



```
#include<Servo.h>

#include<LiquidCrystal.h>

LiquidCrystal lcd(A1,10,9,6,5,3);

float value;

int tmp = A0;

const int pingPin = 7;

int servoPin = 8;

Servo servo1;

void setup()

{

    Serial.begin(9600);

    servo1.attach(servoPin);

    lcd.begin(16, 2);

    pinMode(2,INPUT);

    pinMode(4,OUTPUT);

    pinMode(11,OUTPUT);

    //pinMode(10,INPUT);

    //pinMode(2,OUTPUT);

    //pinMode(8,OUTPUT);

    //pinMode(9,output);

    //pinMode(11,OUTPUT);

    //pinMode(13,OUTPUT);

    pinMode(12,OUTPUT);

    pinMode(13,OUTPUT);
```

```
pinMode(A0,INPUT);

digitalWrite(2,LOW);

digitalWrite(11,HIGH);

//digitalWrite(5,OUTPUT);

digitalWrite(3,OUTPUT);

digitalWrite(7,OUTPUT);

digitalWrite(11,OUTPUT);

digitalWrite(13,OUTPUT);
}

void loop()
{
    long duration, inches, cm;

    pinMode(pingPin, OUTPUT);

    digitalWrite(pingPin, LOW);

    delayMicroseconds(2);

    digitalWrite(pingPin, HIGH);

    delayMicroseconds(5);

    digitalWrite(pingPin, LOW);

    pinMode(pingPin, INPUT);

    duration = pulseIn(pingPin, HIGH);

    inches = microsecondsToInches(duration);

    cm = microsecondsToCentimeters(duration);

    servo1.write(0);

    if(cm < 40)
```

```
{  
    servo1.write(90);  
    lcd.setCursor(0,1);  
    lcd.print("Door:OPEN");  
}  
else  
{  
    servo1.write(0);  
    lcd.setCursor(0,1);  
    lcd.print("Door:CLOSED");  
}  
int pir = digitalRead(2);  
if(pir == HIGH)  
{  
    digitalWrite(4,HIGH);  
    lcd.setCursor(10,0);  
    lcd.print("LED:ON");  
}  
else if(pir == LOW)  
    lcd.setCursor(12,0);  
    lcd.print("OFF");  
{  
    digitalWrite(4,LOW);  
}
```

```
value = analogRead(tmp)*0.004882814;

value = (value - 0.5) * 100.0;

lcd.setCursor(0,0);

    lcd.print("Tmp:");

    lcd.print(value);

    delay(1000);

Serial.println("temperature");

Serial.println(value);

if(value > 20)

{

    digitalWrite(12,HIGH);

    digitalWrite(13,LOW);

}

else

{

    digitalWrite(12,LOW);

    digitalWrite(13,LOW);

}

lcd.clear();

}

long microsecondsToInches(long microseconds)

{

return microseconds / 74 / 2;

}
```