

Hello Creatives,

In this manual, I will show you how to make a planter that tells you when the plant needs water.

How it works

The pot uses a LED light to show you if the plant needs water. If the soil is moisture the planter is green, using the green LED light. If the soil is dry, the planter will turn red, using the red LED light. But what if you are not at home and you cannot see the planter? Using Arduino code, the system will send a text message to your phone, telling you that you need to water the plant.

What you need

- NodeMCU
- Moisture Sensor (comes with potentiometer)
- LED light (RGB)
- Jumper Wires
- Micro USB Cable
- White Plastic Pot

How to set it up

1. Connect the two pins on the Amplifier to the two pins on the Moisture Sensor using the Jumper Wires.
2. Connect the 3.3V pin on the NodeMCU to the Vcc from the Amplifier.
3. Connect the GND pin of the Moisture Sensor to the ground pin on the NodeMCU.
4. Connect A0 pin on the NodeMCU to the Analog pin.
5. Connect NodeMCU to your PC using the Micro USB cable.

Writing the code

// Code will follow – I still have to test the code //