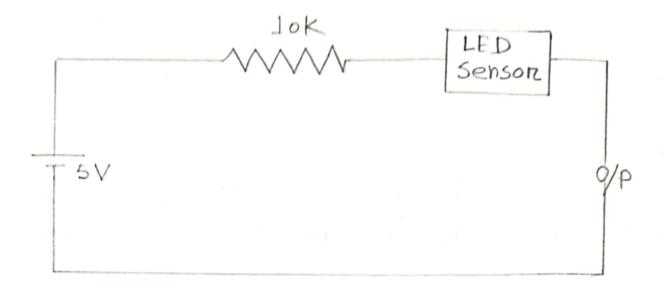
Date 29-09-2		Expt. No. :		Page No. 09		
Determine	- the	sensitivity	of the	e liquid source:		
Determine the sensitivity of the liquid sensor:						
a)	Condu	ct an exper	ciment	to determine the		
sensitivity	of -	the liquid la	evel sev	15017 1		
b	sensitivity of the liquid level sensor. b) Design a system to indicate the petrol					
level in t	ne ve	hicle using	liquid	level senson.		
19.		0				
Compor	ient f	Required:				
	5. No.	Components	Quantity			
	01	Water level sensor	1			
	02	Briead Board	1			
	03	Buzzer	1			
	04	Led	1			
	05	Multimeter	1			
	06	Connecting wike	_			
Worki	ng Pr	zinciple =				
A liquid level control system by using a						
A liquid level control system by using a float sensor works on the principle of byoyancy, which states. A float immersed in a liquid is buoyed						
which st	atos.	A float imn	nersed	in a liquid is buoye		
towards upward directions by an applied equal tonce						
in the state of the displaced liquid. He a results						
the body drives partially and gets submerged upon in						
the body drives partially and gets submerged upon the liquid surface and converts the same distance the						
liquid level moves.						

Jok Waterz Sensorz

Jok LCD |
Buzzerz
multimetez

ate 29-09-2		Expt. No. : 02		age No. 10		
Observation Table						
	Depth (cm)	Voltage (V)	Strip			
	0.5	2.8	Low			
	1.0	3.2				
	2.0	3,25				
	3,0	3,55	Medium			
	3.5	3.56				
444	4.0	3,60	High			
- V a s T						
Resul						
	Densitivit	y of the 1	iquid sens	SOFT WAS		
deter	mined and	observed s	uccessful	٨٧,		

Date 29-09-22		Expt. No.	03		Page No. 11
	the so	ensit	ivity of	the lia	bt senson.
Determine the sensitivity of the light sensor. Aim:					
0)	conduct	- an	experim	nent to	determine
a conduct an experiment to determine the sensitivity of light sensors.					
b) Analyse the application of light sensor					
using LDR.					
	nent 1	Regui	ned:		
	5. No.		nponents	Quantity	
	0.1		LDR	01	
02		Voltmeter		01	
03		Connectivity		04	
04		Buzzerz		01	
05		Briead Board		01	
	0.6		ultimeter	01	
	vation:		1 01 1		
5. N. Intens			Status		
, 0	nt Volt	-			
	Low 0,96V		high buzze		
2 Medium 0.63V					
3 High 0.57 V low buzzer					
Procedure:					
A light sensor is placed to the connection					
where output is connected to the buzzer tre is					
connected to 5V and -ve is connected to ground. Here when light falls on sensor buzzer stops					
and when it is dark, it rings loudly.					
when it is watch) it tilligs would					



Expt. No.: 03 Page No. 12
Result: Sensitivity of the light sensor was observed and determined successfully.
Sensitivity of the light sensor was observed
and determined successfully.
C C C C C C C C C C C C C C C C C C C
· ·

(Tate 17	-10-22	Expt. No. : 04	Page No. 13		
A	lim:		1 The second sec		
	a) Conduc	t an expercim	ent to determine		
the s			sonic senson,		
	b) Analy =	e the applic	ation of ultrasonic		
senso	or using dis	stance meters	- circuit.		
	9				
	4 pins :	Vcc - 5V			
		traigger-	6		
ECO-7					
ground - GIND					
رم	mponents:	<u> </u>	1) 31 = 1 = 1 .		
		<u>eduino</u>			
		trasonic sens	501Z		
	3) LE		grant dalle je		
4) Conneding wires					
		. 2	Lagrand Tar TE Comment		
0	bservation:-				
SN	Centimeter	Inch	LED (ON/OFF)		
1	39 · 4	15.5	OFF		
2	6.2	2.44	10 N		
Result:					
Sensitivity of the sensor was determined					
and output was verified.					
the third that the third the terms of the te					
			V		

```
Code:
    # define pingTrzig 6
    # define pingTraig 7
# define ldravalue o
  int led = 13;
  void setup ()
  sercial begin (9600);
     Pin Mode (pingTraig. OUTPUT);
Pin Mode (pingEcho. INPUT);
    delay (200)
         Pin Mode (led, OUTPUT);
  void loop ()
     long duration, inches, cm, value;
     digital Wreite (pingTreig, LOW);
     delayMicroseconds (2);
     digitalWrite (pingTraig, HIGH);
     delay Microseconds (10);
    digital Write (PingTraig, LOW);
          duration = pulse In (ping Echo, HIGH);
             cm = durcation/29/2
              inches = cm/2.5
     Sercial print ("-->"); Sercial print In (cm);
    sercial. print (=->"); Sercial. println (inches);
     if (cm< 30)
           digital Write (led. HIGH);
              delay (200);
digital Wreite (led. LOW);
              delay (200);
```