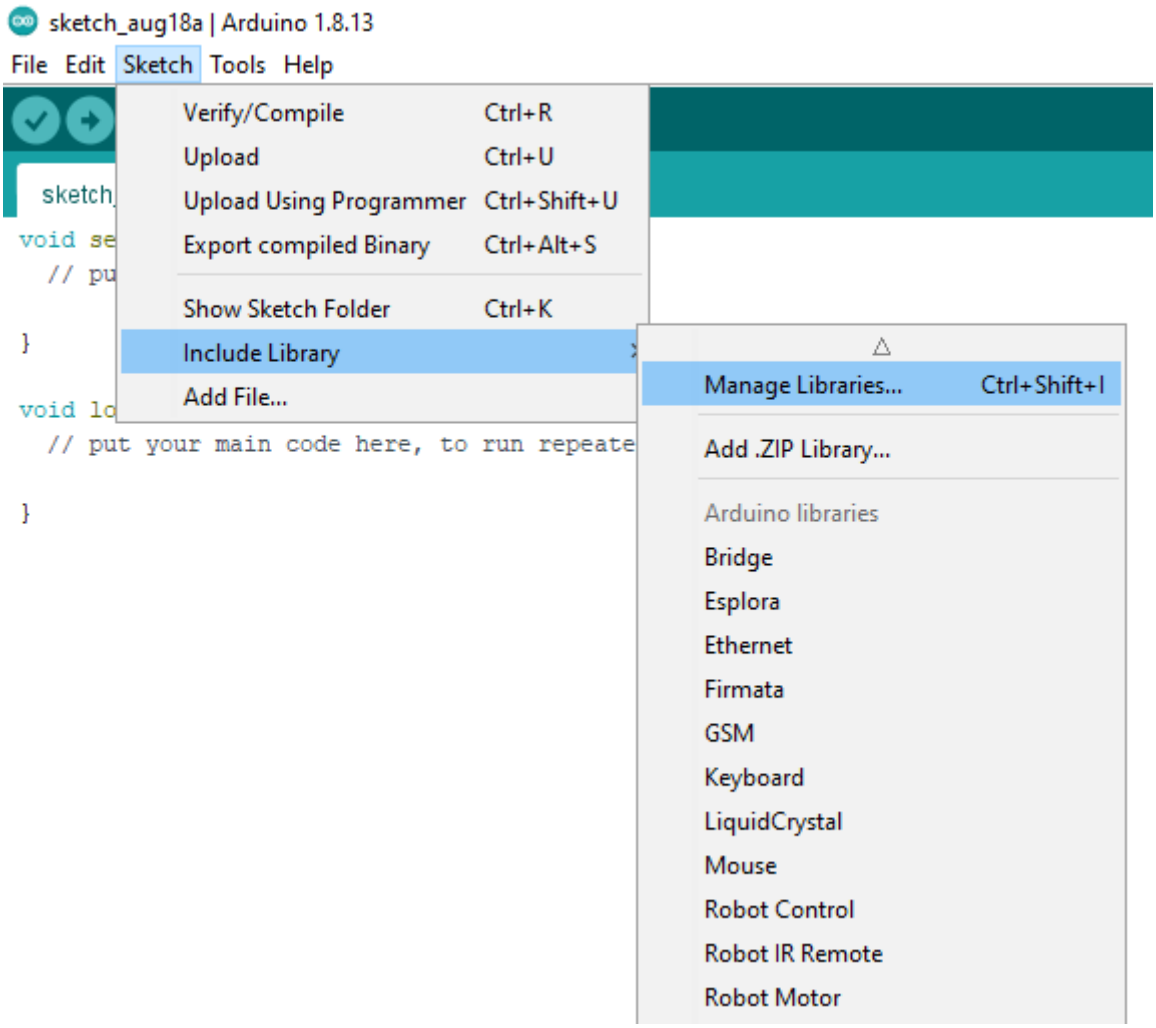
Then click Boards Manager and select the NodeMCU 1.0 card.



On the Tool tab, point to Port and select the port on which your NodeMCU card is connected to the computer.



Finally, in sketch, on the Include Library tab, click the Manage Libraries tab.



On the page that opens, install the PubSubClient (v2.8.0), ArduinoJson (v5.13.5), ACS712 (v0.2.6) libraries.