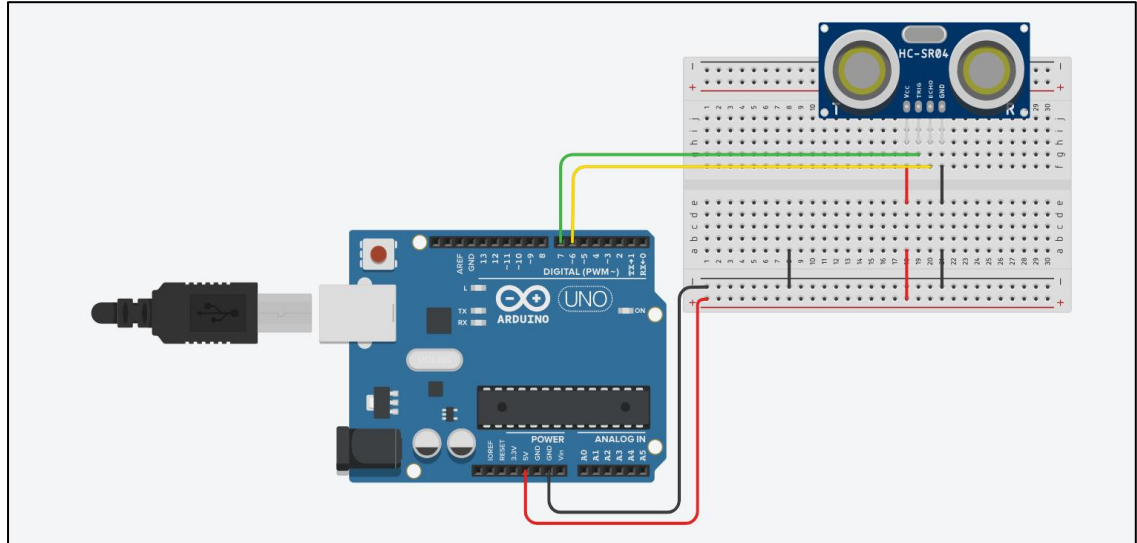


## Experiment-5 Distance measurement with Ultrasonic Sensor

**Aim:-** Measure the distance of an object using an Ultrasonic sensor and display it on serial monitor.

**Apparatus:-**



**Software Code:-**

```
int trigPin = 7;
int echoPin = 6;
long time;
float distance;

void setup()
{
  pinMode(trigPin, OUTPUT);
  pinMode(echoPin, INPUT);
  Serial.begin(9600);
}

void loop()
{
  digitalWrite(trigPin, LOW);
```

```
delayMicroseconds(10);  
digitalWrite(10, LOW);  
  
time=pulseIn(echoPin , HIGH);  
Serial.print("time: ");  
Serial.println(time);  
distance = time * 0.0343/2;  
  
Serial.print("Distance:");  
Serial.println(distance);  
delay(1000);  
}
```

### **New Commands Used:-**

- i. **void setup()** : This function is called once when the program starts. It is used to initialize settings, such as pin modes and serial communication.
- ii. **pinMode()** : This command configures the specified pin to behave either as an input or an output.
- iii. **void loop()** : This function runs continuously after the setup() function. It contains the main logic of the program.
- iv. **digitalWrite(trigPin, LOW)**: Sets the trigPin to LOW to ensure a clean pulse signal before triggering
- v. **pulseIn(echoPin, HIGH)**: Measures the time duration for which the echoPin remains HIGH.
- vi. **delayMicroseconds(2)**: Pauses the program for 2 microseconds to stabilize the signal.

- vii. **digitalWrite()**: This command sets the specified digitalpin to either HIGH (turns on the LED) or LOW (turns off the LED).
- viii. **delay()**: This command pauses the program for the specified number of milliseconds (1000 ms = 1 second). It is used to create a delay between readings.

**Conclusion:-**

This Arduino program uses an **ultrasonic sensor** to measure distance by sending a pulse and detecting its echo. The time taken for the echo is converted into distance and displayed on the **Serial Monitor**. It continuously repeats this process every second, making it useful for distance sensing in robotics and automation.