

Read a Sensor data Temperature Sensor:

Task:

- Connect an DHT11 /TMP36 sensor to Arduino

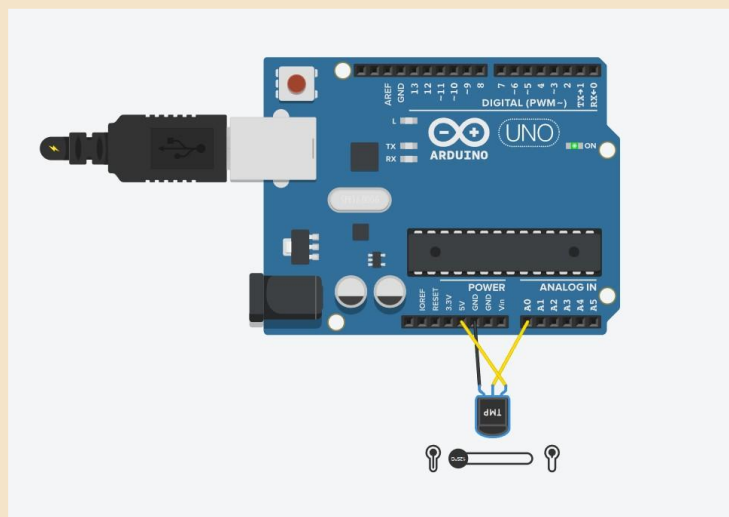
- **Questions:**

- What are the pins Sensor?
- Understand the working on an sensor
- Understand the meaning of
`Serial.begin()`, `map()`

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Components:

- Arduino
- Temperature Sensor



```
int sensor_data = 0;

int temp = 0;

void setup()
{
    pinMode(A0, INPUT);
    Serial.begin(9600);
}
```

```
void loop()
{
  sensor_data = analogRead(A0);
  Serial.println(sensor_data);
  temp = map(sensor_data, 0, 350, -10, 70);
  Serial.print("Temp is ");
  Serial.println(temp);
  delay(10); // Delay a little bit to improve simulation performance
}
```

**Now Assume you have a cold storage center where temp has to be maintained 15deg
Give an alarm if temp is above 15deg**

- Connect an Temperature sensor and buzzer to Arduino
- Turn on buzzer if Temperature is more than 15

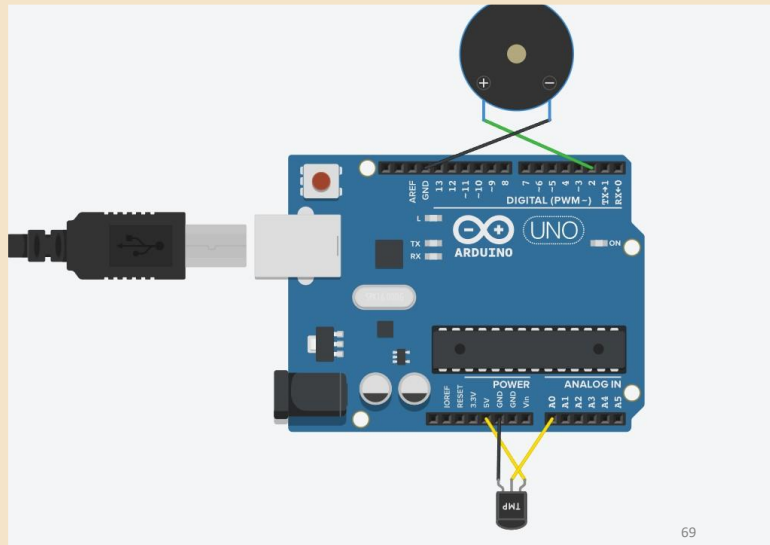
Questions:

Control Funtions

Now Assume you have a cold storage center where temp has to be maintained 15deg
Give an alarm if temp is above 15deg

Components:

Arduino
Temperature Sensor
BUZZER



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Now Assume you have a cold storage center where temp has to be maintained 15deg
Give an alarm if temp is above 15deg

```
int sensor_data = 0;
int temp = 0;
void setup()
{
  pinMode(A0, INPUT);
  pinMode(2, OUTPUT);
  Serial.begin(9600);
}
void loop()
{
  sensor_data = analogRead(A0);
  Serial.println(sensor_data);
  temp = map(sensor_data, 0, 350, -10, 70);
  Serial.print("Temp is ");
  Serial.println(temp);
  if(temp > 15)
  {
    digitalWrite(2, HIGH);
  }
  else
  {
    digitalWrite(2, LOW);
  }
  delay(10); // Delay a little bit to improve simulation performance
}
```

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```
int sensor_data = 0;
```

```
int temp = 0;
```

```
void setup()
```

```
{
```

```
  pinMode(A0, INPUT);
```

```
pinMode(2,OUTPUT);  
Serial.begin(9600);  
}  
void loop()  
{  
  sensor_data = analogRead(A0);  
  Serial.println(sensor_data);  
  temp = map(sensor_data, 0, 350, -10, 70);  
  Serial.print("Temp is ");  
  Serial.println(temp);  
  if(temp>15)  
  {  
    digitalWrite(2,HIGH);  
  }  
  else  
    digitalWrite(2,LOW);  
  delay(10); // Delay a little bit to improve simulation performance  
}
```