SPRINT 1

Date	14 November 2022
Team ID	PNT2022TMID33765
Project Name	Personal Assistance for Seniors Who are self-reliant.

Program:

```
#include <LiquidCrystal.h>
#include <stdio.h>
#define mSTATE 1 1
#define mSTATE_2 2
#define mSTATE_3 3
#define mSTATE_4 4
#define mSTATE_5 5
#define mSTATE 6 6
#define mSTATE_7 7
#define mSTATE 8 8
#define mSTATE 9 9
#define ALARM_SWITCH_PIN 2
#define BUZZER_PIN A3
typedef struct
      bool ALARM SWITCH;
      bool RTC_ALARM;
      unsigned long RTC_TIME;
      unsigned long RTC_DATE;
      char RTC_TIME_C[20];
      char RTC_DATE_C[20];
}STATE_VAR;
typedef struct
      bool alarm_enable;
      bool alarm_flag;
      int alarm_min;
      int alarm hour;
      int tick;
      int mls;
      int sec;
      int min;
      int hour;
      int month;
      int day;
      int year;
}RTC_DATA;
void get_input();
void fsm1(STATE_VAR *FSM_VAR);
```

```
void printLCDMesgFromStart(LiquidCrystal *lcd, const char* Message, unsigned int row, bool lcdclear);
void Buzzer(bool ON, int Buzzer_PIN);
float readTemperature(int TempSensor PIN);
void RTC(RTC_DATA* rtc);
void RTC_Init(RTC_DATA* rtc, int tick);
void RTC_SetTime(RTC_DATA* rtc, int hour, int min, int sec);
void RTC_SetDate(RTC_DATA* rtc, int year, int month, int day);
void RTC SetAlarm(RTC DATA* rtc, int hour, int min);
void RTC_EnableAlarm(RTC_DATA* rtc);
void RTC DisableAlarm(RTC DATA* rtc);
bool RTC_GetAlarmStatus(RTC_DATA* rtc);
long RTC_GetTimeHHMMSS(RTC_DATA* rtc);
long RTC_GetDateYYYYMMDD(RTC_DATA* rtc);
long RTC_GetDateMMDD(RTC_DATA* rtc);
STATE_VAR FSM1_VAR;
RTC DATA rtc:
LiquidCrystal lcd(A4, A5, 13, 12, 11, 10);
void setup()
 Serial.begin(9600);
 pinMode(ALARM_SWITCH_PIN, INPUT);
 lcd.begin(16, 2);
 lcd.setCursor(0, 0);
 RTC_Init(&rtc, 100);
 RTC_SetTime(&rtc, 11, 00, 0);
 RTC_SetDate(&rtc, 2020, 7, 7);
 RTC SetAlarm(&rtc, 11, 36);
 RTC_EnableAlarm(&rtc);
void get_input()
      String Date;
      String Time;
  FSM1_VAR.ALARM_SWITCH = digitalRead(ALARM_SWITCH_PIN);
  FSM1 VAR.RTC ALARM = RTC GetAlarmStatus(&rtc);
  FSM1_VAR.RTC_TIME = RTC_GetTimeHHMMSS(&rtc);
  FSM1 VAR.RTC DATE = RTC GetDateYYYYMMDD(&rtc);
  if(FSM1_VAR.ALARM_SWITCH == 0)
      FSM1 VAR.ALARM SWITCH = true;
      else
      FSM1_VAR.ALARM_SWITCH = false;
  if(rtc.min < 10 && rtc.sec < 10)
    Time = String(rtc.hour) + ':' + '0' + String(rtc.min) + ':' + '0' + String(rtc.sec);
      else if (rtc.min \geq 10 && rtc.sec < 10)
    Time = String(rtc.hour) + ':' + String(rtc.min) + ':' + '0' + String(rtc.sec);
  else if(rtc.min < 10 \&\& rtc.sec >= 10)
    Time = String(rtc.hour) + ':' + '0' + String(rtc.min) + ':' + String(rtc.sec);
  else
    Time = String(rtc.hour) + ':' + String(rtc.min) + ':' + String(rtc.sec);
    Date = String(rtc.day) + '/' + String(rtc.month) + '/' + String(rtc.year);
    strcpy(FSM1_VAR.RTC_TIME_C, Time.c_str());
    strcpy(FSM1_VAR.RTC_DATE_C, Date.c_str());
```

```
void loop()
      RTC(&rtc);
      get_input();
      fsm1(&FSM1_VAR);
      delay(100);
void fsm1(STATE_VAR *FSM_VAR)
  static int MACHINE_STATE;
  static bool BUZZER;
  bool ALARM_SWITCH = FSM_VAR->ALARM_SWITCH;
      bool RTC_ALARM = FSM_VAR->RTC_ALARM;
 long RTC_TIME = (FSM_VAR->RTC_TIME / 100);
  long RTC DATE = FSM VAR->RTC DATE;
      Serial.print("DATE (YYYYMMDD): ");
      Serial.print(RTC DATE);
      Serial.print(" TIME (HHMM): ");
      Serial.println(RTC_TIME);
  switch(MACHINE_STATE)
   case mSTATE_1:
   Serial.println("mSTATE_1");
    if(!RTC_ALARM){
            printLCDMesgFromStart(&lcd, FSM_VAR->RTC_DATE_C, 1, false);
                  printLCDMesgFromStart(&lcd, FSM VAR->RTC TIME C, 2, false);
      MACHINE STATE = mSTATE 1;
    else if(RTC_ALARM){
            printLCDMesgFromStart(&lcd, "WARNING", 1, true);
                  printLCDMesgFromStart(&lcd, "ALARM!!", 2, false);
      BUZZER = true;
      MACHINE_STATE = mSTATE_2;
    }
    else
    { }
    break;
   case mSTATE 2:
   Serial. println("mSTATE_2");
    if(!ALARM_SWITCH){
     MACHINE STATE = mSTATE 2;
    else if(ALARM_SWITCH){
                  RTC_DisableAlarm(&rtc);
            BUZZER = false;
                  printLCDMesgFromStart(&lcd, FSM VAR->RTC DATE C, 1, true);
                  printLCDMesgFromStart(&lcd, FSM_VAR->RTC_TIME_C, 2, false);
      MACHINE STATE = mSTATE 1;
    else
    {}
```

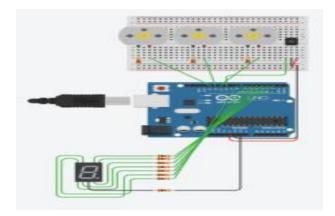
```
break;
   default:
    BUZZER = false;
    MACHINE_STATE = mSTATE_1;
 Buzzer(BUZZER, BUZZER_PIN);
void printLCDMesgFromStart(LiquidCrystal *lcd, const char* Message, unsigned int row, bool lcdclear)
 if(lcdclear)
   lcd->clear();
  switch(row)
   case 1:
     lcd->setCursor(0, 0);
     break:
   case 2:
     lcd->setCursor(0, 1);
     break;
   default:
     lcd->setCursor(0, 0);
  if(Message != NULL)
   lcd->print(Message);
}
void Buzzer(bool ON, int Buzzer_PIN)
 static bool ON_STATE;
 if (ON_STATE == false && ON == true)
  ON STATE = true;
  tone(Buzzer_PIN, 2000);
 else if (ON == false)
  ON_STATE = false;
  noTone(Buzzer_PIN);
 }
 else
 {}
float readTemperature(int TempSensor_PIN)
 float Temperature;
 Temperature = (float) analogRead(TempSensor_PIN);
 Temperature = (Temperature * 5.0) / 1024.0;
 Temperature = Temperature - 0.5;
 Temperature = Temperature * 100;
```

```
return Temperature;
void RTC(RTC_DATA* rtc)
 static bool ALARM;
 rtc->mls = rtc->mls + rtc->tick;
 if(rtc->mls == 1000)
       rtc->mls=0;
       rtc->sec++;
 if(rtc->sec>=60)
  rtc->sec = 0;
  rtc->min++;
 if(rtc->min>=60)
  rtc->sec = 0;
  rtc->min = 0;
  rtc->hour++;
 if(rtc->min < 0)
  rtc->sec = 0;
  rtc->min = 59;
  rtc->hour--;
 if(rtc > hour > = 24)
  rtc->sec = 0;
  rtc->min = 0;
  rtc->hour = 0;
  rtc->day++;
 if(rtc->month != 2 && (rtc->month % 2) == 1)
  if(rtc->day == 32)
   rtc->day=1;
   rtc->month++;
  if(rtc->day < 1)
   rtc->day = 30;
   rtc->month--;
 if(rtc->month != 2 && (rtc->month % 2) == 0)
  if(rtc->day == 31)
```

```
rtc->day=1;
   rtc->month++;
       if(rtc->day < 1)
   rtc->day = 31;
   rtc->month--;
 if(rtc->month == 2)
  if(rtc->day == 29)
   rtc->day=1;
   rtc->month++;
 if(rtc->month == 3)
       if(rtc->day < 1)
   rtc->day = 28;
   rtc->month--;
 if(rtc->hour < 0)
  rtc->hour = 23;
 if(rtc->month > 12)
  rtc->month = 1;
  rtc->day=1;
  rtc->year++;
 if(rtc->alarm_enable == 1 && rtc->alarm_flag == 0)
       if(rtc->min == rtc->alarm_min && rtc->hour == rtc->alarm_hour)
   rtc->alarm_flag = 1;
 }
void RTC_Init(RTC_DATA* rtc, int tick)
 rtc->tick = tick;
 rtc->alarm_flag = 0;
 rtc->alarm_enable = 0;
void RTC_SetTime(RTC_DATA* rtc, int hour, int min, int sec)
 rtc->sec = sec;
```

```
rtc->min = min;
 rtc->hour = hour;
}
void RTC_SetDate(RTC_DATA* rtc, int year, int month, int day)
rtc->day = day;
 rtc->month = month;
 rtc->year = year;
void RTC_SetAlarm(RTC_DATA* rtc, int hour, int min)
 rtc->alarm_min = min;
 rtc->alarm_hour = hour;
void RTC_EnableAlarm(RTC_DATA* rtc)
 rtc->alarm_enable = 1;
 rtc->alarm_flag = 0;
void RTC_DisableAlarm(RTC_DATA* rtc)
 rtc->alarm enable = 0;
 rtc->alarm_flag = 0;
long RTC_GetTimeHHMMSS(RTC_DATA* rtc)
 long time;
 time = ((long)(rtc->hour) * 10000) + ((long)(rtc->min) * 100) + (long)(rtc->sec);
 return time;
bool RTC_GetAlarmStatus(RTC_DATA* rtc)
 return rtc->alarm_flag;
long RTC GetDateYYYYMMDD(RTC DATA* rtc)
 long date;
 date = ((long)(rtc->year) * 10000) + ((long)(rtc->month) * 100) + (long)(rtc->day);
 return date:
long RTC_GetDateMMDD(RTC_DATA* rtc)
 long date;
 date = ((long)(rtc->month) * 100) + (long)(rtc->day);
 return date;
}
```

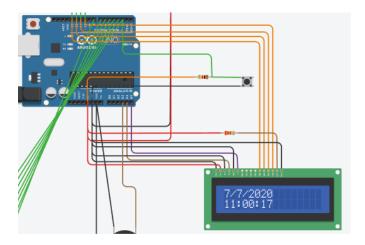
Circuit Diagram 1:



In this circuit Diagram,

- The first step is, the resistors and the digital clock connected to the aurdino uno through the connecting wires.
- The Second Step is, connecting of 3 dc motors to control the speed of the current.
- The Third step is, use the bread-board for the temporary circuits for display the running time on the 7 segment display screen.

Circuit Diagram 2:



In this circuit diagram,

• After connecting, all those required components, the LCD is connected to the circuit to

Display the timing and alert messages for the medicines according to their time scheduling given.

• Through the entire circuit, the alert messages and the sound produced in the buzzer.

Full Circuit Diagram:

