LAMPIRAN J

BORANG INVENTORI PROJEK PELAJAR

<table>
<tr><th>PERKARA</th><th>MAKLUMAT
INFORMATION</th></tr>
<tr><td>Program
Program</td><td>DIPLOMA KEJURUTERAAN ELEKTRONIK KOMUNIKASI (DEP)</td></tr>
<tr><td>Jabatan
Department</td><td>JABATAN KEJURUTERAAN ELEKTRIK</td></tr>
<tr><td>Semester/ Tahun
Semester/ Year</td><td>5</td></tr>
<tr><td>Tajuk Projek
Project Title</td><td>LAMP CONTROLLER USING ARDUINO WITH WIFI ESP8266 VIA BLYNK</td></tr>
<tr><td>Jenis Projek
Type of Project</td><td></td></tr>
<tr><td>Kategori Kluster Penyelidikan
Category/ research Cluster</td><td>Tanda “ / ” pada yang berkenaan:
Please tick “ / ” where applicable:
<table><tr><td></td><td>Sains tulen (Pure Science)</td></tr><tr><td></td><td>Sains gunaan (Applied Science)</td></tr><tr><td></td><td>Teknologi dan kejuruteraan (Technology and Engineering)</td></tr><tr><td></td><td>Sains kesihatan dan klinikal (Clinical and Health Sciences)</td></tr><tr><td></td><td>Sains sosial (Social Sciences)</td></tr><tr><td></td><td>Sastera dan sastera ikhtisas (Arts and Applied Arts)</td></tr><tr><td></td><td>Warisan alam dan budaya (Natural Sciences and National Heritage)</td></tr><tr><td></td><td>Teknologi maklumat dan komunikasi (Information and Communication Technology)</td></tr></table></td></tr>
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No. Identification card:</td></tr>
<tr><td>Abstrak
Abstract</td><td>Traditionally electrical appliances in a home are controlled via switches that regulate the electricity so the devices. As the world gets more and more technologically advanced, we find new technology coming in deeper and deeper into our personal lives even at home. The process of lamp control works by making everything in the house automatically controlled using technology to control and do the jobs that we would normally do manually. This project we purpose to produce remote control switch using blynk as mobile application because it can replace the switch on/off lamp by manually to IoT. Next, to</td></tr>
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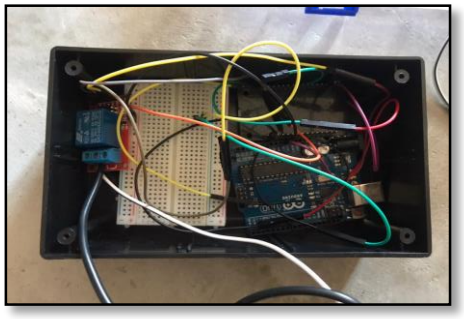
	communicate to the circuit to control the lamp wirelessly using ESP8266 because can ease the work. In this project there are few circuits and components used to carry out of the making of this project such as arduino uno, esp8266, relay, and lamp. Today is a world of advance ubiquitous mobile application which are used exhaustively to save time and energy. These application ease day to day life.
Keyword *Keyword* (max 5 word)	Lamp Controller, Arduino Uno, Wifi module ESP8266.
Objektif Projek *Project Objectives*	1. To on and off lamp wirelessly via blynk application. 2. To use blynk as mobile application to replace switch. 3. Reduce the cost of electricity consumption compared to conventional systems.
Skop Projek *Project scope*	1. This project is focusing specially works for android and ios users. 2. The main controller is using wifi ESP8266 and arduino uno.
IP No	nil
Dapatan *Finding* (*500 words max*)	i. From the experiment done the lamp able to on in the long distance using wifi module ESP8266.

Cadangan untuk kerja-kerja akan datang *Suggestion for future work* (*500words*)	There are some improvements need to be done to get a more attractive and compact design:- • Adding a good and long lasting module wifi so the app and relay can be used for a long time. • Need to setting the app blynk button which is the button can be control a brightness.
Gambar berkaitan projek *Picture related to project* (700kb)	 *Figure 1*  *Figure 2*
Rating/Level	Jabatan/ Politeknik/ Kebangsaan/ Antarabangsa *Departments / Institutes / National / International*

***** *Borang ini perlu diisi oleh pelajar dan dihantar kepada penyelia/ penyelaras projek dalam bentuk hardcopy dan softcopy (borang LAMPIRAN J dan gambar hasil projek dalam format jpeg/bitmap) bersama laporan akhir dan hasil projek.*