

```
#define LEFT_SENSOR A0

#define RIGHT_SENSOR A3

#define FRONT_SENSOR1 A1
#define FRONT_SENSOR2 A2


// L298N Motor Driver Pins

#define ENA 6

#define IN1 7

#define IN2 8

#define ENB 9

#define IN3 10

#define IN4 11


void setup() {
    Serial.begin(9600);


    pinMode(LEFT_SENSOR, INPUT);
    pinMode(RIGHT_SENSOR, INPUT);
    pinMode(FRONT_SENSOR1, INPUT);
    pinMode(FRONT_SENSOR2, INPUT);


    pinMode(ENA, OUTPUT);
    pinMode(IN1, OUTPUT);
    pinMode(IN2, OUTPUT);
    pinMode(ENB, OUTPUT);
    pinMode(IN3, OUTPUT);
    pinMode(IN4, OUTPUT);
}


// Function to move forward
void moveForward(int speed) {
```

```
digitalWrite(IN1, HIGH);  
digitalWrite(IN2, LOW);  
digitalWrite(IN3, HIGH);  
digitalWrite(IN4, LOW);  
  
analogWrite(ENA, speed);  
analogWrite(ENB, speed);  
}
```

```
// Function to turn left  
void turnLeft(int speed) {  
    digitalWrite(IN1, LOW);  
    digitalWrite(IN2, HIGH);  
    digitalWrite(IN3, HIGH);  
    digitalWrite(IN4, LOW);  
  
    analogWrite(ENA, speed);  
    analogWrite(ENB, speed);  
}
```

```
// Function to turn right  
void turnRight(int speed) {  
    digitalWrite(IN1, HIGH);  
    digitalWrite(IN2, LOW);  
    digitalWrite(IN3, LOW);  
    digitalWrite(IN4, HIGH);  
  
    analogWrite(ENA, speed);  
    analogWrite(ENB, speed);  
}
```

```

// Function to stop motors
void stopMotors() {
    digitalWrite(IN1, LOW);
    digitalWrite(IN2, LOW);
    digitalWrite(IN3, LOW);
    digitalWrite(IN4, LOW);

}

void loop() {
    int left = analogRead(LEFT_SENSOR);
    int right = analogRead(RIGHT_SENSOR);
    int front1 = analogRead(FRONT_SENSOR1);
    int front2 = analogRead(FRONT_SENSOR2);

    Serial.println(left);

    int threshold = 500;
    int speed = 70;
    int speedturn = 80;
    String previousmove=" ";

    if ((left > threshold && right < threshold && front1 < threshold && front2 < threshold) || (left <
threshold && right > threshold && front1 > threshold && front2 > threshold) ){
        turnLeft(speedturn);
        delay(50);
    }

    else if((left < threshold && right > threshold && front1 < threshold && front2 < threshold) || (left >
threshold && right < threshold && front1 > threshold && front2 > threshold) || (left > threshold &&
right > threshold && front1 > threshold && front2 > threshold)){
        turnRight(speedturn);
    }
}

```

```

    delay(50);

    }else if((left < threshold && right < threshold && front1 > threshold && front2 > threshold) || (left
    > threshold && right > threshold && front1 < threshold && front2 < threshold)){

        moveForward(speed);

        delay(50);

        }else if (( left>threshold && front1 > threshold && front2<threshold && right <threshold) || (
        left<threshold && front1 < threshold && front2 > threshold && right > threshold)){

            moveForward(speed);

            delay(50);

        }

    else if ((front1 < threshold && front2 < threshold && left < threshold && right < threshold)) {

        if (previousmove== "right"){

            turnLeft(speedturn);

            delay(50);

        }else if(previousmove=="left"){

            turnRight(speedturn);

            delay(50);

        }

    }

    else{

        moveForward(speed);

        delay(50);

    }

}

```