

# **Connect Shiksha IoT Academy**

## 15-Day IoT & Robotics Program

Transforming Engineering Students into IoT Professionals

## Day 4: LDR Sensor + LED Automation using NodeMCU

## **Step 1: Connect the LDR Sensor**

#### Components Needed:

- 1x LDR
- 1x 10kΩ Resistor
- Breadboard
- · Jumper wires
- NodeMCU(ESP8266)

#### **Connections:**

- One leg of LDR → 3.3V
- Other leg of LDR → A0 (Analog pin)
- $10k\Omega$  Resistor  $\rightarrow$  Between LDR's second leg and GND

This forms a **voltage divider** that sends analog values to the A0 pin.

## Step 2: Read Light Value from LDR

#### Code:

```
void setup() {
   Serial.begin(115200); // Start Serial Monitor
}
```

```
void loop() {
  int ldrValue = analogRead(A0); // Read analog value from LDR
  Serial.print("LDR Value: ");
  Serial.println(ldrValue);
  delay(500); // Delay for better readability
}
```

**Upload the code** and open the **Serial Monitor** (115200 baud).

You will see the **light intensity value** changing when you cover or uncover the LDR.

## **Step 3: Connect the LED**

#### **Additional Component:**

• 1x LED

#### **Connections:**

- LED Anode (+) → D2 (GPIO 4)
- LED Cathode (-) → **GND**

## Step 4: Automate LED Based on Light

Now we combine both - the LDR reads light levels and the LED turns ON/OFF based on it.

#### Final Code:

```
const int ledPin = D2;
const int ldrPin = A0;

void setup() {
  pinMode(ledPin, OUTPUT);
  Serial.begin(115200);
}

void loop() {
  int ldrValue = analogRead(ldrPin);
  Serial.print("LDR Value: ");
  Serial.println(ldrValue);

if (ldrValue < 500) { // Dark environment</pre>
```

```
digitalWrite(ledPin, HIGH); // Turn on LED
} else {
   digitalWrite(ledPin, LOW); // Turn off LED
}

delay(500);
}
```

## **Key Concepts Explained**

- LDR: Sensor that detects light. Resistance decreases with more light.
- Voltage Divider: Converts changing resistance into a voltage the ESP8266 can read.
- **A0 Pin**: NodeMCU's analog input pin (reads values from 0–1023).
- LED Control: LED turns on when light is low, turns off when it's bright.