**ARDUINO BASED FIRE FIGHTING ROBO CAR**

const int LM1 = 2;

const int LM2 = 3;

const int RM1 = 4;

const int RM2 = 5;

const int Left\_S = 6;

const int Right\_S = 7;

const int Front\_S = 8;

const int FAN = 9;

bool fire = false;

void setup() {

pinMode(LM1, OUTPUT);

pinMode(LM2, OUTPUT);

pinMode(RM1, OUTPUT);

pinMode(RM2, OUTPUT);

pinMode(Left\_S, INPUT);

pinMode(Right\_S, INPUT);

pinMode(Front\_S, INPUT);

pinMode(FAN, OUTPUT);

stopMotors();

digitalWrite(FAN, LOW);

}

void loop() {

int left = digitalRead(Left\_S);

int right = digitalRead(Right\_S);

int front = digitalRead(Front\_S);

fire = (left == 0 || right == 0 || front == 0);

if (fire) {

if (left == 0) {

moveLeft();

}

else if (right == 0) {

moveRight();

}

else if (front == 0) {

moveForward();

}

delay(300);

stopMotors();

while (fire == true) {

extinguishFire();

left = digitalRead(Left\_S);

right = digitalRead(Right\_S);

front = digitalRead(Front\_S);

fire = (left == 0 || right == 0 || front == 0);

}

} else {

stopMotors();

}

}

void moveLeft() {

digitalWrite(LM1, HIGH);

digitalWrite(LM2, LOW);

digitalWrite(RM1, HIGH);

digitalWrite(RM2, HIGH);

}

void moveRight() {

digitalWrite(LM1, HIGH);

digitalWrite(LM2, HIGH);

digitalWrite(RM1, HIGH);

digitalWrite(RM2, LOW);

}

void moveForward() {

digitalWrite(LM1, HIGH);

digitalWrite(LM2, LOW);

digitalWrite(RM1, HIGH);

digitalWrite(RM2, LOW);

}

void stopMotors() {

digitalWrite(LM1, LOW);

digitalWrite(LM2, LOW);

digitalWrite(RM1, LOW);

digitalWrite(RM2, LOW);

}

void extinguishFire() {

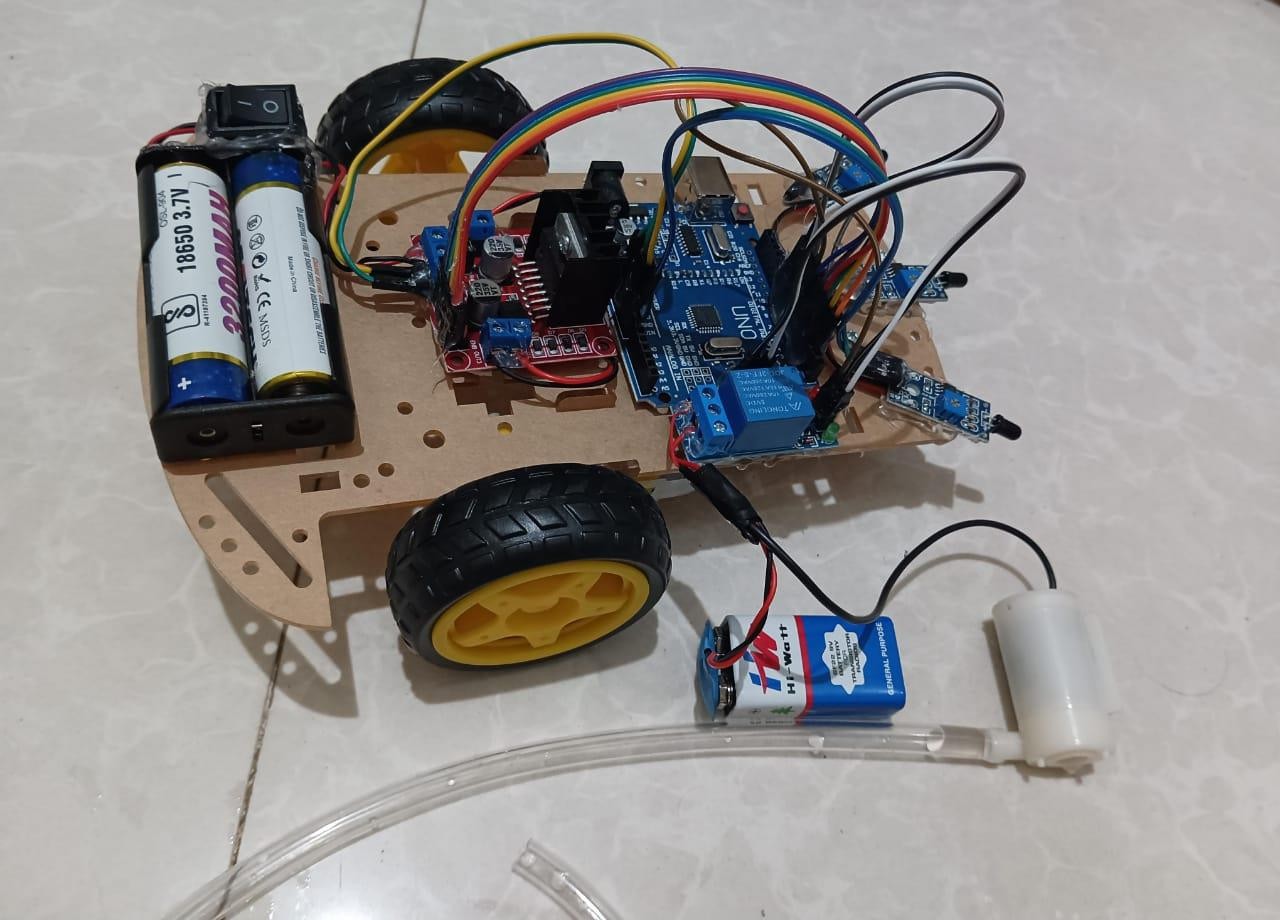
digitalWrite(FAN, HIGH);

delay(2000);

digitalWrite(FAN, LOW);

delay(1000);

}

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