Gas Leakage monitoring & Alerting system for Industries

Program:

```
#include <LiquidCrystal.h>
LiquidCrystal lcd(6, 7, 8, 9, 10, 11);
float gasPin = A0;
float gasLevel;
int ledPin = 2;
int buttonPin = 3;
int buzzPin = 4;
int buttonState;
int fan = 5;
void setup(){
 pinMode(ledPin, OUTPUT);
 pinMode(buttonPin, INPUT);
```

```
pinMode(gasPin,INPUT);
 pinMode(fan,OUTPUT);
 Serial.begin(9600);
lcd.begin(16, 2);
lcd.setCursor(0,0);
lcd.print(" Welcome");
lcd.setCursor(0,2);
lcd.print(" Youtube");
 delay(500);
lcd.clear();
void loop(){
// Read the value from gas sensor and button
gasLevel = analogRead(gasPin);
buttonState = digitalRead(buttonPin);
 // call the function for gas detection and button work
gasDetected(gasLevel);
buzzer(gasLevel);
exhaustFanOn(buttonState);
}
```

```
// Gas Leakage Detection & Automatic Alarm and Fan ON
void gasDetected(float gasLevel){
if(gasLevel >= 300){
 digitalWrite(buzzPin,HIGH);
 digitalWrite(ledPin,HIGH);
 digitalWrite(fan,HIGH);
 lcd.setCursor(0,0);
 lcd.print("GAS:");
 lcd.print(gasLevel);
 lcd.setCursor(0,2);
 lcd.print("FAN ON");
 delay(1000);
 lcd.clear();
}else{
 digitalWrite(ledPin,LOW);
 digitalWrite(buzzPin,LOW);
 digitalWrite(fan,LOW);
 lcd.setCursor(0,0);
 lcd.print("GAS:");
 lcd.print(gasLevel);
 lcd.setCursor(0,2);
```

```
lcd.print("FAN OFF");
 delay(1000);
 lcd.clear();
}
//BUZZER
void buzzer(float gasLevel){
if(gasLevel>=300)
{
for(int i=0; i<=30; i=i+10)
tone(4,i);
delay(400);
noTone(4);
delay(400);
// Manually Exhaust FAN ON
void exhaustFanOn(int buttonState){
if(buttonState == HIGH){
 digitalWrite(fan,HIGH);
```

```
lcd.setCursor(0,0);
lcd.print("Button State:");
lcd.print(buttonState);
lcd.setCursor(0,2);
lcd.print("FAN ON");
delay(10000);
lcd.clear();
}
```