SPRINT 2

CODE:

```
#include <time.h>
bool exhaust_fan_on = false;
bool sprinkler_on = false;
float temperature = 0;
int gas = 0;
int flame = 0;
String flame_status = "";
String accident_status = "";
String sprinkler_status = "";
void setup() {
Serial begin (99900);
}
void loop() {
//setting a random seed
srand(time(0));
//initial variable
temperature = random(-20,125);
gas = random(0,1000);
int flamereading = random(200,1024);
flame = map(flamereading, 0, 1024, 0, 2);
//set a flame status
switch (flame) {
case 0:
flame status = "No Fire";
Serial.println("Flame Status : "+flame_status);
break:
case 1:
flame_status = "Fire is Detected";
Serial.println("Flame Status: "+flame_status);
break;
}
```

```
//Gas Detection
if(gas > 100){
Serial.println("Gas Status: Gas leakage Detected");
}
else{
exhaust fan on = false;
Serial.println("Gas Status: No Gas leakage Detected");
}
//send the sprinkler status
if(flame){
sprinkler_status = "working";
Serial.println("Sprinkler Status : "+sprinkler_status);
}
else{
sprinkler_status = "not working";
Serial.println("Sprinkler Status : "+sprinkler_status);
}
//toggle the fan according to gas
if(gas > 100){
exhaust_fan_on = true;
Serial.println("Exhaust fan Status: Working");
}
else{
exhaust_fan_on = false;
Serial.println("Exhaust fan Status: Not Working");
}
Serial.println("");
Serial.println("");
Serial.println(" -----");
Serial.println("");
Serial.println("");
delay(3000);
}
```

Diagram.json:

```
{
"version": 1,
"author": "Divya Selvam",
"editor": "wokwi",
"connections": []
}
```

Simulation Output:

