

LAMPIRAN

```
#define BLYNK_TEMPLATE_ID "TMPL6qHbZd2Yy"
#define BLYNK_TEMPLATE_NAME "PRABOT"
#define BLYNK_AUTH_TOKEN "SmtWsvCfzt--1nsLo4d3joLVYm4OIKQ5"

#include <ESP8266WiFi.h>
#include <BlynkSimpleEsp8266.h>

char ssid[] = "vivo 2019";
char pass[] = "14mawar12";

// Pin perangkat
#define RELAY_KIPAS D1 // Relay channel 1 - Kipas DC
#define RELAY_LAMPU D2 // Relay channel 2 - Lampu LED AC
#define RELAY_PINTU D4 // Relay channel 3 - Pompa Air (relay tambahan)

void setup() {
  Serial.begin(115200);

  pinMode(RELAY_KIPAS, OUTPUT);
  pinMode(RELAY_LAMPU, OUTPUT);
  pinMode(RELAY_PINTU, OUTPUT);

  // Default OFF (relay aktif LOW)
  digitalWrite(RELAY_KIPAS, HIGH);
  digitalWrite(RELAY_LAMPU, HIGH);
  digitalWrite(RELAY_PINTU, HIGH);

  Blynk.begin(BLYNK_AUTH_TOKEN, ssid, pass);
}
```

```
// Kontrol Kipas DC (V0)
BLYNK_WRITE(V0) {
  int value = param.asInt();
  digitalWrite(RELAY_KIPAS, value ? LOW : HIGH);
}

// Kontrol Lampu AC (V1)
BLYNK_WRITE(V1) {
  int value = param.asInt();
  digitalWrite(RELAY_LAMPU, value ? LOW : HIGH);
}

// Kontrol Pompa Air (V3)
BLYNK_WRITE(V2) {
  int value = param.asInt();
  digitalWrite(RELAY_PINTU, value ? LOW : HIGH);
}

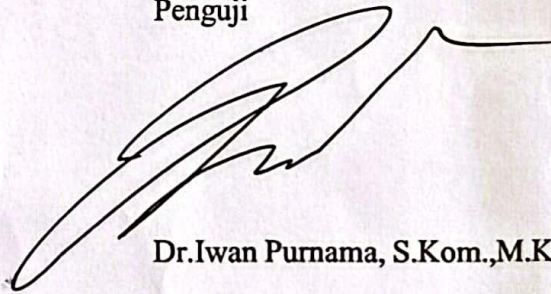
void loop() {
  Blynk.run();
}
```

LEMBAR REVISI

No	Uraian	Revisi
1	Perbaiki Daftar Isi	✓
2	Perbaiki Tabel Alat dan Bahan	✓
3	Perbaiki flowchart	✓
4	Perbaiki Halaman	✓
5	Perbaiki Simbol Flowchart	✓

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Penguji



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