

SOURCE CODE

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1. #define BLYNK_TEMPLATE_ID "TMPL6bDzj4qi4"
2. #define BLYNK_TEMPLATE_NAME "KANDANG"
3. #define BLYNK_AUTH_TOKEN "JsAjzn_pKmfnKls3Sag9kbVfGJ06dT-F"
4. #define BLYNK_PRINT Serial
5. #include <WiFi.h>
6. #include <WiFiClient.h>
7. #include <BlynkSimpleEsp32.h>
8. #include <Ultrasonic.h>
9. #include <DHT.h>
10.    char auth[] = BLYNK_AUTH_TOKEN;
11.    char ssid[] = "realme"; // Nama Wifi
12.    char pass[] = "12345678"; // Password Wifi
13.    BlynkTimer timer;
14.    #define TRIGGER_PIN 17 // PIN 17 trig terhubung
15.    #define ECHO_PIN 16 // PIN 16 echo terhubung
16.    #define buzzerPin 5 // PIN Buzzer
17.    #define GAS_SENSOR_PIN 33 // Pin sensor gas terhubung
18.    #define THRESHOLD 1500 // Ambang batas rendah deteksi
gas metana
19.    #define DHTPIN 4 // Pin yang terhubung ke sensor DHT11
20.    #define RELAYPIN 25 // Pin yang terhubung ke relay
21.    #define DHTTYPE DHT11 // Tipe sensor DHT (DHT11, DHT21,
DHT22)
22.    DHT dht (DHTPIN, DHTTYPE); // Inisialisasi objek sensor
dht11
23.    Ultrasonic ultrasonic(TRIGGER_PIN, ECHO_PIN); // 
Inisialisasi objek sensor ultrasonik
24.    void notifyOnGas() {
25.    }
26.    void setup() {
27.        Serial.begin(115200);
28.        Blynk.begin(auth, ssid, pass);
29.        dht.begin();
30.        pinMode(RELAYPIN, OUTPUT);
31.        pinMode(GAS_SENSOR_PIN, INPUT);
32.        pinMode(buzzerPin, OUTPUT);
33.        timer.setInterval(1000L, getMethaneLevel);
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34.    }
35.    void loop()
36.    {
37.        delay(1000); // Jeda 1 detik antara pembacaan
38.        float humidity = dht.readHumidity(); // Baca
            kelembapan
39.        float temperature = dht.readTemperature(); // Baca
            suhu dalam Celsius
40.        float methaneLevel = getMethaneLevel(); // Baca Gas
            Metana
41.        long distance = ultrasonic.distanceRead();
42.        Blynk.run();
43.        timer.run();
44.        // Kirim data ke Blynk
45.        Blynk.virtualWrite(V0, temperature);
46.        Blynk.virtualWrite(V1, humidity);
47.        Blynk.virtualWrite(V2, methaneLevel);
48.        Blynk.virtualWrite(V3, distance);
49.        if (temperature < 32) {
50.            digitalWrite(RELAYPIN, LOW);
51.        } else {
52.            digitalWrite(RELAYPIN, HIGH);
53.        }
54.        if (humidity < 60) {
55.            Serial.println("Kandang Normal");
56.        } else {
57.            Serial.println("Kandang Lembab, BERSIHKAN KANDANG
                SEKARANG!");
58.            Blynk.logEvent("kelembapan_alert","KANDANG LEMBAB,
                BERSIHKAN KANDANG SEKARANG !!!"); // Kirim notifikasi ke
                aplikasi Blynk
59.        }
60.        Serial.print("Kelembapan: "); // Gas Suhu Kelembapan
61.        Serial.print(humidity);
62.        Serial.print("%\t");
63.        Serial.print("Suhu: ");
64.        Serial.print(temperature);
65.        Serial.println("°C");
66.        Serial.print("Methane Level: "); // Gas Metana Level

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67.     Serial.println(methaneLevel);
68.     if (methaneLevel < 1500) {
69.         Serial.println("Gas Normal");
70.     }
71.     else {
72.         Serial.println("Gas metana terdeteksi berbahaya,
    BERSIHKAN KANDANG SEKARANG!");
73.         Blynk.logEvent("metana_alert","Gas metana terdeteksi
    berbahaya, BERSIHKAN KANDANG SEKARANG!"); // Kirim
    notifikasi ke aplikasi Blynk
74.     }
75.     If (distance < 10) {
76.         digitalWrite(buzzerPin, LOW); // Buzzer aktif jika
    jarak di bawah 10cm
77.     } else {
78.         digitalWrite(buzzerPin, HIGH); // Buzzer non-aktif
    jika jarak di atas atau sama dengan 10cm
79.     }
80.     // Menampilkan jarak pada Serial Monitor
81.     Serial.print("Jarak: ");
82.     Serial.print(distance);
83.     Serial.println(" cm");
84. }
85. float getMethaneLevel()
86. {
87.     int sensorValue = analogRead(GAS_SENSOR_PIN);
88.     float voltage = sensorValue * (3.3 / 4095.0); //
    Konversi nilai sensor menjadi tegangan
89.     float methaneConcentration = voltage * 3030; // //
    Konversi tegangan menjadi konsentrasi gas (ppm)
90.     return methaneConcentration;
91. }
```