

Sprint-1

| | |
|--------------|---|
| Team ID | PNT2022TMID52559 |
| Project Name | INDUSTRY-SPECIFIC INTELLIGENT FIRE MANAGEMENT SYSTEM |

CODE:

```
#include "DHTesp.h"
```

```
#include <cstdlib>
```

```
#include <time.h>
```

```
const int DHT_PIN = 15;
```

```
bool is_exhaust_fan_on = false;
```

```
bool is_sprinkler_on = false;
```

```
float temperature = 0;
```

```
int gas_ppm = 0;
```

```
int flame = 0;
```

```
int flow = 0;
```

```
String flame_status = "";
```

```
String accident_status = "";
```

```
String sprinkler_status = "";
```

```
DHTesp dhtSensor;
```

```
void setup() {
```

```
    Serial.begin(99900);
```

```
    /*** sensor pin setups ***/
```

```
    dhtSensor.setup(DHT_PIN, DHTesp::DHT22);
```

```

//if real gas sensor is used make sure the sensor is heated up for accurate readings
/*
- Here random values for readings and stdout were used to show the
  working of the devices as physical or simulated devices are not
  available.
*/
}

void loop() {

  TempAndHumidity data = dhtSensor.getTempAndHumidity();

  //setting a random seed
  srand(time(0));

  //initial variable activities like declaring , assigning
  temperature = data.temperature;
  gas_ppm = rand()% 1000;
  int flamereading = rand()% 1024;
  flame = map(flamereading,0,1024,0,1024);
  int flamerange = map(flamereading,0,1024,0,3);
  int flow = ((rand()% 100)>50?1:0);

  //set a flame status based on how close it is.....
  switch (flamerange) {
    case 2: // A fire closer than 1.5 feet away.
      flame_status = "Close Fire";
      break;
    case 1: // A fire between 1-3 feet away.
      flame_status = "Distant Fire";
      break;
    case 0: // No fire detected.

```

```
    flame_status = "No Fire";
    break;
}

//toggle the fan according to gas in ppm in the room
if(gas_ppm > 100){
    is_exhaust_fan_on = true;
}
else{
    is_exhaust_fan_on = false;
}

//find the accident status 'cause fake alert may be caused by some mischief activities
if(temperature < 40 && flamerange ==2){
    accident_status = "need auditing";
    is_sprinkler_on = false;
}
else if(temperature < 40 && flamerange ==0){
    accident_status = "not found";
    is_sprinkler_on = false;
}
else if(temperature > 50 && flamerange == 1){
    is_sprinkler_on = true;
    accident_status = "moderate";
}
else if(temperature > 55 && flamerange == 2){
    is_sprinkler_on = true;
    accident_status = "severe";
}else{
    is_sprinkler_on = false;
    accident_status = "none";
}
```

```
//send the sprinkler status
```

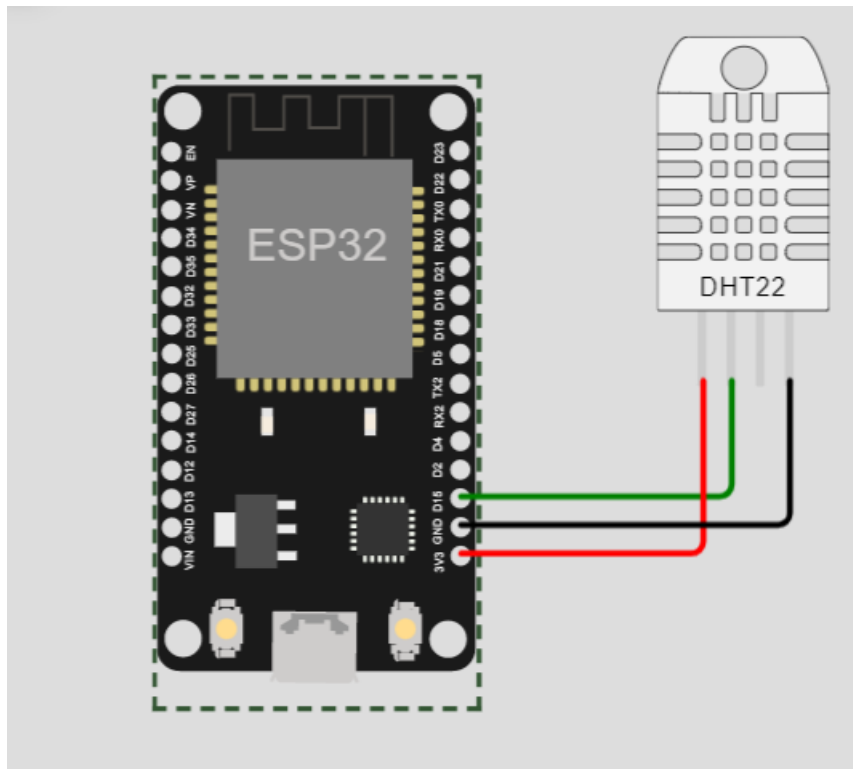
```
if(is_sprinkler_on){  
    if(flow){  
        sprinkler_status = "working";  
    }  
    else{  
        sprinkler_status = "not working";  
    }  
}  
else if(is_sprinkler_on == false){  
    sprinkler_status = "it should not!";  
}  
else{  
    sprinkler_status = "Error!!";  
}
```

```
//Obviously the output.It is like json format 'cause it will help us for future sprints
```

```
String out = "{\n\t\"senor_values\":{"  
out+="\n\t\t\"gas_ppm\": "+String(gas_ppm)+","  
out+="\n\t\t\"temperature\": "+String(temperature,2)+","  
out+="\n\t\t\"flame\": "+String(flame)+","  
out+="\n\t\t\"flow\": "+String(flow)+",\n\t}";  
out+="\n\t\"output\":{"  
out+="\n\t\t\"is_exhaust_fan_on\": "+String((is_exhaust_fan_on)?"true":"false")+","  
out+="\n\t\t\"is_sprinkler_on\": "+String((is_sprinkler_on)?"true":"false")+","  
out+="\n\t}";  
out+="\n\t\"messages\":{"  
out+="\n\t\t\"fire_status\": "+flame_status+","  
out+="\n\t\t\"flow_status\": "+sprinkler_status+","  
out+="\n\t\t\"accident_status\": "+accident_status+","
```

```
out+="\n\t";  
out+="\n}";  
Serial.println(out);  
  
delay(2000);  
}
```

CIRCUIT:



OUTPUT:

```
{
  "senor_values":{
    "gas_ppm":437,
    "temperature":72.60,
    "flame":693,
    "flow":0,
  }
  "output":{
    "is_exhaust_fan_on":true,
    "is_sprinkler_on":true,
  }
  "messages":{
    "fire_status":Close Fire,
    "flow_status":not working,
    "accident_status":severe,
  }
}
```

```
{
  "senor_values":{
    "gas_ppm":218,
    "temperature":72.60,
    "flame":369,
    "flow":1,
  }
  "output":{
    "is_exhaust_fan_on":true,
    "is_sprinkler_on":true,
  }
  "messages":{
    "fire_status":Distant Fire,
    "flow_status":working,
    "accident_status":moderate,
  }
}
```

```
{
  "senor_values":{
    "gas_ppm":0,
    "temperature":72.60,
    "flame":45,
    "flow":0,
  }
  "output":{
    "is_exhaust_fan_on":false,
    "is_sprinkler_on":false,
  }
  "messages":{
    "fire_status":No Fire,
    "flow_status":it should not!,
    "accident_status":none,
  }
}
```

WOKWI LINK:

<https://wokwi.com/projects/348233468889530963>