#include<liquidcrystal.h>

Liquidcrystal.lcd(9,8,7,6,5,4);

#define PIR\_sensor 14

#define a11 0

#define a12 1

Void setup()

{

Lcd.begin(16,2);

Pinmode(10,output);

Pinmode(a11,output);

Pinmode(a12,output);

Pinmode(PIR\_sensor,input);

Lcd.print(“automatic”);

Lcd.setcursor(0,1);

Lcd.print(“door opener”);

Delay(1000);

Lcd.clear();

Delay(1000);

}

Bool I;

Void loop()

{

If(digitalread(PIR\_sensor)&&i)

{

Lcd.clear();

Lcd.setcursor(0,0);

Lcd.print(“movement detected”);

Lcd.setcursor(0,1);

Lcd.print(“gate opened”);

Digitalwrite(all,high);

Digitalwrite(a12,low);

Digitalwrite(10,high);

Delay(1000);

I=false;

}

Else if(!digitalread(PIR\_sensor)&&i)

{

Lcd.clear();

Lcd.setcursor(0,0);

Lcd.print(“no movement”);

Lcd.setcursor(0,1);

Lcd.print(“gate closed”);

Digitalwrite(a11,low);

Digitalwrite(a12,high);

Digitalwrite(10,low);

Delay(1000);

I=true;

}

Else

{

Digitalwrite(a11,low);

Digitalwrite(a12,low);

}

}