

## SPRINT-II

<b>Date</b>	<b>29/10/2022</b>
<b>Team ID</b>	<b>PNT2022TMID49848</b>
<b>Project Name</b>	<b>Smart waste management system</b>

### CODING:

```
SoftwareSerial mySerial(9, 10);

#define trigPin 12

#define echoPin 13

void setup()

{

mySerial.begin(9600); // Setting the baud rate of GSM Module

Serial.begin (9600);

pinMode(trigPin, OUTPUT);

pinMode(echoPin, INPUT);

delay(100);

}

void loop()

{

long duration, distance;

int max = 80; // Let consider as Height of the Garbage Bin is = 80 cm.
```

```

float diff, perc;

digitalWrite(trigPin, LOW);

delayMicroseconds(2);

digitalWrite(trigPin, HIGH);

delayMicroseconds(10);

digitalWrite(trigPin, LOW);

duration = pulseIn(echoPin, HIGH);

distance = (duration/2) / 29.1;

diff = max - distance;    // 'diff' variable tells u that, how much the Garbage Bin is Left to fill.

perc = (diff/max)*100;    // 'perc' variable tells u that, how much percentage the Garbage Bin is filled.

if (perc>=90)

{

    //Serial.println("Garbage Bin is FULL.");

    // When the Garbage Bin is filled more than 90%, then this Error Message will Displayed.

    // Call the Function of Send SMS.

    SendMessage();

    // Send Message Function Call.

}

/*

else

{

    Serial.print("Garbage Bin is Filled ");

    Serial.print(perc);

    Serial.print(" %.");    // These 3 Lines are print, that how much the Garbage Bin is Filled...Ex.
    "Garbage Bin is Filled 70%.".

}

```

```

*/
/*
if (distance >= 400 || distance <= 2)
{
  Serial.println("Out of range");
}
else
{
  Serial.print(distance);
  Serial.println(" cm");
}
*/ delay(500);
}

void SendMessage()
{
  mySerial.println("AT+CMGF=1");      //Sets the GSM Module in Text Mode

  delay(1000);                        // Delay of 1000 milli seconds or 1 second
  mySerial.println("AT+CMGS=\"+918792574742\\r\"");    // Replace x with mobile number

  delay(1000);

  mySerial.println("Garbage Bin is Full.");    // The SMS text you want to send

  delay(100);

  mySerial.println((char)26);          // ASCII code of CTRL+Z

  delay(1000);
}

```