

```

const int EnableL = 5;

const int HighL = 6;    // LEFT SIDE MOTOR

const int LowL =7;


const int EnableR = 10;

const int HighR = 8;    //RIGHT SIDE MOTOR

const int LowR =9;


const int D0 = 11;    //Raspberry pin 21  LSB
const int D1 = 12;    //Raspberry pin 22
const int D2 = 2;     //Raspberry pin 23
const int D3 = 3;     //Raspberry pin 24  MSB


int a,b,c,d,data;


void setup() {

pinMode(EnableL, OUTPUT);

pinMode(HighL, OUTPUT);

pinMode(LowL, OUTPUT);


pinMode(EnableR, OUTPUT);

pinMode(HighR, OUTPUT);

pinMode(LowR, OUTPUT);


pinMode(D0, INPUT_PULLUP);
pinMode(D1, INPUT_PULLUP);
pinMode(D2, INPUT_PULLUP);
pinMode(D3, INPUT_PULLUP);
}

```

```
void Data()
{
    a = digitalRead(D0);
    b = digitalRead(D1);
    c = digitalRead(D2);
    d = digitalRead(D3);

    data = 8*d+4*c+2*b+a;
}
```

```
void Forward()
{
    digitalWrite(HighL, LOW);
    digitalWrite(LowL, HIGH);
    analogWrite(EnableL,255);

    digitalWrite(HighR, LOW);
    digitalWrite(LowR, HIGH);
    analogWrite(EnableR,255);
}
```

```
void Stop()
{
    digitalWrite(HighL, LOW);
    digitalWrite(LowL, HIGH);
    analogWrite(EnableL,0);

    digitalWrite(HighR, LOW);
    digitalWrite(LowR, HIGH);
    analogWrite(EnableR,0);
}
```

```
}
```

```
void Left1()
```

```
{
```

```
    digitalWrite(HighL, LOW);
```

```
    digitalWrite(LowL, HIGH);
```

```
    analogWrite(EnableL,160);
```

```
    digitalWrite(HighR, LOW);
```

```
    digitalWrite(LowR, HIGH);
```

```
    analogWrite(EnableR,255);
```

```
}
```

```
void Left2()
```

```
{
```

```
    digitalWrite(HighL, LOW);
```

```
    digitalWrite(LowL, HIGH);
```

```
    analogWrite(EnableL,90);
```

```
    digitalWrite(HighR, LOW);
```

```
    digitalWrite(LowR, HIGH);
```

```
    analogWrite(EnableR,255);
```

```
}
```

```
void Left3()
```

```
{
```

```
    digitalWrite(HighL, LOW);
```

```
    digitalWrite(LowL, HIGH);
```

```
    analogWrite(EnableL,50);
```

```
    digitalWrite(HighR, LOW);
```

```
    digitalWrite(LowR, HIGH);  
    analogWrite(EnableR,255);  
}
```

```
void Right1()
```

```
{  
    digitalWrite(HighL, LOW);  
    digitalWrite(LowL, HIGH);  
    analogWrite(EnableL,255);
```

```
  
    digitalWrite(HighR, LOW);  
    digitalWrite(LowR, HIGH);  
    analogWrite(EnableR,160); //200  
}
```

```
void Right2()
```

```
{  
    digitalWrite(HighL, LOW);  
    digitalWrite(LowL, HIGH);  
    analogWrite(EnableL,255);
```

```
  
    digitalWrite(HighR, LOW);  
    digitalWrite(LowR, HIGH);  
    analogWrite(EnableR,90); //160  
}
```

```
void Right3()
```

```
{  
    digitalWrite(HighL, LOW);  
    digitalWrite(LowL, HIGH);  
    analogWrite(EnableL,255);
```

```
digitalWrite(HighR, LOW);  
digitalWrite(LowR, HIGH);  
analogWrite(EnableR,50); //100  
}
```

```
void loop()  
{  
  Data();  
  if(data==0)  
  {  
    Forward();  
  }  
  else if(data==1)  
  {  
    Right1();  
  }  
  else if(data==2)  
  {  
    Right2();  
  }  
  else if(data==3)  
  {  
    Right3();  
  }  
  else if(data==4)  
  {  
    Left1();  
  }  
  else if(data==5)  
  {  
    Left2();  
  }  
}
```

```
}  
else if(data==6)  
{  
    Left3();  
}  
else if (data>7)  
{  
    Stop();  
}  
  
}
```