Link:<https://www.tinkercad.com/things/csArKDLW2FR/editel?returnTo=%2Fdashboard&sharecode=Fv7pQQ_l_nKgkHewro-ESxQsJ984F2C9XDIniWaQhTk>

About the project:

Automated Plant Watering System (Arduino + TinkerCad)

Goal:  
Water the plant automatically when the soil is dry

What we used:

* Soil Moisture Sensor – senses dryness
* Arduino Uno – controls everything
* Servo Motor – acts as a water valve
* Code – checks soil moisture, opens valve if too dry

Logic:

* If moisture < threshold → open servo (water plant)
* Else → keep servo closed (no watering)

TinkerCad:  
Simulate the system by adjusting the soil moisture value → see servo move!