LAMPIRAN

Lampiran 1. Coding Keseluruhan Alat

```
#define BLYNK_PRINT Serial

#include <ESP8266WiFi.h>

#include <BlynkSimpleEsp8266.h>

#define RELAY_ON 0

#define RELAY_OFF 1

#define RELAY_1  D6

#define RELAY_2  D7

#define RELAY_3  D4

#include <DHT.h>

#include <DHT_U.h>

#include <LiquidCrystal_I2C.h>



float lembab, suhu;

DHT dht(0, DHT11);

LiquidCrystal_I2C lcd(0x27, 16, 2);


#define suhuon 0

#define suhuoff 1


char auth[] = "WJOuK4KmE71uW15JE_MPGlZboUDzNx9L"; //TOKEN PADA
APLIKASI BLYNX ANDROID

char ssid[] = "Iphone X Pro";                    //NAMA WIFI

char pass[] = "wahyuaditya10";             //PASSWORD WIFI
```

```
void setup()
{
  Serial.begin(9600);
  Blynk.begin(auth, ssid, pass);
  dht.begin();
  lcd.init();
  lcd.backlight();

  pinMode(RELAY_1, OUTPUT);
  pinMode(RELAY_2, OUTPUT);
  pinMode(RELAY_3, OUTPUT);
  digitalWrite(RELAY_1, RELAY_OFF);
  digitalWrite(RELAY_2, RELAY_OFF);
  digitalWrite(RELAY_3, RELAY_OFF);

  lcd.setCursor(0, 0);
  lcd.print("MESIN PENETAS");
  lcd.setCursor(5, 1);
  lcd.print("TELUR");
  delay(4000);
  lcd.clear();
  lcd.setCursor(2, 0);
  lcd.print("BERBASIS IOT");
  delay(3000);
  lcd.setCursor(7, 1);
```

```
  lcd.print(":)");
  delay(4000);
  lcd.clear();


  lcd.setCursor(0, 0);
  lcd.print("Suhu");
  lcd.setCursor(0, 1);
  lcd.print("Lembab");
  // You can also specify server:
  //Blynk.begin(auth, ssid, pass, "blynk-cloud.com", 80);
  //Blynk.begin(auth, ssid, pass, IPAddress(192,168,1,100), 8080);
}


void loop()
{
  float t = dht.readTemperature();
  float h = dht.readHumidity();


  if (isnan(t) || isnan(h)) {
    Serial.println("Failed to read from DHT");
    return;
  }


  if (t < 37) // ON
  {
```

```
  digitalWrite(RELAY_1, RELAY_ON);
  digitalWrite(RELAY_2, RELAY_OFF);
  digitalWrite(suhuon, HIGH);
  digitalWrite(suhuoff, LOW);
  delay (500);
}
else if (t > 38) //OFF
{
  digitalWrite(RELAY_1, RELAY_OFF);
  digitalWrite(RELAY_2, RELAY_ON);
  digitalWrite(suhuoff, HIGH);
  digitalWrite(suhuon, LOW);
  delay (500);
}

lcd.setCursor(0, 0);
lcd.setCursor(9, 0);
lcd.print(t);
lcd.print("\337C");

lcd.setCursor(0, 1);
lcd.setCursor(9, 1);
lcd.print(h);
lcd.print("%");
```

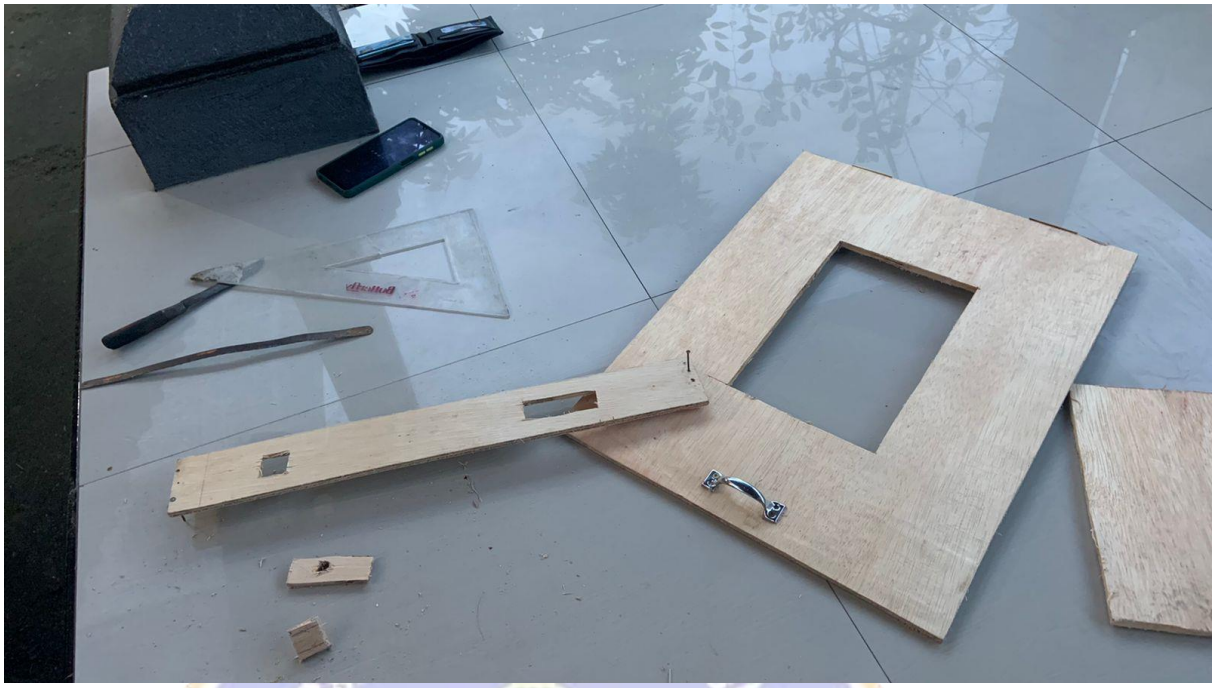
```
  Serial.print("Suhu :");
  Serial.print(t);
  Serial.print(",");
  Serial.print("Kelembaban :");
  Serial.print(h);
  Serial.print("\n");
  delay(500);


  Blynk.run();
  Blynk.virtualWrite(V0, t);
  Blynk.virtualWrite(V1, h);
  Blynk.virtualWrite(V2, RELAY_3);


  delay(200);
}
```

UNDIKSHA

Lampiran 2. dokumentasi pembuatan alat



Gambar 5.1 pembuatan pintu mesin penetas telur

Gambar 5.2 Proses perancangan alat

Gambar 5.3 Proses Pengujian Alat

Gambar 5.4 proses pengujian

Gambar 5.5 Proses pengujian alat

Gambar 5.6. Proses pengujian

Gambar 5.7 Proses Pengujian