

Hydration system Overview

Our system serves as a reminder to drink water, allowing users to track their water intake throughout the day and facilitating quick and efficient water refills.

Description

To operate the system, simply connect the Arduino to your computer. A water bottle is connected to a servo motor to pour water into the user's cup as needed. The distance sensor detects when water refill is desired, and once the cup is approximately 10 cm away from the designated area, the water cup is filled automatically by the servo motor. Additionally, every hour, the system prompts users to drink a cup of water. Upon drinking, users can turn off the reminder light to update and track the number of water cups consumed throughout the day.

Dependencies

- Arduino IDE

Execution

1. Open the Arduino IDE program.
2. Click on "File" and then "Open."
3. Select the relevant file from your computer's folder.
4. Connect the Arduino Uno device via USB.
5. Click on the "Verify" button.
6. Click on the "Upload" button.

Help

Pay attention to the status of the LCD screen to understand the system's status and stay updated.

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