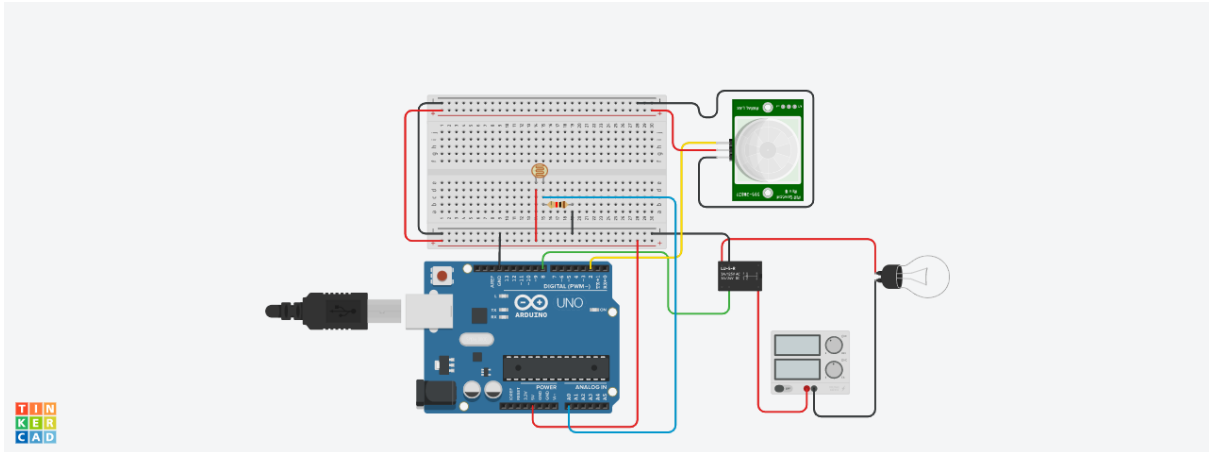


Motion and light intensity-based room lighting system



C code for Motion and Light Intensity Based Room Lighting System

```
int LightSensorVal = 0;
int PIRSensorVal = 0;
int RelayOutputVal = 0;
void setup()
{
  pinMode(A0, INPUT);
  pinMode(2, INPUT);
  pinMode(8, OUTPUT);
  Serial.begin(9600);
}
void loop()
```

```
{  
  LightSensorVal = analogRead(A0);  
  PIRSensorVal = digitalRead(2);  
  RelayOutputVal = 8;  
  if (LightSensorVal < 600) {  
    if (PIRSensorVal == HIGH) {  
      digitalWrite(8, HIGH);  
      delay(5000); // Wait for 5000 millisecond(s)  
    } else {  
      digitalWrite(8, LOW);  
      delay(1000); // Wait for 1000 millisecond(s)  
    }  
  } else {  
    digitalWrite(8, LOW);  
    Serial.println(LightSensorVal);  
    delay(300); // Wait for 300 millisecond(s)  
  }  
}
```

LINK FOR Motion and light intensity-based room lighting system
Tinkercad

<https://www.tinkercad.com/things/0oxNmPMjBuA-copy-of-motion-and-light-intensity-based-room-lighting->

system/editel?sharecode=LFVZGvgnHUolaZszwKzrmuEICExgSh5GN-
f4psddU9Y