

Fire-Ex robot:

```
#include <Servo.h> //include servo.h library
```

```
Servo myservo;
```

```
int pos = 0;
```

```
boolean fire = false;
```

```
#define Left 9 // left sensor
```

```
#define Right 10 // right sensor
```

```
#define Forward 8 //front sensor
```

```
#define LM1 2 // left motor
```

```
#define LM2 3 // left motor
```

```
#define RM1 4 // right motor
```

```
#define RM2 5 // right motor
```

```
#define pump 6
```

```
void setup()
```

```
{
```

```
pinMode(Left, INPUT);
```

```
pinMode(Right, INPUT);
```

```
pinMode(Forward, INPUT);
```

```
pinMode(LM1, OUTPUT);
```

```
pinMode(LM2, OUTPUT);
```

```
pinMode(RM1, OUTPUT);
```

```
pinMode(RM2, OUTPUT);
```

```
pinMode(pump, OUTPUT);
```

```
myservo.attach(11);
```

```
myservo.write(90);
```

```
}
```

```
void put_off_fire()
```

```
{
```

```
delay (500);
```

```
digitalWrite(LM1, HIGH);
```

```
digitalWrite(LM2, HIGH);
```

```

digitalWrite(RM1, HIGH);
digitalWrite(RM2, HIGH);
digitalWrite(pump, HIGH);
delay(500);
for (pos = 50; pos <= 130; pos += 1) {
  myservo.write(pos);
  delay(10);
}
for (pos = 130; pos >= 50; pos -= 1) {
  myservo.write(pos);
  delay(10);
}
digitalWrite(pump, LOW);
myservo.write(90);
fire=false;
}
void loop()
{
  myservo.write(90); //Sweep_Servo();
  if (digitalRead(Left) ==1 && digitalRead(Right)==1 && digitalRead(Forward) ==1)
  {
    digitalWrite(LM1, HIGH);
    digitalWrite(LM2, HIGH);
    digitalWrite(RM1, HIGH);
    digitalWrite(RM2, HIGH);
  }
  else if (digitalRead(Forward) ==0)
  {
    digitalWrite(LM1, HIGH);
    digitalWrite(LM2, LOW);
    digitalWrite(RM1, HIGH);
  }
}

```

```
digitalWrite(RM2, LOW);  
fire = true;  
}  
else if (digitalRead(Left) ==0)  
{  
digitalWrite(LM1, HIGH);  
digitalWrite(LM2, LOW);  
digitalWrite(RM1, HIGH);  
digitalWrite(RM2, HIGH);  
}  
else if (digitalRead(Right) ==0)  
{  
digitalWrite(LM1, HIGH);  
digitalWrite(LM2, HIGH);  
digitalWrite(RM1, HIGH);  
digitalWrite(RM2, LOW);  
}  
delay(300); //change this value to increase the distance
```

```
while (fire == true)
{
    put_off_fire();
}
}
```