ABSTRACT

Water is the main element for human survival. Water is used to meet human needs both for the needs of the body or to meet daily activities, even almost every activity requires water. even all of activity needs water in everyday. however with the household activity, almost all activity of it needs water. The company that handles water distribution from house to house. The company will measure how much water consumption each house uses to determine the costs to be charged to the owner.

From these problems came the idea to make Water Consumption Monitoring System Based On Arduino Uno. This system uses a waterflow sensor for reading the water consumption. The module used to send data to the database is the esp8266 module. Some tools used are Arduino IDE to program Arduino. The language used to build this website uses PHP, HTML and CSS. The database it uses is Firebase. For android applications using Android Studio.

Supported by the existence internet network in every home. This system will be used as a medium for monitoring water consumption in real time. This tool will show the amount of water usage in the form of an android application and website. The application and website will display data in the form of owner data, the amount of water consumption used, and the estimated water bill that will be borne by the owner.

Keywords : Water, Monitoring System