APPENDIX-I

PHOTOGRAPHS



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GROUP PHOTO



APPENDIX - II

SOURCE CODE

Arduino Code

```
#include <Servo.h>
                    //Servo motor library. This is standard library
#include <NewPing.h> //Urltrasonic sensor function library. You must install
this library
//our L298N control pins
const int LeftMotorForward = 8;
const int LeftMotorBackward = 9;
const int RightMotorForward = 10;
const int RightMotorBackward = 11;
//sensor pins
#define trig_pin A1 //analog input 1
#define echo_pin A0 //analog input 2
#define maximum distance 200
boolean goesForward = false;
int distance = 100;
NewPing sonar(trig_pin, echo_pin, maximum_distance); //sensor function
Servo servo_motor;
                                                      //our servo name
void setup() {
  pinMode(RightMotorForward, OUTPUT);
  pinMode(LeftMotorForward, OUTPUT);
  pinMode(LeftMotorBackward, OUTPUT);
  pinMode(RightMotorBackward, OUTPUT);
  servo_motor.attach(7); //our servo pin
  servo_motor.write(115);
  delay(2000);
  distance = readPing();
  delay(100);
  distance = readPing();
  delay(100);
  distance = readPing();
  delay(100);
  distance = readPing();
```

```
delay(100);
}
void loop() {
  int distanceRight = 0;
  int distanceLeft = 0;
  delay(50);
  if (distance <= 20) {</pre>
    moveStop();
    delay(300);
    moveBackward();
    delay(400);
    moveStop();
    delay(300);
    distanceRight = lookRight();
    delay(300);
    distanceLeft = lookLeft();
    delay(300);
    if (distance >= distanceLeft) {
      turnRight();
      moveStop();
    } else {
      turnLeft();
      moveStop();
    }
  } else {
    moveForward();
  distance = readPing();
int lookRight() {
  servo_motor.write(50);
  delay(500);
  int distance = readPing();
  delay(100);
  servo_motor.write(115);
  return distance;
}
int lookLeft() {
  servo_motor.write(170);
  delay(500);
  int distance = readPing();
  delay(100);
```

```
servo_motor.write(115);
  return distance;
  delay(100);
}
int readPing() {
  delay(70);
  int cm = sonar.ping_cm();
  if (cm == 0) {
   cm = 250;
  }
 return cm;
}
void moveStop() {
  digitalWrite(RightMotorForward, LOW);
  digitalWrite(LeftMotorForward, LOW);
  digitalWrite(RightMotorBackward, LOW);
  digitalWrite(LeftMotorBackward, LOW);
}
void moveForward() {
  if (!goesForward) {
    goesForward = true;
    digitalWrite(LeftMotorForward, HIGH);
    digitalWrite(RightMotorForward, HIGH);
    digitalWrite(LeftMotorBackward, LOW);
    digitalWrite(RightMotorBackward, LOW);
  }
}
void moveBackward() {
  goesForward = false;
  digitalWrite(LeftMotorBackward, HIGH);
  digitalWrite(RightMotorBackward, HIGH);
  digitalWrite(LeftMotorForward, LOW);
  digitalWrite(RightMotorForward, LOW);
}
void turnRight() {
```

```
digitalWrite(LeftMotorForward, HIGH);
  digitalWrite(RightMotorBackward, HIGH);
  digitalWrite(LeftMotorBackward, LOW);
  digitalWrite(RightMotorForward, LOW);
  delay(500);
 digitalWrite(LeftMotorForward, HIGH);
 digitalWrite(RightMotorForward, HIGH);
 digitalWrite(LeftMotorBackward, LOW);
 digitalWrite(RightMotorBackward, LOW);
}
void turnLeft() {
 digitalWrite(LeftMotorBackward, HIGH);
  digitalWrite(RightMotorForward, HIGH);
  digitalWrite(LeftMotorForward, LOW);
  digitalWrite(RightMotorBackward, LOW);
 delay(500);
 digitalWrite(LeftMotorForward, HIGH);
  digitalWrite(RightMotorForward, HIGH);
 digitalWrite(LeftMotorBackward, LOW);
 digitalWrite(RightMotorBackward, LOW);
}
```

APPENDIX-III

DATASHEETS