GAS LEAKAGE MONITORING AND ALERTING SYSTEM FOR INDUSTRIES

PROJECT DEVELOPMENT – DELIVERY OF SPRINT 2

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#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");

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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:");
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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);
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```
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();
}
```