### SMART WASTE MANAGEMENT SYSTEM FOR METROPOLITAN CITIES

### **TEAM ID:PNT2022TMID30690**

FINAL CODING:

**SCREENSHOTS:** 

```
## Set Set Settle Takes Help

## define trigPin 7 //Sensor Echo pin connected to Arduino pin 13

## define echoPin 6 //Sensor Trip pin connected to Arduino pin 12

## void setup()

| pinMode(trigPin, OUTPUT);
    pinMode(echoPin, INPUT);
    Serial.begin(115200);
    delay(2000);

| long duration, distance:
    long duration durati
```

```
delay(2000);

| delay(2000);

| woid loop() |
| long duration, distance;
| long duration, distance;
| digitalWrite(trigfin, Low);
| delayMicroseconds(2);
| digitalWrite(trigfin, HIGH);
| delayMicroseconds(10);
| digitalWrite(trigfin, HIGH);
| delayMicroseconds(10);
| digitalWrite(trigfin, HIGH);
| distance = plueIn(echoPin, HIGH);
| distance = (duration/2) / 29.1;

| if(distance >= 20) && (distance <= 40))
| 1
| Sketch uses 3494 bytes (10%) of program storage space. Maximum is 32256 bytes.
| Global variables use 260 bytes (12%) of dynamic memory, leaving 1788 bytes for local variables.
```

## SMART WASTE MANAGEMENT SYSTEM FOR METROPOLITAN CITIES

### **TEAM ID:PNT2022TMID30690**

```
Global variables use 250 butes (10%) of program storage space. Maximum is 32256 bytes.
```

```
If ((distance >= 20) && (distance <= 40))

(

Serial.printin("Bin LEVEL: NORMAL");

Serial.print(distance);

Serial.print(distance);

Serial.print("cm");

delay(2000);

else if((distance >= 40) && (distance <= 60))

[

Serial.printin("Bin LEVEL: NEDIUM");

Serial.printin("Bin LEVEL: NEDIUM");

Serial.print(distance);

Serial.print(distance);

Serial.print(distance);

Serial.print("cm");

delay(2000);

}

Store | Manual Manual
```

# SMART WASTE MANAGEMENT SYSTEM FOR METROPOLITAN CITIES TEAM ID:PNT2022TMID30690

```
Serial.print("Sin LEVEL: NEAR FULL");
Serial.print("Distance: ");

(distance >= 60) 6% (distance <= 180))

(Serial.println("Bin LEVEL: NEAR FULL");
Serial.println("Distance: ");
Serial.print(distance);
Serial.print("cm");
delay(2000);

)

delay(2000);
```