**CODE:**

// Controlling LEDs over the Internet

// First, let's create our "shorthand" for the pins

// led is D7

int led= D7;

// we are also going to register our Spark function

void setup()

{

// Here's the pin configuration

pinMode(led, OUTPUT);

// We are also going to declare a Spark.function so that we can turn the LED on and off from the cloud.

Spark.function("led",ledToggle);

// This is saying that when we ask the cloud for the function "led", it will employ the function ledToggle() from this app.

// For good measure, let's also make sure both LEDs are off when we start:

digitalWrite(led, LOW);

}

// This is the ledToggle function we registered to the "led" Spark.function earlier.

int ledToggle(String command) {

/\* Spark.functions always take a string as an argument and return an integer.

Since we can pass a string, it means that we can give the program commands on how the function should be used.

In this case, telling the function "on" will turn the LED on and telling it "off" will turn the LED off.

Then, the function returns a value to us to let us know what happened.

In this case, it will return 1 for the LEDs turning on, 0 for the LEDs turning off,

and -1 if we received a totally bogus command that didn't do anything to the LEDs.

\*/

if (command=="on") {

digitalWrite(led,HIGH);

return 1;

}

else if (command=="off") {

digitalWrite(led,LOW);

return 0;

}

else if(command=="blink")

//To blink the LED 10 times

{

for(int i=0;i<10;i++)

{

digitalWrite(led,HIGH);

delay(1000);

digitalWrite(led,LOW);

delay(1000);

}

}else{

return -1;

}

}