# Description:

Program to trigger buzzer based on the IR sensor.

# Source Code:

//include library coode

#include <LiquidCrystal.h>

int irPin = 3; // This is our input pin (IR LED at pin D2)

int sensorOut = HIGH; // HIGH at No Obstacle

const int buzzerPin = 7;

// initialize the library with the numbers of the interface pins

LiquidCrystal lcd(11, 12, 14, 15, 16, 17);

void setup()

{

//Initialize the LCD in 16x2 mode

lcd.begin(16, 2);

delay(1000);

//Set cursor at first character/coloumn of first line/ro

lcd.setCursor(0,0);

//Print the message as metioned cursor location

lcd.print(" IomaTic ");

//Initialize a serial communication with baud rate 9600

Serial.begin(9600);

delay(1000);

pinMode(irPin, INPUT);

Serial.begin(9600);

}

void loop()

{

sensorOut = digitalRead(irPin);

if (sensorOut == LOW)

{

lcd.print("Obstacle Detected");

//Set cursor at first character/coloumn of first line/row

lcd.setCursor(0,1);

//Print the message as metioned cursor location

digitalWrite(buzzerPin, HIGH);

}

else

{

lcd.println("No Obstacle");

//Set cursor at first character/coloumn of first line/row

lcd.setCursor(0,1);

//Print the message as metioned cursor location

digitalWrite(buzzerPin, LOW);

}

delay(100);

lcd.clear();

}

# Libraries:

No additional libraries required.

# Functions:

*Function Name*

Function Description