



```

#include<Servo.h>
#include<LiquidCrystal.h>
Servo servo_9;
LiquidCrystal lcd(12,10,5,4,1,0);

int distance;
int pos;
void setup( )
{
  servo_9.attach( 9 );
  lcd.begin(16,2);
  pinMode( 2,OUTPUT);
  pinMode( 8,INPUT);
  pinMode( 5,OUTPUT);
  pinMode( 6,OUTPUT);
  pinMode(13,OUTPUT);

  void loop( )
  {
    digitalWrite( 2,LOW);
    delayMicroseconds( 2 );
    digitalWrite( 2,HIGH);
    delayMicroseconds(10);
    digitalWrite( 2,LOW);
    distance=pulseIn( 3,HIGH)*0.017;
    if ( distance<18 ){
      lcd.setCursor( 0,1 );
      lcd.print( distance );
      digitalWrite(13,HIGH);
      for ( pos=0; pos<72; pos+=1 ){
        servo_9.write( pos );
        tone( 6,300 );
        delay( 20 );
      }
      for ( pos=72; pos<0; pos+=1 ){
        servo_9.write( pos );
        tone( 6,300 );
        delay( 20 );
      }
      lcd.clear( );
      noTone( 6 );
      delay(1000);
      digitalWrite(13,LOW);
      delay(1500);
    }
  }
}

```

