#include <Wire.h>

#include <Adafruit\_GFX.h>

#include <Adafruit\_SSD1306.h>

int IR\_SENSOR = 8;

int coinCount = 0;

#define SCREEN\_WIDTH 128 // OLED display width, in pixels

#define SCREEN\_HEIGHT 64 // OLED display height, in pixels

// Declaration for an SSD1306 display connected to I2C (SDA, SCL pins)

Adafruit\_SSD1306 display(SCREEN\_WIDTH, SCREEN\_HEIGHT, &Wire, -1);

void setup()

{

Serial.begin(9600);

pinMode(IR\_SENSOR, INPUT);

// Initialize SSD1306 display

if (!display.begin(SSD1306\_SWITCHCAPVCC, 0x3C)) // Address 0x3C for 128x64

{

Serial.println(F("SSD1306 allocation failed"));

for (;;);

}

display.setTextSize(2); // Set text size to 1

display.setTextColor(WHITE);

display.setCursor(0, 10);

// Display static text

display.println("COIN DETECTOR ");

display.display();

delay(1200);

display.clearDisplay();

display.setCursor(0, 10);

// Display static text

display.println("INSERT THE COIN");

display.display();

delay(1200);

display.clearDisplay();

}

void loop()

{

int irValue = digitalRead(IR\_SENSOR);

if (irValue == HIGH) // Assuming LOW means coin detected, adjust if necessary

{

coinCount += 2; // Increment coin count by 2

Serial.println("Two rupees will be added");

display.clearDisplay();

display.setTextSize(2);

display.setCursor(0, 10);

display.println(coinCount); // Print coin count on the display

display.display();

delay(1000);

}

else

{

Serial.println("No coin detected");

}

}