



```
#define Green 5
#define Yellow 3
#define Red 2
#define buzzer 4
```

```
const int trigPin = 1;
const int echoPin = 0;
long duration;
int distance;
```

```
void setup()
{
  pinMode(trigPin,OUTPUT); // Sets the trigPin as an Output
  pinMode(echoPin,INPUT) ; // Sets the echoPin as an Input
  pinMode(Green, OUTPUT);
  pinMode(Yellow, OUTPUT);
  pinMode(Red, OUTPUT);
  pinMode(buzzer, OUTPUT);
}

void loop()
{
  // Clears the trigPin
  digitalWrite(trigPin, LOW);
  delayMicroseconds(2);
  // Sets the trigPin on HIGH state for 10 micro seconds
  digitalWrite(trigPin, HIGH);
  delayMicroseconds(10);
  digitalWrite(trigPin, LOW);
  // Reads the echoPin, returns the sound wave travel time in microseconds
  duration = pulseIn(echoPin, HIGH);
  // Calculating the distance
  distance= duration*0.034/2;

  if(distance > 200)
  {
    digitalWrite(Green, HIGH);
    digitalWrite(buzzer, LOW);
    digitalWrite(Yellow, LOW);
    digitalWrite(Red, LOW);
  }
  if(distance <= 200 && distance >100)
  {
    digitalWrite(Green, LOW);
    digitalWrite(buzzer, LOW);
    digitalWrite(Yellow, HIGH);
    digitalWrite(Red, LOW);
  }
  if(distance < 100)
  {
    digitalWrite(Green, LOW);
    digitalWrite(buzzer, HIGH);
    digitalWrite(Yellow, LOW);
    digitalWrite(Red, HIGH);
    //tone(buzzer, 100, 100);
  }
}
```