#include "FPS\_GT511C3.h"

#include "SoftwareSerial.h"

//FPS connected to pin 4 and 5 - see previous schemas

FPS\_GT511C3 fps(4, 5);

int led = 13;

void setup()

{

Serial.begin(9600);

delay(100);

fps.Open();

fps.SetLED(true);

pinMode(led, OUTPUT);

}

void loop()

{

// if a finger is on the sensor

if (fps.IsPressFinger())

{

//capture the finger print

fps.CaptureFinger(false);

//get the id

int id = fps.Identify1\_N();

//maximun finger print stored in 200.

//Id > 200 is a not recognized one

if (id <200)

{

//finger print recognized: display the id

Serial.print("Verified ID:");

Serial.println(id);

digitalWrite(led, HIGH);

// ...

// add you code here for the condition access allowed

// ...

}

else

{

//finger print not recognized

Serial.println("Finger not found");

digitalWrite(led, LOW);

// ...

// add you code here for the condition access disallowed

// ..

}

}

else

{

// wait for finger

Serial.println("Please press finger");

}

delay(100);

}