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/*
Experiment No.: 16
Statement : MQTT protocol with ESP8266 Witty Cloud
                  Development Board and Adafruit IO.
Date of Exp. : //
Author : Pawan Dilip Sorte (A-12)
#include <ESP8266WiFi.h>
                               // library file for ESP8266
#include <ESP8266WiFi.h>
#include "Adafruit MQTT.h"
                                  // library included through
Adafruit IO Arduino
#include "Adafruit MQTT Client.h" // library included through
Adafruit IO Arduino
// pinout for wittyBoard
#define led 2
                        // debug LED, tiny blue
#define red 15
                        // RGB LED red
#define green 12
                       // RGB LED green
#define blue 13
                        // RGB LED blue
#define ldr A0
                        // LDR
#define WLAN SSID
                      "POCO X2"
#define WLAN PASS
                    "7890123456"
#define AIO SERVER "io.adafruit.com"
#define AIO SERVERPORT 1883
                                                // mqtt: 1883,
secure-mqtt: 8883
#define AIO USERNAME
                       "pawanps55"
#define AIO KEY
                       "aio GOZb5808u1IY11HwhhFxZvjfdu8Z"
WiFiClient
                                                       client;
// declare client
Adafruit_MQTT_Client mqtt(&client, AIO SERVER, AIO SERVERPORT,
```

AIO USERNAME, AIO KEY);

// declare MQTT client

```
Adafruit MQTT Publish
                                   lightintensity
Adafruit MQTT Publish ( &mqtt,
                                  AIO USERNAME
                                                    "/feeds/Light
Intensity "); // declare publisher
Adafruit MQTT Subscribe
                                       redbutton
Adafruit MQTT Subscribe(&mqtt, AIO USERNAME
                                                   "/feeds/REd");
// declare subscriber
Adafruit MQTT Subscribe
                                     greenbutton
Adafruit MQTT Subscribe(&mqtt, AIO USERNAME "/feeds/Green");
declare subscriber
Adafruit MQTT Subscribe
                                     bluebutton
Adafruit MQTT Subscribe(&mqtt, AIO USERNAME "/feeds/Blue");
// declare subscriber
void
                                                 MQTT connect();
// bug fixes
void setup() {
  // put your setup code here, to run once:
 pinMode(led, OUTPUT);
 pinMode(red, OUTPUT);
 pinMode(green, OUTPUT);
 pinMode(blue, OUTPUT);
  Serial.begin(115200);
  delay(10);
  Serial.println(F("Adafruit MQTT demo"));
  // Connect to WiFi access point.
  Serial.println();
  Serial.print("Connecting to ");
  Serial.println(WLAN SSID);
  WiFi.begin(WLAN SSID, WLAN_PASS);
  while (WiFi.status() != WL CONNECTED) {
   delay(500);
    Serial.print(".");
  Serial.println();
  Serial.println("WiFi connected");
```

```
Serial.println("IP address: "); Serial.println(WiFi.localIP());
  // Setup MQTT subscription for onoff feed.
  mqtt.subscribe(&redbutton);
  mqtt.subscribe(&greenbutton);
  mqtt.subscribe(&bluebutton);
}
void loop() {
  // put your main code here, to run repeatedly:
  MQTT connect();
  Adafruit MQTT Subscribe *subscription;
  while ((subscription = mqtt.readSubscription(5000))) {
    if (subscription == &redbutton) {
      Serial.print(F("Got: "));
      Serial.println((char *)redbutton.lastread);
      if(strcmp((char*)redbutton.lastread, "ON"))
        digitalWrite(red, LOW);
      else
        digitalWrite(red, HIGH);
    if (subscription == &greenbutton) {
      Serial.print(F("Got: "));
      Serial.println((char *) greenbutton.lastread);
      if(strcmp((char*)greenbutton.lastread, "ON"))
        digitalWrite(green, LOW);
      else
        digitalWrite(green, HIGH);
    if (subscription == &bluebutton) {
      Serial.print(F("Got: "));
      Serial.println((char *)bluebutton.lastread);
      if(strcmp((char*)bluebutton.lastread, "ON"))
        digitalWrite(blue, LOW);
      else
        digitalWrite(blue, HIGH);
    }
  }
```

```
Serial.print(F("\nSending light val "));
 Serial.print(analogRead(ldr));
 Serial.print("...");
 if (! lightintensity.publish(analogRead(ldr)))
   Serial.println(F("Failed"));
 else
   Serial.println(F("OK!"));
}
// Function to connect and reconnect as necessary to the MQTT
server.
void MQTT connect() {
  int8 t ret;
 // Stop if already connected.
 if (mqtt.connected()) {
   return;
 Serial.print("Connecting to MQTT... ");
 uint8 t retries = 3;
 while ((ret = mqtt.connect()) != 0) { // connect will return 0
for connected
       Serial.println(mqtt.connectErrorString(ret));
       Serial.println("Retrying MQTT
                                           connection in 5
seconds...");
      mqtt.disconnect();
      delay(5000); // wait 5 seconds
      retries--;
       if (retries == 0) {
         // basically die and wait for WDT to reset me
        while (1);
       }
 Serial.println("MQTT Connected!");
}
```















