# Description:

Program to switch On/Off the Buzzer using the digital input.

# Source Code:

// include the library code:

#include <LiquidCrystal.h>

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

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

// variables will change:

int buttonState = 0;

// the number of the pushbutton pin

const int buttonPin = 2;

// the number of the LED pin

const int buzzerPin = 7;

void setup()

{

//Set pin number 10 as digital out where relay 1 is connected

pinMode(buzzerPin,10);

//Set pin number 9 as digital out where relay 2 is connected

pinMode(buttonPin,9);

//Initialize the LCD in 16x2 mode

lcd.begin(16, 2);

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

lcd.setCursor(0,0);

//Print the message as metioned cursor location

lcd.print(" IomaTic ");

}

void loop()

{

// read the state of the pushbutton value:

buttonState = digitalRead(buttonPin);

if(buttonState==LOW)

{

lcd.setCursor(0,1);

lcd.print("Input=H Buzz=ON ");

//Write digital HIGH on pin 10 i.e. generating 5v at pin 4 where relay 1 is connected

digitalWrite(buzzerPin, HIGH);

}

else

{

lcd.setCursor(0,1);

lcd.print("Input=L Buzz=OFF");

//Write digital HIGH on pin 9 i.e. generating 5v at pin 4 where relay 1 is connected

digitalWrite(buzzerPin, LOW);

}

}

# Libraries:

No additional libraries required.

# Functions:

*Function Name*

Function Description