

Smart home using ultrasconic sensor, led sensor

```
int distanceThreshold = 0;
```

```
int cm = 0;
```

```
int inches = 0;long
```

```
readUltrasonicDistance(int triggerPin, int  
echoPin)
```

```
{
```

```
    pinMode(triggerPin, OUTPUT);  // Clear  
the trigger
```

```
    digitalWrite(triggerPin, LOW);
```

```
    delayMicroseconds(2);
```

```
    // Sets the trigger pin to HIGH state for  
10 microseconds
```

```
digitalWrite(triggerPin, HIGH);  
delayMicroseconds(10);  
digitalWrite(triggerPin, LOW);  
pinMode(echoPin, INPUT);  
  
    // Reads the echo pin, and returns the  
sound wave travel time in microseconds  
  
    return pulseIn(echoPin, HIGH);  
  
}  
  
void setup()  
  
{  
  
    Serial.begin(9600);  
  
  
    pinMode(2, OUTPUT);  
  
    pinMode(3, OUTPUT);
```

```
pinMode(4, OUTPUT);  
  
}  
  
void loop()  
{  
  
    // set threshold distance to activate  
    LEDs  
  
    distanceThreshold = 350;  
  
    // measure the ping time in cm  
  
    cm = 0.01723 *  
    readUltrasonicDistance(7, 6);  
  
  
    // convert to inches by dividing by 2.54  
  
    inches = (cm / 2.54);  
  
    Serial.print(cm);  
  
    Serial.print("cm, ");
```

Serial.print(inches);

Serial.println("in");

if (cm > distanceThreshold) {

digitalWrite(2, LOW);

digitalWrite(3, LOW);

digitalWrite(4, LOW);

}

**if (cm <= distanceThreshold && cm >
distanceThreshold - 100) {**

digitalWrite(2, HIGH);

digitalWrite(3, LOW);

digitalWrite(4, LOW);

}

**if (cm <= distanceThreshold - 100 && cm >
distanceThreshold - 250) {**

```
digitalWrite(2, HIGH);  
digitalWrite(3, HIGH);  
digitalWrite(4, LOW);  
}
```

```
if (cm <= distanceThreshold - 250 && cm  
> distanceThreshold - 350) {
```

```
    digitalWrite(2, HIGH);  
    digitalWrite(3, HIGH);  
    digitalWrite(4, HIGH);  
}
```

```
if (cm <= distanceThreshold - 350) {
```

```
    digitalWrite(2, HIGH);  
    digitalWrite(3, HIGH);  
    digitalWrite(4, HIGH);
```

```
}
```

```
    delay(100); // Wait for 100  
    millisecond(s)
```

```
}
```