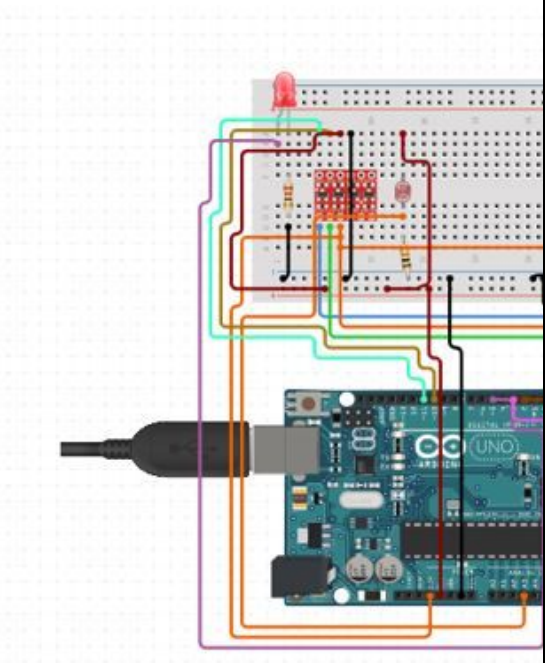
LAMPIRAN J

POLITEKNIK MALAYSIA

BORANG INVENTORI PROJEK PELAJAR

PERKARA	MAKLUMAT *INFORMATION*
Program *Program*	DTK
Jabatan *Department*	KEJURUTERAAN ELEKTRIK
Semester/ Tahun *Semester/ Year*	LIMA
Tajuk Projek *Project Title*	LAMP CONTROL USING ESP 32 VIA BLYNK APPLICATION
Jenis Projek *Type of Project*	INOVASI
Kategori Kluster Penyelidikan *Category/ research Cluster*	TEKNOLOGI DAN KEJURUTERAAN
Ahli Kumpulan *Group member*	1. SITI NORSYAHIRA BINTI MD AZMI 990318-04-5686 2. SITI NOOR ANEESSA BINTI MOHAMED REDZUAN 991112-14-5918 3. 4. 5.
Penyelia *Supervisor*	SHAHEDA BINTI MOHAMMAD KHAWARI 820515-08-5140
Penyelia Bersama *Co-Supervisor*	
Abstrak *Abstract*	Brightness is an attribute of visual perception in which a source appears to be radiating or reflecting light. In other words, brightness is the perception elicited by the luminance of a visual target. It is not necessarily proportional to luminance. When it is associated with light, it must be related to the lamp. Currently, brightness cannot be controlled by individuals. The project is intended to create an alternative way for users to control their brightness and safety. The user will be able to control the light by using smart phone. The user will use a smart phone it will be on/off option or dimmer. Dimmer are devices used to vary the brightness of a light, by decreasing or increasing the RMS voltage. We also use the Arduino Uno to connect the system with blynk application. By using

	blynk application, the user can officially use the system to control the device.
Keyword *Keyword* (max 5 word)	CONTROL LAMP
Objektif Projek *Project Objectives*	This project has several objectives which are: 1. To Developed application using blynk software to control switch on/off the lamp through smartphone. 2. Build a motion sensor for detecting another movement for security. 3. To build control system manually to control the brightness of the lamp.
Skop Projek *Project scope*	The scope of research is more focused about function of the hardware that use such as ESP32 and also required software that we use like Blynk Application. 1. Using the ESP 32 to interface from hardware to software 2. Display control on a smartphone by using Blynk software application 3. Using motion sensor to control the movement 4. Bulb 60 w 20-240V

IP No	
Dapatan *Finding* (*500 words max*)	Idea from (Intelligent Smart Home Automation) Smart home interfaces and device definitions to ensure interoperability between Wi-fi devices from various manufacturers of electrical equipment, meters and smart energy enables products to allow manufactured. In this project gives the intelligent operation for lamps and fans. Here the system is connected with temperature control and lamp control. Light dependent resistor (LDR) and Temperature sensor (LM35) are the main components for this automatic control of lamps and fans. Here the LDR is responsible for lamp control and LM35 is responsible for controlling the operation of fan. The proposed home energy control systems design intelligent services for users and provides, The proposed system are implemented with smartphone . Reference J.Chandramohan , R.Nagarajan , K.Satheeshkumar , N.Ajithkumar , P.A.Gopinat5 , S.Ranjithkumar (2017) Intelligent Smart Home Automation and Security System Using Arduino and Wi-fi. International Journal Of Engineering And Computer Science,6(3), 20694-20698.DOI: 10.18535/ijecs/v6i3.53
Cadangan untuk kerja-kerja akan datang *Suggestion for future work* (*500words*)	The project intends to make improvements: 1. Using Iot capable of controlling the on/off switch 2. Notify when there is movement through the sensor
Gambar berkaitan projek *Picture related to project* (700kb)	

		
Rating/Level	JABATAN	

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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.