/\* Experiment No.: 16 Statement : MQTT protocol with ESP8266 Witty Cloud Development Board and Adafruit IO Date of Exp. : xx/xx/xxxxAuthor : Reva Dhiran (A-10) \* / Code: #include <ESP8266WiFi.h> //library file for esp8266 #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 "OPPO A5 2020" #define WLAN PASS "12345678" #define AIO SERVER "io.adafruit.com"

#define AIO SERVERPORT 1883 // mqtt: 1883, secure-mqtt: 8883

```
#define AIO USERNAME "hariharanm009"
#define AIO KEY "aio rlFZ964ZBPOXaJwwcQWmAuLUhc5P"
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/Lux-meter"); // 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")) d
igitalWrite(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!");
}
```





