# **1. esp8266 wifi connection with blynk**

example -> Blynk->Boad\_WIFI->esp8622\_shield

install library ESP8266WiFi

tools->manage libraries-> search ESP8266WiFi and install

install library BlynkSimpleEsp8266

tools->manage libraries-> search BlynkSimpleEsp8266 and install

ssid=wifiname

pass=wifipassword

**code**:

#define BLYNK\_TEMPLATE\_ID "template id"

#define BLYNK\_TEMPLATE\_NAME "template name"

#define BLYNK\_AUTH\_TOKEN "device tocken"

// Replace with your Blynk all data

#define BLYNK\_PRINT Serial

#include <ESP8266WiFi.h>

#include <BlynkSimpleEsp8266.h>

// Your WiFi credentials.

// Set password to "" for open networks.

char ssid[] = "\*\*";

char pass[] = "\*\*\*\*\*";

void setup()

{

// Debug console

Serial.begin(9600);

Blynk.begin(BLYNK\_AUTH\_TOKEN, ssid, pass);

}

void loop()

{

Blynk.run();

}

# **2. esp8266 connection with blynk**

example -> Blynk->blynk.Edgent->Edgent\_ESP8266

//replace template id and name

#define BLYNK\_TEMPLATE\_ID "blynk\_template\_id"

#define BLYNK\_TEMPLATE\_NAME "blynk\_template\_name"

**Code:**

#define BLYNK\_TEMPLATE\_ID           "TMPxxxxxx"

#define BLYNK\_TEMPLATE\_NAME         "Device"

#define BLYNK\_FIRMWARE\_VERSION        "0.1.0"

#define BLYNK\_PRINT Serial

#define APP\_DEBUG

#include "BlynkEdgent.h"

void setup()

{

  Serial.begin(115200);

  delay(100);

  BlynkEdgent.begin();

}

void loop() {

  BlynkEdgent.run();

}

# **3.for esp8266 blynk wifi with led blink**

install library ESP8266WiFi

tools->manage libraries-> search ESP8266WiFi and install

install library BlynkSimpleEsp8266

tools->manage libraries-> search BlynkSimpleEsp8266 and install

ssid=your\_wifi\_name

pass=wifi\_password

**code:**

#define BLYNK\_TEMPLATE\_ID "your\_template id"

#define BLYNK\_TEMPLATE\_NAME "your\_template name"

#define BLYNK\_AUTH\_TOKEN "your\_device tocken"

#include <ESP8266WiFi.h>

#include <BlynkSimpleEsp8266.h>

// Replace with your WiFi credentials

char ssid[] = "nk";

char pass[] = "12345678";

int ledPin = LED\_BUILTIN;

void setup() {

pinMode(ledPin, OUTPUT);

digitalWrite(ledPin, LOW);

// Start Blynk

Blynk.begin(BLYNK\_AUTH\_TOKEN, ssid, pass);

}

BLYNK\_WRITE(V1) {

int ledState = param.asInt(); // Get value from Blynk app (0 or 1)

digitalWrite(ledPin, ledState); // Set LED state

}

void loop() {

Blynk.run(); // Run the Blynk process

}

next step

* open blynk dashboard
* click on devices
* click on your template eg”Quick start Template”
* click edit
* buttion in settings
* datastream variable value v1 select then save
* switch in setting
* datasteam variable value v1 select then save
* save and apply

click on buttion and light on or off .

install mobile in blynk iot

login with same id and show devices

select youre device and button show