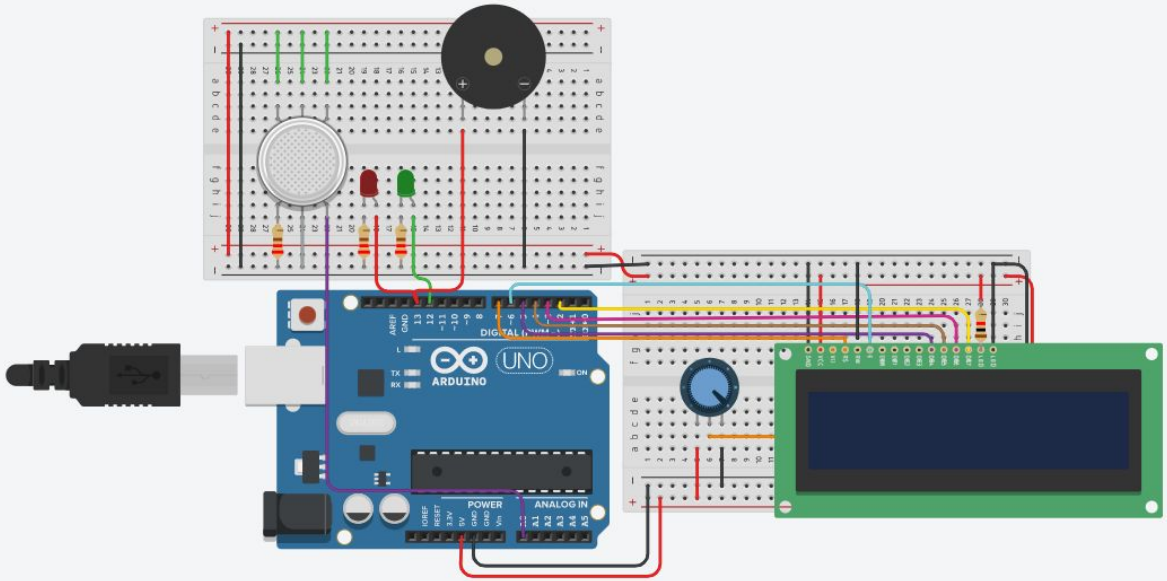
Circuit design FIRE ALARM SYSTE

tinkercad.com/things/h6erfEjd9Fx-fire-alarm-system/editel

FIRE ALARM SYSTEM

Saved

Code | Start Simulation | Send To



Components
Basic

Search

Resistor
LED
Pushbutton
Potentiometer
Capacitor
Slideswitch
9V Battery
Coin Cell 3V Battery
1.5V Battery
Breadboard Small
micro:bit
Arduino Uno R3
Vibration Motor
DC Motor
Micro Servo

Type here to search

2:24 PM
9/16/2022

Circuit design FIRE ALARM SYSTE

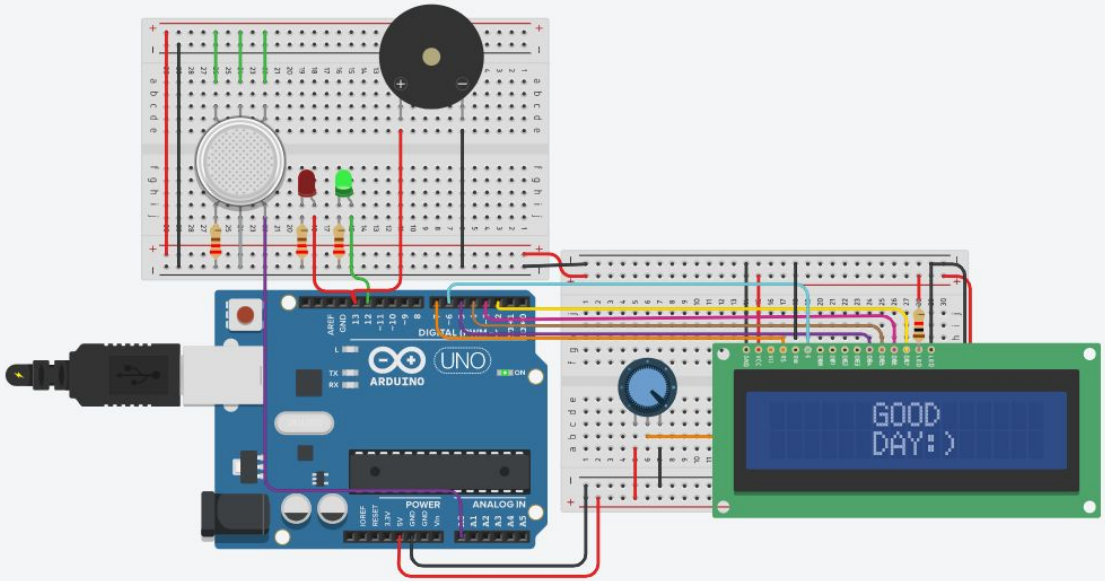
tinkercad.com/things/h6erfEjd9Fx-fire-alarm-system/editel

FIRE ALARM SYSTEM

All changes saved

Simulator time: 00:00:03

Code | Stop Simulation | Send To



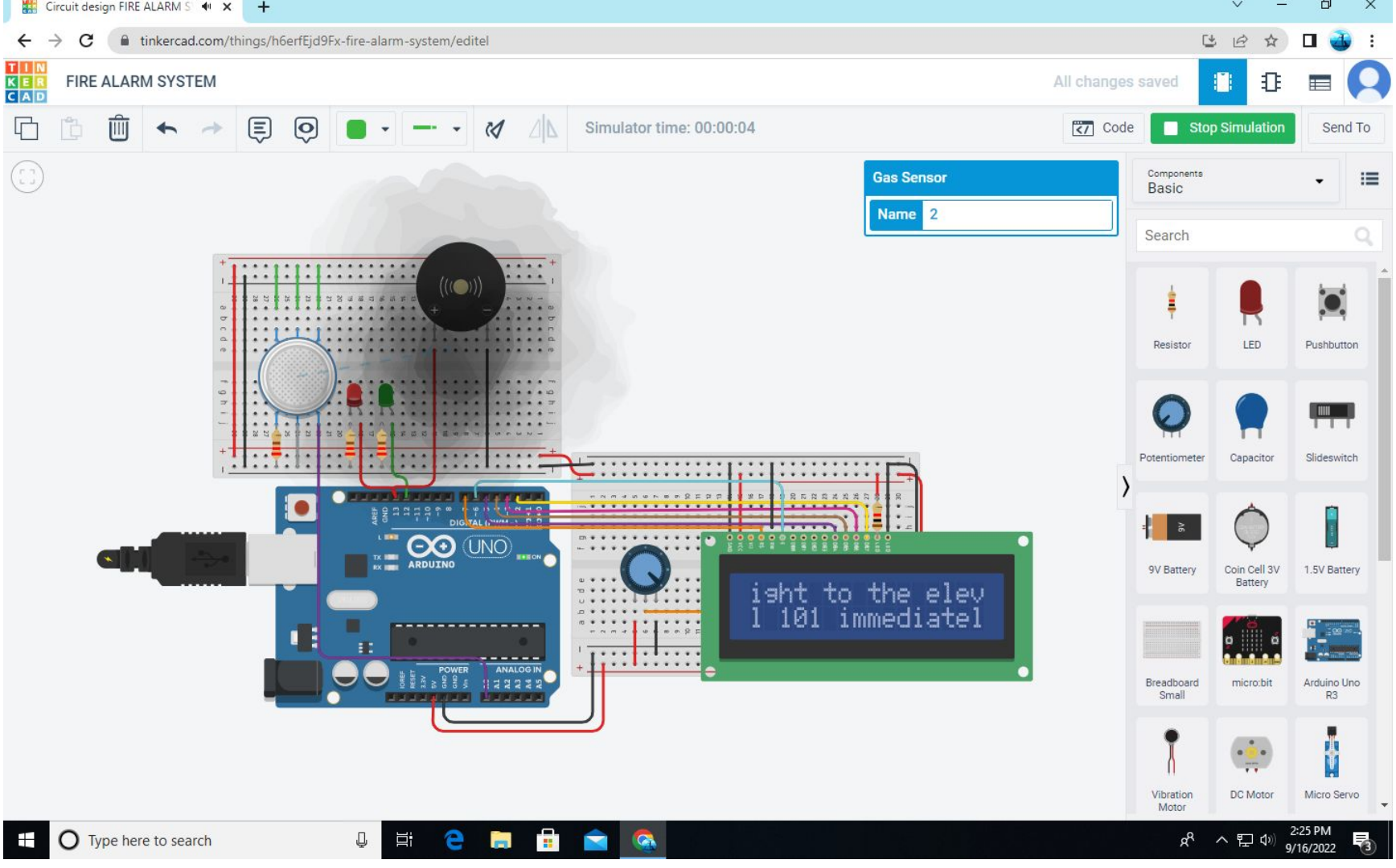
Components
Basic

Search

Resistor
LED
Pushbutton
Potentiometer
Capacitor
Slideswitch
9V Battery
Coin Cell 3V Battery
1.5V Battery
Breadboard Small
micro:bit
Arduino Uno R3
Vibration Motor
DC Motor
Micro Servo

Type here to search

2:25 PM
9/16/2022


Circuit design FIRE ALARM S
tinkercad.com/things/h6erfEjd9Fx-fire-alarm-system/editel
FIRE ALARM SYSTEM
All changes saved
Simulator time: 00:00:04
Code
Stop Simulation
Send To
Gas Sensor
Name 2
Components
Basic
Search
Resistor
LED
Pushbutton
Potentiometer
Capacitor
Slideswitch
9V Battery
Coin Cell 3V Battery
1.5V Battery
Breadboard Small
micro:bit
Arduino Uno R3
Vibration Motor
DC Motor
Micro Servo
ight to the elev
l 101 immediatel
ARDUINO
UNO
POWER
ANALOG IN
Type here to search
2:25 PM
9/16/2022

```
#include<LiquidCrystal.h>
LiquidCrystal lcd(7, 6, 5, 4, 3, 2);
int Smoke = 0;
int r =0;


void setup()
{
  pinMode(A0, INPUT);
  Serial.begin(9600);
  lcd.begin(16, 2);
  pinMode(13, OUTPUT);
  pinMode(12, OUTPUT);
  pinMode(13, OUTPUT);

}
```

```
void loop()
{
  Smoke = analogRead(A0);
  Serial.println(analogRead(A0));
  if (Smoke >=25)
  {
    digitalWrite(13, HIGH);
    digitalWrite(12, LOW);
    tone(13, 523); // play tone 60 (C5 = 523 Hz)
    lcd.setCursor(0,0);
        lcd.print("Emergency exit is right to the elevator");
        delay(100);
        lcd.setCursor(0,1);
        lcd.print("Fire and Rescue Dial 101 immediately");
        lcd.setCursor(1,0);
```

```
for(r=0;r<36;r++)
     {

      lcd.scrollDisplayLeft();
         delay(100);
     }

  }
  else
  {
    digitalWrite(13, LOW);
    digitalWrite(12, HIGH);
    lcd.clear();
    noTone(13);
    lcd.setCursor(6,0);
    lcd.print("GOOD");
    lcd.setCursor(6,1);
    lcd.print("DAY:)");
    delay(1000);

  }

  delay(10); // Delay a little bit to improve simulation performance
}
```