

// Code for IoT Practical no.3

```
#define BLYNK_PRINT Serial
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>

char auth[] = "4vhk2X24Pyuo0hunXcfQavyACyll551A";
char ssid[] = "Public";
char pass[] = "public1234";
int need ;

void setup()
{
    Serial.begin(9600);
    pinMode (D4,INPUT);
    Blynk.begin(auth, ssid, pass);
}

void loop()
{
    Blynk.run();
    need=digitalRead(D4);
    Serial.println(need);

    if(need == HIGH)
    {
        Serial.println("Water is Needed");
        Blynk.notify("Water is Needed");
        delay(400);
    }
    else
    {
        Serial.println("Water Not Needed");
        Blynk.notify("Water is Not Needed");
        delay(400);
    }
    delay(100);
}
```