

# NALAIYA THIRAN

## PROJECT DEVELOPMENT PHASE

### SPRINT 4

#### SIMULATING THE CODE:

```
MEDICINE_REMAINDER_CODE | Arduino 1.8.19 (Windows Store 1.8.57.0)
File Edit Sketch Tools Help

MEDICINE_REMAINDER_CODE
#include<LiquidCrystal.h>
#include <Servo.h>
LiquidCrystal lcd(9, 8, 5, 4, 3, 2);
Servo servo_7;
Servo servo_6;
Servo servo_1;
const int buzzer = 10;
void setup()
{
  lcd.begin(16,2);
  pinMode(buzzer,OUTPUT);
  pinMode(11, OUTPUT);
  pinMode(12, OUTPUT);
  pinMode(13, OUTPUT);
  servo_7.attach(7);
  servo_6.attach(6);
  servo_1.attach(1);
}
void loop()
{
  servo_7.write(0);
  servo_6.write(0);
  servo_1.write(0);
  lcd.setCursor(0,0);
  lcd.print("MEDICINE");
  lcd.setCursor(2,1);
  lcd.print("REMAINDER");
  delay(5000);
  lcd.clear();
  delay(1000);
}

Done compiling.

Sketch uses 4538 bytes (14%) of program storage space. Maximum is 30720 bytes.
Global variables use 239 bytes (11%) of dynamic memory, leaving 1809 bytes for local variables. Maximum is 2048 bytes.

32 Arduino Nano, ATmega328P on COM4
```

## FINAL SIMULATION:







