

FLOOD MONITORING AND EARLY WARNING

Phase 4 Submission document

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Introduction:

Floods are natural disasters that can cause extensive damage to property, infrastructure, and loss of lives. Developing an effective Flood Monitoring and Early Warning System (FMEWS) is essential to minimize the impact of floods on communities and the environment.

This system aims to provide timely and accurate flood-related information to enable proactive decision-making, preparedness, and response by governments, emergency services, and affected communities.

The purpose of this project is to sense the water level in river beds and check if they are in normal condition. If they reach beyond the limit, then it alerts people through LED signals and buzzer sound. Also it alerts people through Sms and Emails alerts when the water level reaches beyond the limit.

Project description:

Floods are one of the most devastating natural disasters, causing loss of life, property damage, and disruption to communities. An integrated flood monitoring and early warning system is crucial for minimizing the impact of floods. This project aims to design and implement a comprehensive flood monitoring system that combines technology, data analysis, and community engagement to provide timely alerts and actionable information in the event of flooding.

Components:

Hardware components –

1. wifi module
2. Arduino uno
3. Breadboard- 400 tie points
4. 5mm LED:(Green, Red, Orange) and Buzzer
5. 16x2 LCD Display
6. LM35 Temperature Sensor

7. HC-SR04 Ultrasonic Sensor
8. Some Jumper Wires
9. Male to Female Jumper Wires- 15 pcs
10. Male to Male Jumper Wires- 10 pcs
11. Female to Female Jumper Wires- 5 pcs

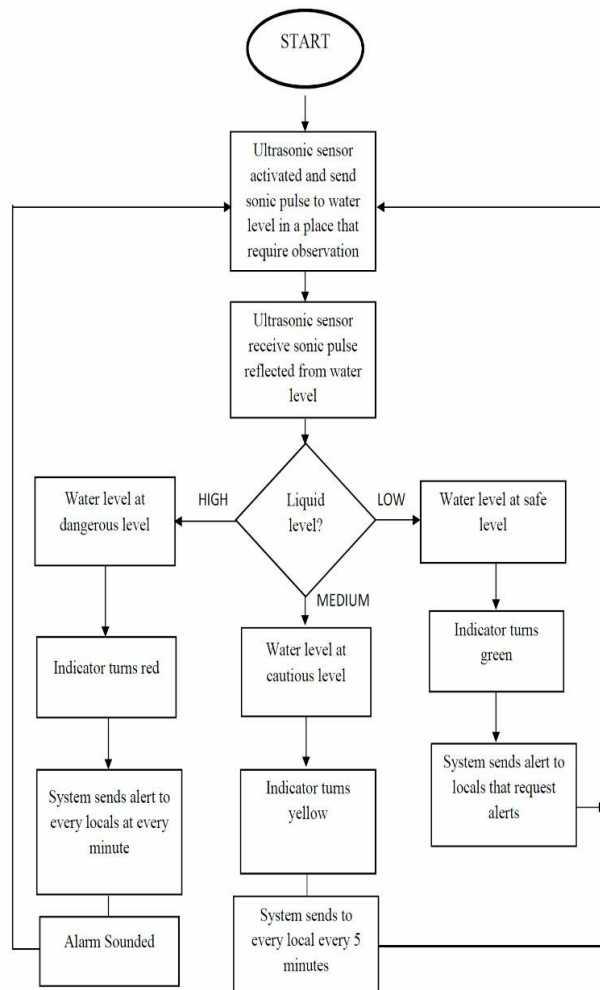
Working flow:

For doing the practical demonstration. First connect the USB cable type-B to the Laptop's USB slot for power supply. Also simultaneously run the python program(i.e Main.py). Firstly the ultrasonic sensor will sense the water level in distance and then the arduino program will help to convert it into percentage. Also the sensed water level will be displayed on Lcd display(In Percentage) along with zone/area the water level is present. The full water tank/container is divided into 3 zones i.e Green, Orange and Red. Now let's look into each zone.

When water level is at Min/Normal level. That resembles 'Green Alert'. This means that water is at normal position and no sign about flood condition. Also green led will glow and it will also show green alert in Lcd display with water level.

When water level crosses the Intermediate level. That resembles 'Orange Alert'. This means that water has crossed the 55% mark and there can be chances of flood condition at that place. With increase in water level the system sends Sms and Email alerts to the authority or registered user from Twilio and Mailgun Services respectively. Also orange led will glow and buzzer will buzz. It will also show orange alert in Lcd display.

Flow Chart:



Sketching:

A sketch can be written in any text editor, but the Arduino IDE is a popular choice because it provides a number of features that are specific to Arduino programming, such as syntax highlighting, code completion, and a built-in serial monitor.

A sketch typically consists of two functions:

- `setup()`: This function is called once, when the Arduino board first starts up. It is used to initialize the board and its peripherals.
- `loop()`: This function is called repeatedly, over and over again. It is used to implement the main logic of the sketch.

In addition to these two functions, a sketch can also contain other functions, such as functions to handle interrupts or to perform specific tasks.

To upload a sketch to an Arduino board, you can use the Arduino IDE. Simply connect the board to your computer using a USB cable, select the board and port in the Arduino IDE, and then click on the Upload button.

Once the sketch has been uploaded, it will start running immediately. You can use the serial monitor to

view the output of the sketch and to interact with it.

Here is an example of a simple sketch.ino code:

```
void setup() {
  // set pin 13 as an output pin
  pinMode(13, OUTPUT);
}

void loop() {
  // turn on the LED
  digitalWrite(13, HIGH);
  // wait for one second
  delay(1000);
  // turn off the LED
  digitalWrite(13, LOW);
  // wait for one second
  delay(1000);
}
```

Sketch.ino:

```
//Early Flood Detection Using IOT ~ A project by Sabyasachi Ghosh
//LiquidCrystal.h is the library for using the LCD 16x2
#include <LiquidCrystal>

LiquidCrystal lcd(2, 3, 4, 5, 6, 7); // Create an instance of the LiquidCrystal library
const int in = 8;                    // This is the ECHO pin of The Ultrasonic sensor HC-SR04
const int out = 9;                   // This is the TRIG pin of the ultrasonic Sensor HC-SR04
// Define pin numbers for various components
const int green = 10;
const int orange = 11;
const int red = 12;
const int buzz = 13;

void setup()
{
  // Start serial communication with a baud rate of 9600
  Serial.begin(9600);
  // Initialize the LCD with 16 columns and 2 rows
  lcd.begin(16, 2);
  // Set pin modes for various components
  pinMode(in, INPUT);
  pinMode(out, OUTPUT);
  pinMode(green, OUTPUT);
  pinMode(orange, OUTPUT);
  pinMode(red, OUTPUT);
  pinMode(buzz, OUTPUT);
  // Display a startup message on the LCD
  lcd.setCursor(0, 0);
  lcd.print("Flood Monitoring");
}
```

```

    lcd.setCursor(0, 1);
    lcd.print("Alerting System");
    // Wait for 5 seconds and then clear the LCD
    delay(5000);
    lcd.clear();
}

void loop()
{
    // Read distance from the ultrasonic sensor (HC-SR04)
    long dur;
    long dist;
    long per;
    digitalWrite(out, LOW);
    delayMicroseconds(2);
    digitalWrite(out, HIGH);
    delayMicroseconds(10);
    digitalWrite(out, LOW);
    dur = pulseIn(in, HIGH);
    dist = (dur * 0.034) / 2;
    // Map the distance value to a percentage value
    per = map(dist, 10.5, 2, 0, 100);
    // Ensure that the percentage value is within bounds
    if (per < 0)
    {
        per = 0;
    }
    if (per > 100)
    {
        per = 100;
    }
    // Print water level data to serial
    Serial.print("Water Level:");
    Serial.println(String(per));
    lcd.setCursor(0, 0);
    lcd.print("Water Level:");
    lcd.print(String(per));
    lcd.print("% ");
    // Check water level and set alert levels
    if (dist <= 3)
    {
        lcd.setCursor(0, 1);
        lcd.print("Red Alert! ");
        digitalWrite(red, HIGH);
        digitalWrite(green, LOW);
        digitalWrite(orange, LOW);
        digitalWrite(buzz, HIGH);
        delay(2000);
    }
}

```

```

    digitalWrite(buzz, LOW);
    delay(2000);
    digitalWrite(buzz, HIGH);
    delay(2000);
    digitalWrite(buzz, LOW);
    delay(2000);
}
else if (dist <= 10)
{
    lcd.setCursor(0, 1);
    lcd.print("Orange Alert! ");
    digitalWrite(orange, HIGH);
    digitalWrite(red, LOW);
    digitalWrite(green, LOW);
    digitalWrite(buzz, HIGH);
    delay(3000);
    digitalWrite(buzz, LOW);
    delay(3000);
}
else
{
    lcd.setCursor(0, 1);
    lcd.print("Green Alert! ");
    digitalWrite(green, HIGH);
    digitalWrite(orange, LOW);
    digitalWrite(red, LOW);
    digitalWrite(buzz, LOW);
}
}

```

Diagram.json:

```

{
  "version": 1,
  "author": "Warship Battle",
  "editor": "wokwi",
  "parts": [
    {
      "type": "wokwi-grduino-uno",
      "id": "uno",
      "top": -64.64,
      "left": 105.33,
      "rotate": 90,

```

```

    "attrs": {}
  },
  { "type": "wokwi-lcd1602", "id": "lcd1", "top": -312.02, "left": 508, "attrs": {} },
  {
    "type": "wokwi-led",
    "id": "led1",
    "top": -45.08,
    "left": 439.42,
    "attrs": { "color": "red" }
  },
  {
    "type": "wokwi-hc-sr04",
    "id": "ultrasonic1",
    "top": -52.66,
    "left": 680.31,
    "attrs": { "distance": "7" }
  },
  {
    "type": "wokwi-slide-potentiometer",
    "id": "pot1",
    "top": -339.66,
    "left": 767.48,
    "rotate": 270,
    "attrs": { "travelLength": "30" }
  },
  {
    "type": "wokwi-buzzer",
    "id": "bz1",
    "top": -83.14,
    "left": 364.46,
    "attrs": { "volume": "0.1" }
  },
  {

```

```

    "type": "wokwi-led",
    "id": "led2",
    "top": -44.56,
    "left": 483.32,
    "attrs": { "color": "orange" }
  },
  {
    "type": "wokwi-led",
    "id": "led3",
    "top": -45.47,
    "left": 527.48,
    "attrs": { "color": "limegreen" }
  }
],
"connections": [
  [ "lcd1:D4", "uno:4", "magenta", [ "v0" ] ],
  [ "lcd1:D5", "uno:5", "magenta", [ "v0" ] ],
  [ "lcd1:D6", "uno:6", "magenta", [ "v0" ] ],
  [ "lcd1:D7", "uno:7", "magenta", [ "v0" ] ],
  [ "led3:A", "uno:10", "red", [ "v0" ] ],
  [ "led2:A", "uno:11", "orange", [ "v0" ] ],
  [ "led1:A", "uno:12", "green", [ "v0" ] ],
  [ "bz1:2", "uno:13", "gray", [ "v0" ] ],
  [ "uno:GND.1", "led1:C", "black", [ "h0" ] ],
  [ "uno:GND.1", "led2:C", "black", [ "h0" ] ],
  [ "uno:GND.1", "led3:C", "black", [ "h0" ] ],
  [ "uno:GND.1", "bz1:1", "black", [ "h0" ] ],
  [ "uno:GND.2", "lcd1:VSS", "black", [ "h-27.73", "v-236.01", "h405.87" ] ],
  [ "uno:GND.2", "lcd1:RW", "black", [ "h-37.21", "v-223.22", "h460.88" ] ],
  [ "uno:5V", "lcd1:VDD", "red", [ "h-18.3", "v-203.63", "h13.46" ] ],
  [ "lcd1:RS", "uno:2", "magenta", [ "v0" ] ],
  [ "lcd1:E", "uno:3", "magenta", [ "v0" ] ],
  [ "uno:5V", "lcd1:A", "red", [ "h-46.76", "v-186.9", "h566.43" ] ],

```






```

[ "uno:GND.2", "lcd1:k", "black", [ "h-55.24", "v-183", "h584.41" ] ],
[ "uno:GND.3", "ultrasonic1:GND", "black", [ "h-26.54", "v101.57", "h653.32" ] ],
[ "uno:5V", "ultrasonic1:VCC", "red", [ "h-37.14", "v129.59", "h633.92" ] ],
[ "ultrasonic1:TRIG", "uno:9", "cyan", [ "v0" ] ],
[ "ultrasonic1:ECHO", "uno:8", "cyan", [ "v0" ] ],
[ "lcd1:V0", "pot1:SIG", "yellow", [ "v39.74", "h14.45" ] ],
[ "uno:5V", "pot1:VCC", "red", [ "h-56.08", "v146.93", "h757.73" ] ],
[ "uno:GND.3", "pot1:GND", "black", [ "h-46.52", "v120.3", "h800.57", "v-607.79", "h-52.4" ] ]
],
"dependencies": {}
}

```

Simulating with code in the Wokwi Simulator:




WOKwi





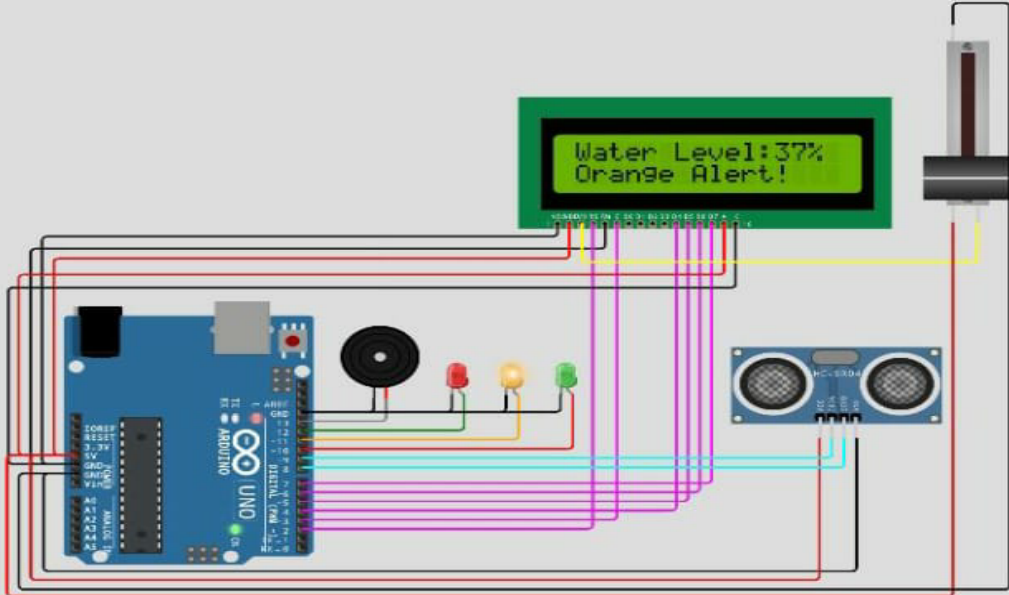
SIGN IN

Simulation

Code



 00:06.500  22%



The diagram illustrates a water level monitoring system. An Arduino Uno microcontroller is connected to an LCD display, a buzzer, three LEDs (red, yellow, green), and an HC-SR04 ultrasonic sensor. The LCD screen shows the current water level as 37% and triggers an 'Orange Alert!' when the level is reached. The sensor is used to measure the water level, and the buzzer and LEDs provide visual and auditory feedback.

Water Level:37

WOKwi



SIGN UP

Simulation

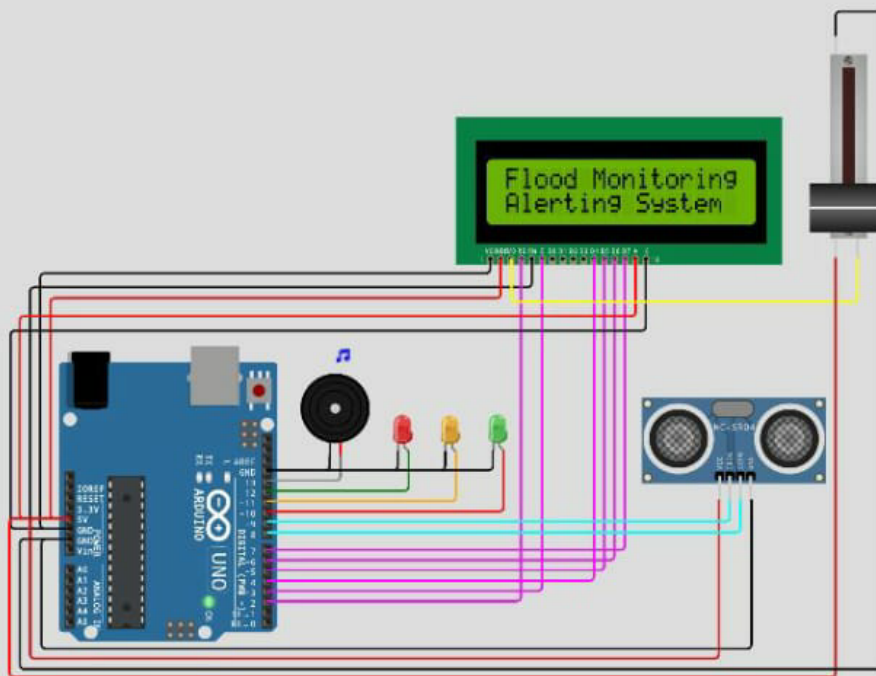
Code



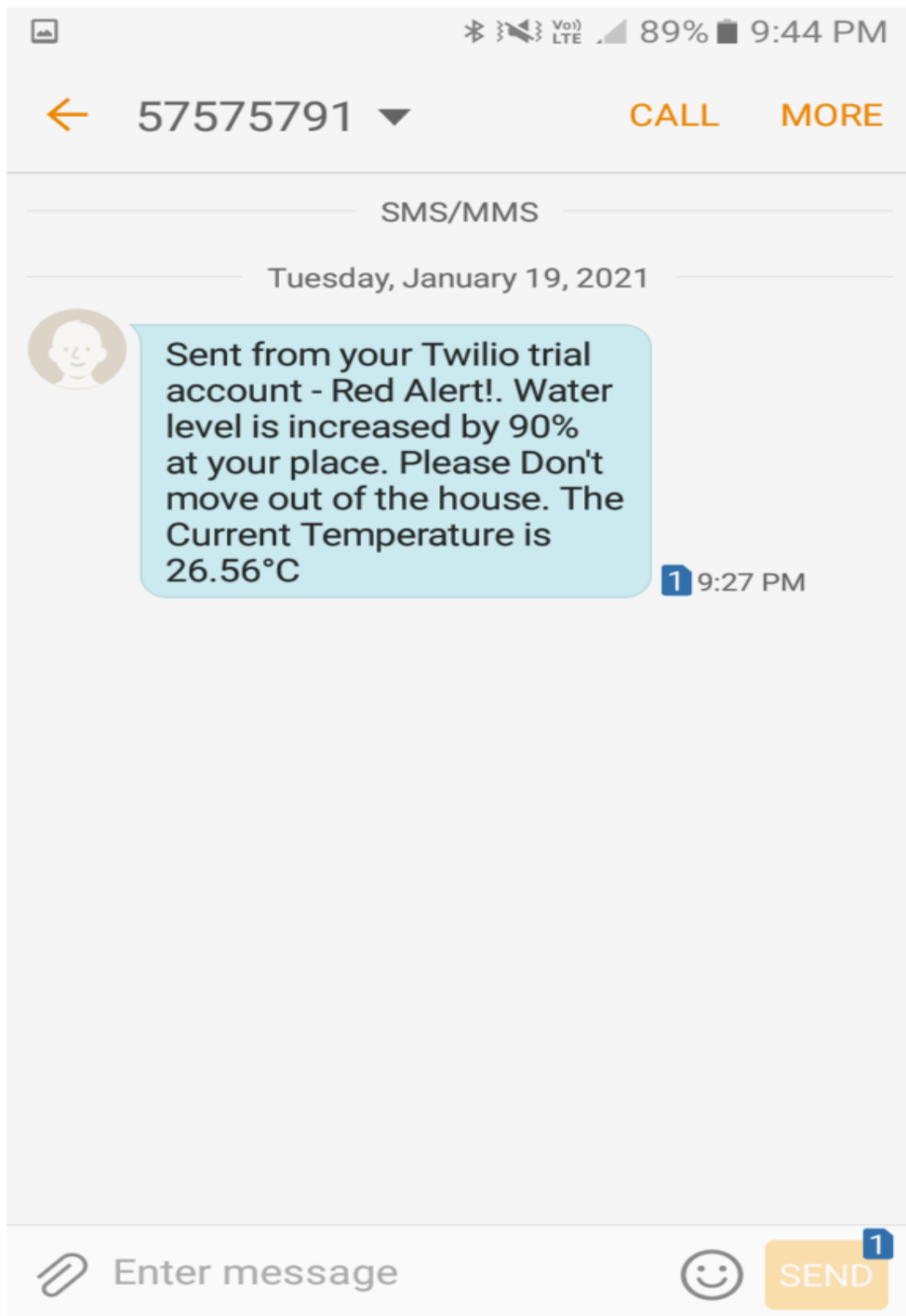
00:00.500



13%



The sample alert message will be look like :



Conclusion:

In conclusion, flood monitoring and early warning systems play a critical role in mitigating the devastating impact of floods. By utilizing advanced technologies and real-time data, these systems can provide timely alerts and valuable information to both authorities and the public, allowing for better preparedness and response. However, their effectiveness relies on continuous improvements, community education, and government support to ensure that they are well-maintained and accessible to all vulnerable populations. It's imperative to recognize the importance of these systems in saving lives, protecting property, and reducing the overall socio-economic consequences of flooding.