IBM NALAIYA THIRAN

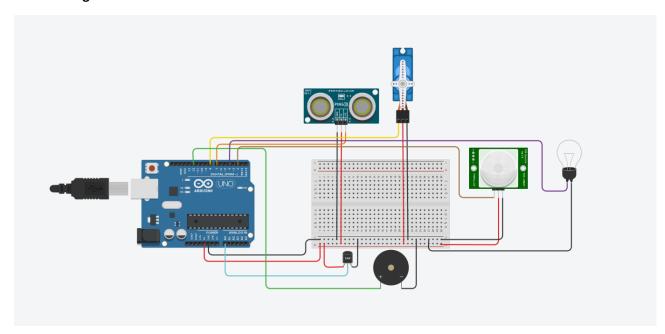
ASSIGNMENT - 1

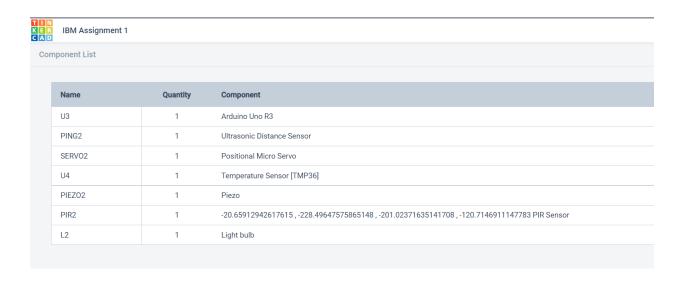
Home Automation

Tinkercad Stimulation Link:

https://www.tinkercad.com/things/9eUiZ8aQOH8-exquisitefyyran/editel?sharecode=nqDGBOxjml9fwoFYoVJlrg-eL9NTtK2hIn3vY0AF1lo

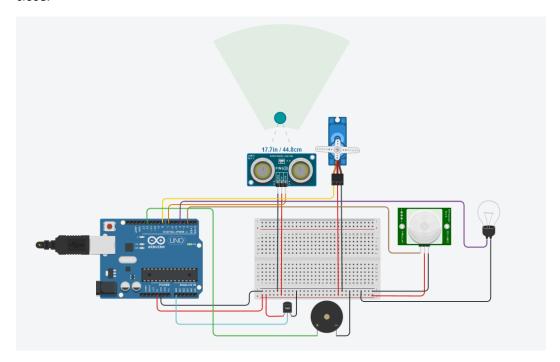
Circuit Design:





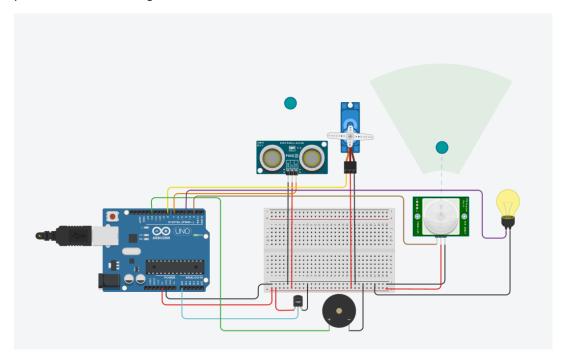
Ultrasonic sensor and Serve motor working:

The Ultrasonic sensor detects if a person is closer than 80 cm and opens the door for 5 seconds. Here, we have used Servo motor for simulation of door. After 5 seconds, the door will automatically close.



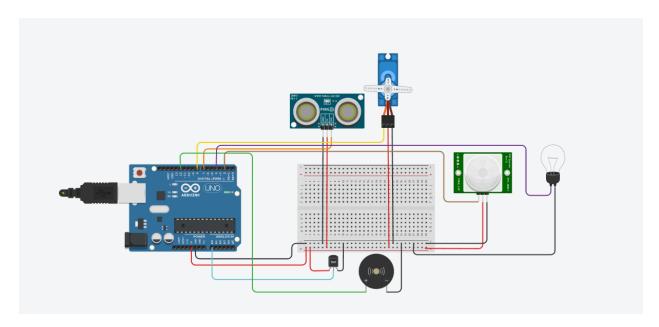
PIR sensor and Bulb working:

The PIR sensor can be fit in any room, if motion is detected then the light is turned on in that particular room. The light will turn off if there is no movement.



Temperature sensor and Buzzer working:

The Temperature sensor will detect the temperature and if it is more than 50 degrees Celsius, then the buzzer sound is turned on to alert the person.



Code:

```
#include<Servo.h>
const int ultPin = 7;
int servoPin = 8;

Servo servo1;

void setup() {
    Serial.begin(9600);
    servo1.attach(servoPin);
    pinMode(2,INPUT);
    pinMode(4,OUTPUT);
    pinMode(12,OUTPUT);
    pinMode(A0,INPUT);
    digitalWrite(2,LOW);
```

```
}
void loop() {
 long duration, inches, cm;
//Sending the initial signal to capture disctance
 pinMode(ultPin, OUTPUT);
 digitalWrite(ultPin, LOW);
delayMicroseconds(2);
digitalWrite(ultPin, HIGH);
 delayMicroseconds(5);
 digitalWrite(ultPin, LOW);
 pinMode(ultPin, INPUT);
 duration = pulseIn(ultPin, HIGH);
//Convert time into Distance
cm = duration / 29 / 2;
//Open the door for 5 seconds
servo1.write(0);
if(cm < 80)
  servo1.write(90);
  delay(5000);
}
 else
  servo1.write(0);
```

```
}
//Read PIR sensor and turn on light based on motion
int pir = digitalRead(2);
if(pir == HIGH)
 digitalWrite(4,HIGH);
 delay(1000);
}
else if(pir == LOW)
{
 digitalWrite(4,LOW);
}
//Read Temperature and alert if the threshold exceeds using buzzer
float value=analogRead(A0);
float temperature=value*0.48;
if(temperature > 80)
 digitalWrite(12,HIGH);
}
else
 digitalWrite(12,LOW);
}
```