```
#include <LiquidCrystal.h>

const int rs = 10, en = 9, d4 = 8, d5 = 7, d6 = 6, d7 = 5;
LiquidCrystal lcd(rs, en, d4, d5, d6, d7);


void setup() {
  // put your setup code here, to run once:
  lcd.begin(16,2);
  pinMode(4, OUTPUT);
  pinMode(2, OUTPUT);
  pinMode(12, OUTPUT);
  pinMode(11, INPUT);
  pinMode(0, OUTPUT);
  pinMode(1, OUTPUT);
  pinMode(2, OUTPUT);
  };


void loop() {
digitalWrite (12, LOW);
delay(2);
digitalWrite (12, HIGH);
delay(10);
digitalWrite (12, LOW);

int distance;
int time;

time = pulseIn(11,HIGH);
distance =time * 0.034/2;

if (distance <=0 ) {
distance = distance * -1 ;
} else {distance = distance; };



if (distance <= 1000 && distance > 500) {
 digitalWrite (0, HIGH);
  digitalWrite(1, LOW);
analogWrite (2, 180);
  delay(300);

};
```

```
// as distance reduces speed increases
if (distance <= 500 && distance > 250) {
digitalWrite (0, HIGH);
digitalWrite(1, LOW);
analogWrite (2, 230);
  delay(300);

};
if (distance <= 250) {
digitalWrite (0, HIGH);
digitalWrite(1, LOW);
analogWrite (2, 255);
  delay(300);



};

int sensorValue = digitalRead(A0) *20;
if (sensorValue == 20) {
digitalWrite (4, HIGH);
delay(3000);
digitalWrite(4, LOW);
  delay(3000);
};

lcd.setCursor(0,0);
lcd.print(distance);
lcd.setCursor(1,1);
lcd.print(sensorValue);
  // put your\ main code here, to run repeatedly:

 /* digitalWrite (4, HIGH);
  delay(300);
  digitalWrite(4, LOW);
  delay(300);*/

}
```