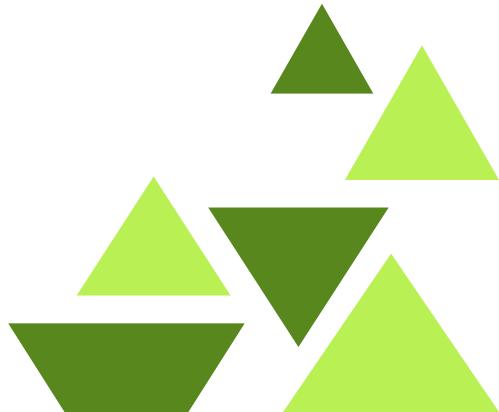
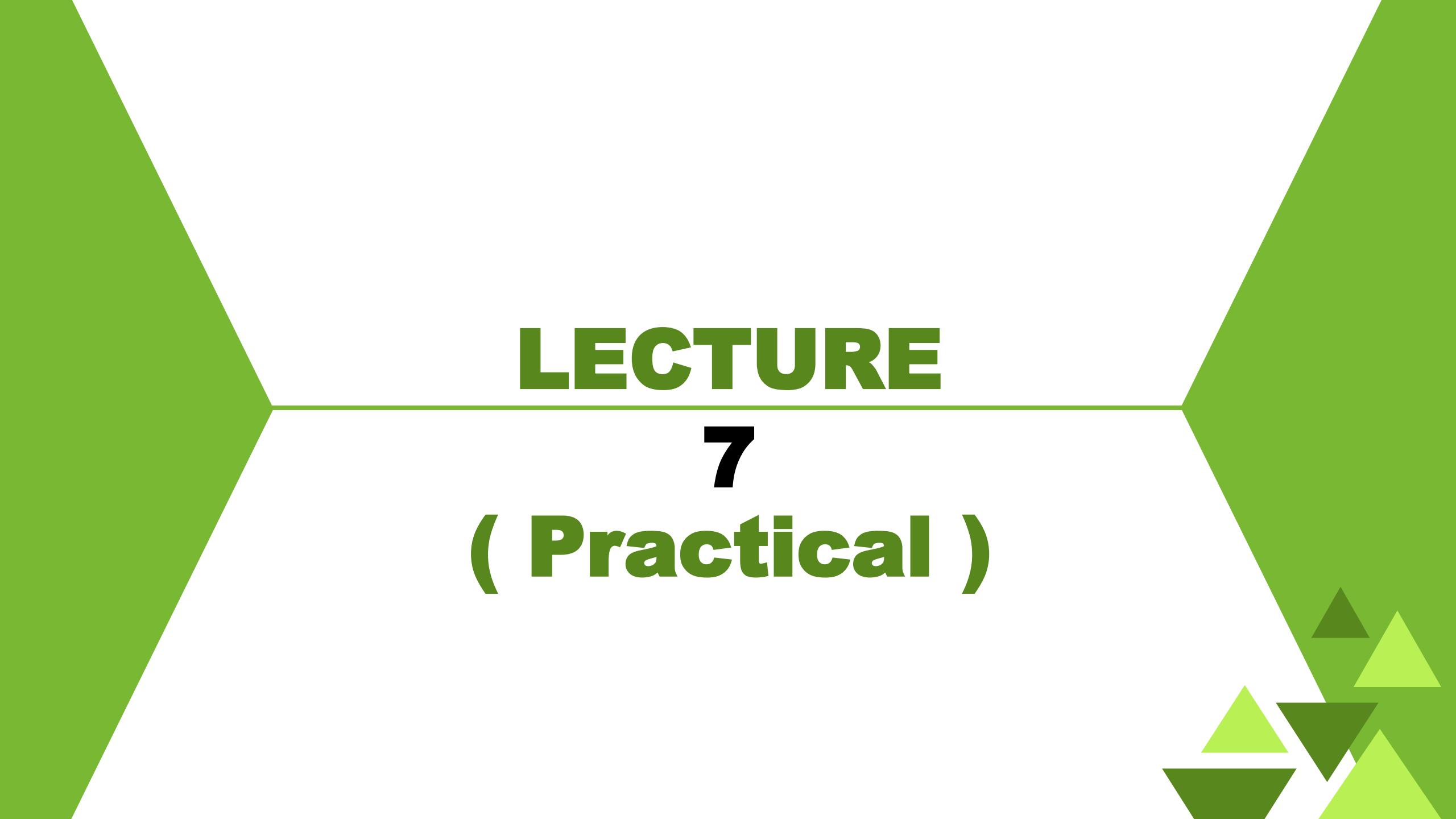




SMART TECHNOLOGY

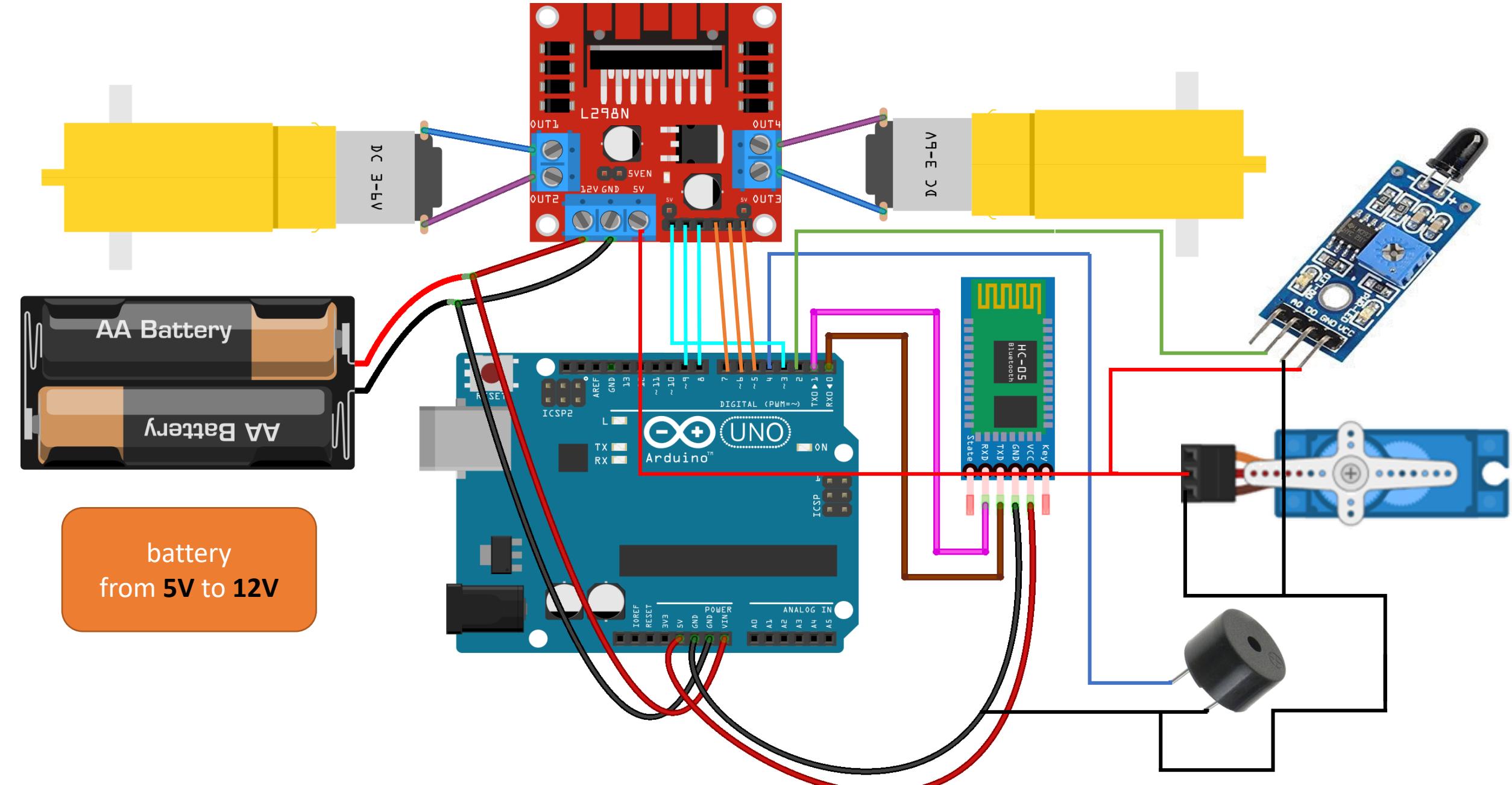




LECTURE

7

(Practical)



```
#include <Servo.h>
#define speedL 3
#define IN1 9
#define IN2 8
#define IN3 7
#define IN4 6
#define speedR 5
#define flame 2
#define buzzer 4
char Reading;
int pos , flame_detected=0 ;
Servo myservo;

void setup() {
  Serial.begin(9600);
  myservo.attach(11);
  myservo.write(90);
  for (int i = 3 ; i <= 9 ; i++)
  {
    pinMode(i, OUTPUT);
  }
  pinMode(flame, INPUT);
}
```

```
void forward()
{
  digitalWrite(IN1, HIGH);
  digitalWrite(IN2, LOW);
  digitalWrite(IN3, HIGH);
  digitalWrite(IN4, LOW);
  analogWrite(speedL, 150);
  analogWrite(speedR, 150);
}

void backword()
{
  digitalWrite(IN1, LOW);
  digitalWrite(IN2, HIGH);
  digitalWrite(IN3, LOW);
  digitalWrite(IN4, HIGH);
  analogWrite(speedL, 150);
  analogWrite(speedR, 150);
}

void left()
{
  digitalWrite(IN1, LOW);
  digitalWrite(IN2, LOW);
  digitalWrite(IN3, HIGH);
  digitalWrite(IN4, LOW);
  analogWrite(speedL, 0);
  analogWrite(speedR, 150);
}
```

```
void right()
{
  digitalWrite(IN1, HIGH);
  digitalWrite(IN2, LOW);
  digitalWrite(IN3, LOW);
  digitalWrite(IN4, HIGH);
  analogWrite(speedL, 150);
  analogWrite(speedR, 0);
}

void stopp() {
  digitalWrite(speedL, LOW);
  digitalWrite(speedR, LOW);
}

void loop() {
  if (Serial.available() > 0) {
    Reading = Serial.read();
    switch (Reading) {
      case 'F' : forward(); break;
      case 'B' : backword();break;
      case 'R' : right(); break;
      case 'L' : left(); break;
      case 'S' : stopp(); break;
    }
  }
}
```

```
case 'Q' : for (pos = 90; pos <= 180; pos += 1) {  
    if(digitalRead(flame)==0){flame_detected++;}  
    myservo.write(pos);  
    delay(15); }  
  
for (pos = 180; pos >= 0; pos -= 1) {  
    if(digitalRead(flame)==0){flame_detected++;}  
    myservo.write(pos);  
    delay(15); }  
  
myservo.write(90);  
  
if(flame_detected > 0){  
    for(int i=0 ; i<=10 ; i++){  
        digitalWrite(buzzer,1);  
        delay(100);  
        digitalWrite(buzzer,0);  
        delay(100);  
    }  
    flame_detected=0;  
}  
  
}}}
```

**THANKS
FOR
COMING**

