## **TEAM ID:PNT2022TMID46919**

## PROJECT DEVELOPMENT PHASE SPRINT-2

```
#include <LiquidCrystal.h>
LiquidCrystal lcd(6, 7, 8, 9, 10, 11);
float gasPin = A0;
float gasLevel;
int ledPin = 2;
int buttonPin = 3;
int buzzPin = 4;
int buttonState;
int fan = 5;
void setup()
{
        pinMode(ledPin, OUTPUT);
        pinMode(buttonPin, INPUT);
        pinMode(gasPin,INPUT);
        pinMode(fan,OUTPUT);
        Serial.begin(9600);
        lcd.begin(16, 2);
        lcd.setCursor(0,0);
        lcd.print(" Welcome");
        lcd.setCursor(0,2);
        lcd.print(" Youtube");
        delay(500);
        lcd.clear();
}
void loop()
        // Read the value from gas sensor and buttongasLevel = analogRead(gasPin);
        buttonState = digitalRead(buttonPin);
        // call the function for gas detection and button workgasDetected(gasLevel);
        buzzer(gasLevel); exhaustFanOn(buttonState);
}
// Gas Leakage Detection & Automatic Alarm and Fan ON
void gasDetected(float gasLevel)
        if(gasLevel >= 300)
        digitalWrite(buzzPin,HIGH); digitalWrite(ledPin,HIGH); digitalWrite(fan,HIGH);
        lcd.setCursor(0,0); lcd.print("GAS:"); lcd.print(gasLevel); lcd.setCursor(0,2);
        lcd.print("FAN ON"); delay(1000);
        lcd.clear();
        }
        else
        digitalWrite(ledPin,LOW); digitalWrite(buzzPin,LOW); digitalWrite(fan,LOW);
        lcd.setCursor(0,0); lcd.print("GAS:"); lcd.print(gasLevel);
```

```
lcd.setCursor(0,2); lcd.print("FAN OFF");delay(1000); lcd.clear();
}
//BUZZER
void buzzer(float gasLevel)
        if(gasLevel>=300)
        for(int i=0; i<=30; i=i+10)
                tone(4,i);
                delay(400);
                noTone(4);
                delay(400);
        }
        }
// Manually Exhaust FAN ON
void exhaustFanOn(int buttonState)
        if(buttonState == HIGH)
        digitalWrite(fan,HIGH);
        lcd.setCursor(0,0);
        lcd.print("Button State:");
        lcd.print(buttonState);
        lcd.setCursor(0,2);
        lcd.print("FAN ON");
        delay(10000);
        lcd.clear();
        }
}
```