LAMPIRAN

Lampiran Sourcode Arduino

```
#define BLYNK_PRINT Serial

#include <ESP8266WiFi.h>

#include <BlynkSimpleEsp8266.h>

#include <SimpleTimer.h>


char auth[] = "-D2pItCRLIfDYZXWCY30WtphN1PNQdav";

char ssid[] = "ASUS";

char pass[] = "11111111";


SimpleTimer timer;

int mq135 = A0;

int data = 0;

const int speakerPin = D1;

const int pitchLow = 200;

const int pitchHigh = 1000;

int pitchStep = 10;

int currentPitch;

int delayTime;

int period = 60; // 1 Menit

static int tStart = 0;

void setup() {

  Serial.begin(115200);

  Blynk.begin(auth, ssid, pass);

  timer.setInterval(1000L, getSendData);
```

```cpp
}

void loop()
{
  timer.run(); // Inisialisasi SimpleTimer
  Blynk.run();
}

void getSendData() {
  data = analogRead(mq135);
  Blynk.virtualWrite(V2, data); //virtual pin V2



  if (data > 300)
  {
    //Blynk.notify("Amonia terdeteksi!!!");
    tStart += 1;
    if (tStart >= 60) {
      Blynk.notify("Toilet Bau!!!");
      alarm();
    }
  } else {
    tStart = 0;
  }
}
```

```
void alarm() {

  currentPitch = pitchLow;

  delayTime = 10;

  tone(speakerPin, currentPitch, 1000);

  currentPitch += pitchStep;

  if (currentPitch >= pitchHigh) {

    pitchStep = -pitchStep;

  }

  else if (currentPitch <= pitchLow) {

    pitchStep = -pitchStep;

  }

  delay(delayTime);

}
```