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/*
 * Rapid Systems Engineering
 * rapidsystemsengineering.com
 * Sketch uses Twilio and Thingspeak APIs to get be notified by text message when
motion
 * is detected.
 */

#include <Arduino.h>
#include <ESP8266WiFi.h>
#include <ESP8266WiFiMulti.h>
#include <ESP8266HTTPClient.h>

#define USE_SERIAL Serial

ESP8266WiFiMulti WiFiMulti;
int led = 13;           // the pin that the LED is attached to
int sensor = 2;        // the pin that the sensor is attached to
int state = LOW;      // by default, no motion detected
int val = 0;          // variable to store the sensor status (value)

void setup() {
  pinMode(led, OUTPUT); // initialize LED as an output
  pinMode(sensor, INPUT); // initialize sensor as an input
  USE_SERIAL.begin(115200);

  USE_SERIAL.println();
  USE_SERIAL.println();
  USE_SERIAL.println();

  for (uint8_t t = 4; t > 0; t--) {
    USE_SERIAL.printf("[SETUP] WAIT %d...\n", t);
    USE_SERIAL.flush();
    delay(1000);
  }

  WiFiMulti.addAP("WIFI_SSID", "WIFI_PASSWORD");
}

void loop() {
  val = digitalRead(sensor); // read sensor value
  if (val == HIGH) {         // check if the sensor is HIGH
    digitalWrite(led, HIGH); // turn LED ON
    delay(100);              // delay 100 milliseconds

    if (state == LOW) {
      Serial.println("Motion detected!");
      HTTPClient http;

      USE_SERIAL.print("[HTTP] begin...\n");
      // configure traged server and url

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http.begin("https://api.thingspeak.com/apps/thinghttp/send_request?api key=[apikey]");

USE_SERIAL.print("[HTTP] GET...\n");
// start connection and send HTTP header
int httpCode = http.GET();

// httpCode will be negative on error
if (httpCode > 0) {
  // HTTP header has been send and Server response header has been handled
  USE_SERIAL.printf("[HTTP] GET... code: %d\n", httpCode);

  // file found at server
  if (httpCode == HTTP_CODE_OK) {
    String payload = http.getString();
    USE_SERIAL.println(payload);
  }
}
state = HIGH;      // update variable state to HIGH
}
}
else {
  digitalWrite(led, LOW); // turn LED OFF
  delay(200);           // delay 200 milliseconds

  if (state == HIGH) {
    Serial.println("Motion stopped!");
    state = LOW;       // update variable state to LOW
  }
}
}
}
}

```