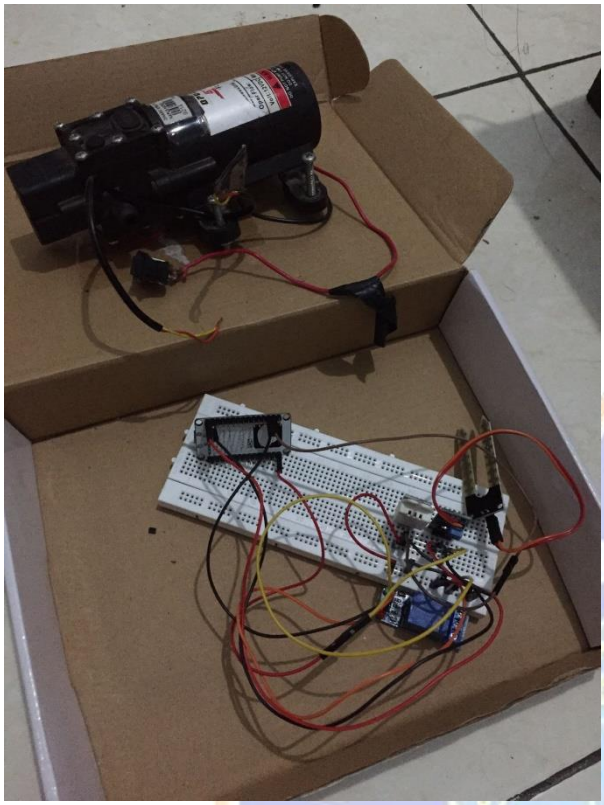
DAFTAR LAMPIRAN

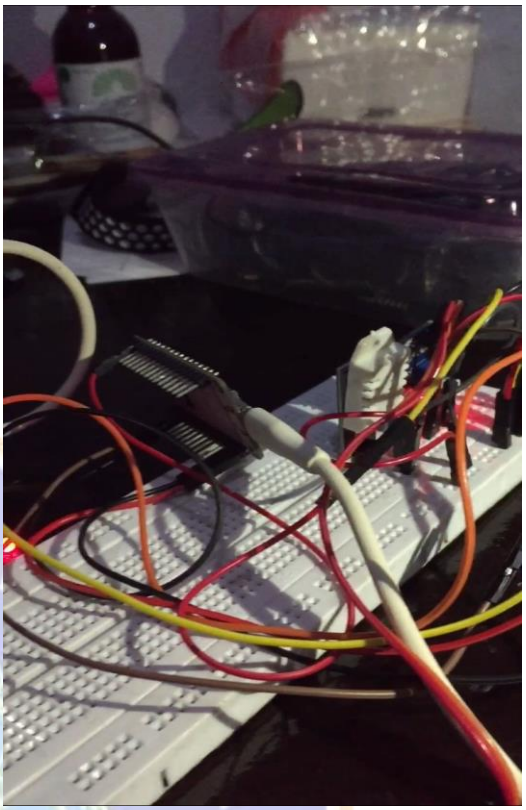
LAMPIRAN 1. Coding Keseluruhan

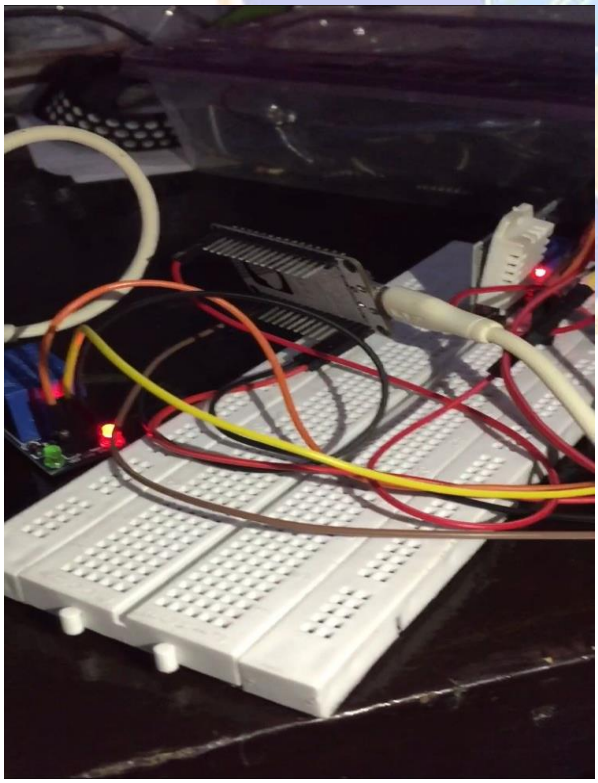
```
#define BLYNK_PRINT Serial
#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>
#include <DHT.h>
#include <DHT_U.h>
#define relayPin 4

float lembab, suhu;
DHT dht(5, DHT22);

char auth[] = "1f3banfr-tHIUdrYnyLmrH_j3YN_OIJO"; //TOKEN PADA APLIKASI BLYNX ANDROID
char ssid[] = "Redmi penjahat";                   //NAMA WIFI
char pass[] = "penjahatkak";              //PASSWORD WIFI



int sensor_pin = A0; // Soil Sensor input at Analog PIN A0
int output_value ;



void setup(){
  Serial.begin(9600);
  dht.begin();
  Blynk.begin(auth, ssid, pass);
  pinMode(sensor_pin, INPUT);
  pinMode(relayPin, OUTPUT);

}

void loop(){
```

```
 byte h = dht.readHumidity();
 byte t = dht.readTemperature();



 output_value= analogRead(sensor_pin);
 output_value = map(output_value,550,10,0,100);
 Serial.println(output_value);

 if(output_value<-30){
 digitalWrite(relayPin, HIGH);
 Serial.println("Motor ON");
}
else if(output_value>-30)
{
 digitalWrite(relayPin, LOW);
 Serial.println("Motor OFF");
}

 Blynk.run();
 Blynk.virtualWrite(V0, t);
 Blynk.virtualWrite(V1, h);
 Blynk.virtualWrite(V2, output_value);
 delay(200);
}
```

LAMPIRAN.2 DOKUMENTASI PEMBUATAN ALAT







LAMPIRAN.3 DOKUMENTASI UJICOBA ALAT