

Sprint – 3

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```
#include <LiquidCrystal.h>

LiquidCrystal lcd(6, 7, 8, 9, 10, 11);

float gasPin = A0;

float gasLevel;

int ledPin = 2;

int buttonPin = 3;

int buzzPin = 4;

int buttonState;

int fan = 5;
```

```
void setup(){

    pinMode(ledPin, OUTPUT);

    pinMode(buttonPin, INPUT);

    pinMode(gasPin,INPUT);

    pinMode(fan,OUTPUT);

    Serial.begin(9600);

    lcd.begin(16, 2);

    lcd.setCursor(0,0);

    lcd.print(" Welcome");

    lcd.setCursor(0,2);

    lcd.print(" Youtube");

    delay(500);

    lcd.clear();

}
```

```
void loop(){

    // Read the value from gas sensor and button
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```

gasLevel = analogRead(gasPin);
buttonState = digitalRead(buttonPin);

// call the function for gas detection and button work
gasDetected(gasLevel);
buzzer(gasLevel);
exhaustFanOn(buttonState);
}

// Gas Leakage Detection & Automatic Alarm and Fan ON
void gasDetected(float gasLevel){
  if(gasLevel >= 300){
    digitalWrite(buzzPin,HIGH);
    digitalWrite(ledPin,HIGH);
    digitalWrite(fan,HIGH);
    lcd.setCursor(0,0);
    lcd.print("GAS:");
    lcd.print(gasLevel);
    lcd.setCursor(0,2);
    lcd.print("FAN ON");
    delay(1000);
    lcd.clear();
  }else{
    digitalWrite(ledPin,LOW);
    digitalWrite(buzzPin,LOW);
    digitalWrite(fan,LOW);
    lcd.setCursor(0,0);
    lcd.print("GAS:");
    lcd.print(gasLevel);
    lcd.setCursor(0,2);
    lcd.print("FAN OFF");
  }
}

```

```

    delay(1000);

    lcd.clear();
}
}

//BUZZER
void buzzer(float gasLevel){
if(gasLevel>=300)
{
    for(int i=0; i<=30; i=i+10)
    {
        tone(4,i);
        delay(400);
        noTone(4);
        delay(400);
    }
}
}

// Manually Exhaust FAN ON
void exhaustFanOn(int buttonState){
    if(buttonState == HIGH){
        digitalWrite(fan,HIGH);
        lcd.setCursor(0,0);
        lcd.print("Button State:");
        lcd.print(buttonState);
        lcd.setCursor(0,2);
        lcd.print("FAN ON");
        delay(10000);
        lcd.clear();
    }
}

```