

## Assignment -1

### SMART HOME IN TINKERCAD

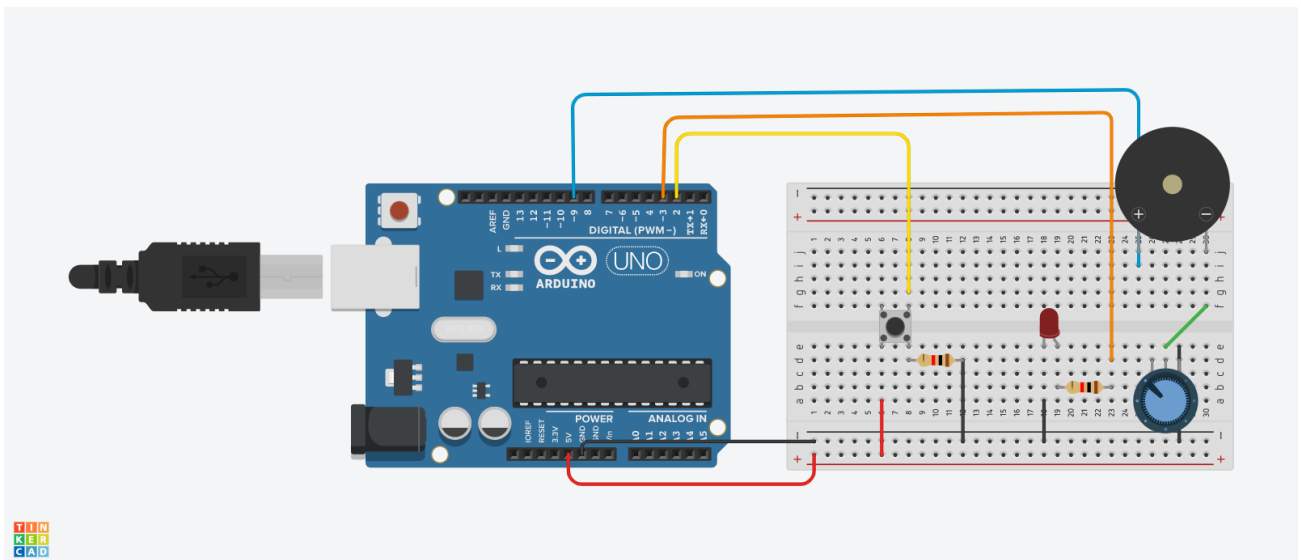
Assignment Date	15 September 2022
Student Name	B. ENIYAL
Student Roll Number	815119104013
Maximum Marks	2 Marks

#### Question-1:

Build a smart home in tinker cad

Use at least 2 sensors, led, buzzer in a circuit. Simulate in a single code.

#### Solution:



#### CODE:

```
const int buttonPin = 2;
const int ledPin = 3;
int Buzzer1 = 9;
int buttonState = 0;

void setup()
{
  Serial.begin(9600);
  pinMode(Buzzer1, OUTPUT);
  pinMode(buttonPin, INPUT);
  pinMode(ledPin, OUTPUT);
}
```

```
void loop()
{
  buttonState = digitalRead(buttonPin);
  if (buttonState == HIGH)
  {
    digitalWrite(ledPin, HIGH);

    tone(Buzzer1,400,200);
    delay(500);
    tone(Buzzer1,400,200);
    delay(500);
    tone(Buzzer1,450,225);
    delay(300);
    tone(Buzzer1,450,225);
    delay(500);
    tone(Buzzer1,400,200);
    delay(500);
    tone(Buzzer1,450,200);
    delay(300);
    tone(Buzzer1,600,300);
    delay(300);
    tone(Buzzer1,400,200);
    delay(500);
    tone(Buzzer1,700,300);
    delay(300);
    tone(Buzzer1,700,300);
    delay(500);
    tone(Buzzer1,600,300);
    delay(300);
    tone(Buzzer1,400,200);
    delay(1000);
    tone(Buzzer1,400,200);
    delay(500);
    tone(Buzzer1,650,200);
    delay(500);
    tone(Buzzer1,400,200);
    delay(500);
    tone(Buzzer1,650,200);
    delay(300);
    tone(Buzzer1,650,200);
    delay(500);
    tone(Buzzer1,400,200);
    delay(500);
    tone(Buzzer1,400,200);
    delay(500);
```

```
tone(Buzzer1,400,200);
delay(1000);
tone(Buzzer1,400,200);
delay(500);
tone(Buzzer1,400,200);
delay(500);
tone(Buzzer1,600,300);
delay(500);
tone(Buzzer1,600,300);
delay(500);
tone(Buzzer1,800,300);
delay(500);
tone(Buzzer1,800,300);
delay(500);
tone(Buzzer1,400,200);
tone(Buzzer1,400,200);
delay(500);
tone(Buzzer1,400,200);
delay(500);
tone(Buzzer1,400,200);
delay(500);
tone(Buzzer1,300,150);
delay(500);
tone(Buzzer1,300,150);
delay(500);
tone(Buzzer1,300,150);
delay(500);
tone(Buzzer1,300,150);
delay(500);
tone(Buzzer1,300,150);
tone(Buzzer1,300,150);
tone(Buzzer1,300,150);
tone(Buzzer1,300,150);
```

```
}
```

```
}
```

