

## **PIR sensor interface with Arduino UNO**

**Code:**

```
#define ledG 7
```

```
#define ledR 8
```

```
#define ledY 12
```

```
int interrCount=0;
```

```
void setup()
```

```
{
```

```
pinMode(ledG, OUTPUT); // setup pin as output
```

```
pinMode(ledR, OUTPUT);
```

```
pinMode(ledY, OUTPUT);
```

```
digitalWrite(ledR, LOW); // clear led
```

```
digitalWrite(ledG, LOW);
```

```
digitalWrite(ledY, LOW);
```

```
attachInterrupt(0, interruptChange, RISING);
```

```
// method to detyect object
```

```
}
```

```
void loop()  
{  
  
interrCount++;  
  
digitalWrite(ledR, HIGH); // high red led  
  
digitalWrite(ledG, LOW); // low green led  
  
delay(300);  
  
digitalWrite(ledR, LOW); // low red led  
  
digitalWrite(ledG, HIGH); // high green led  
  
delay(300);
```

```
if(interrCount == 10)
```

```
{
```

```
    interrCount =0;
```

```
digitalWrite(ledY, LOW); // low yellow led
```

```
}
```

```
}
```

```
void interruptChange()
```

```
{
```

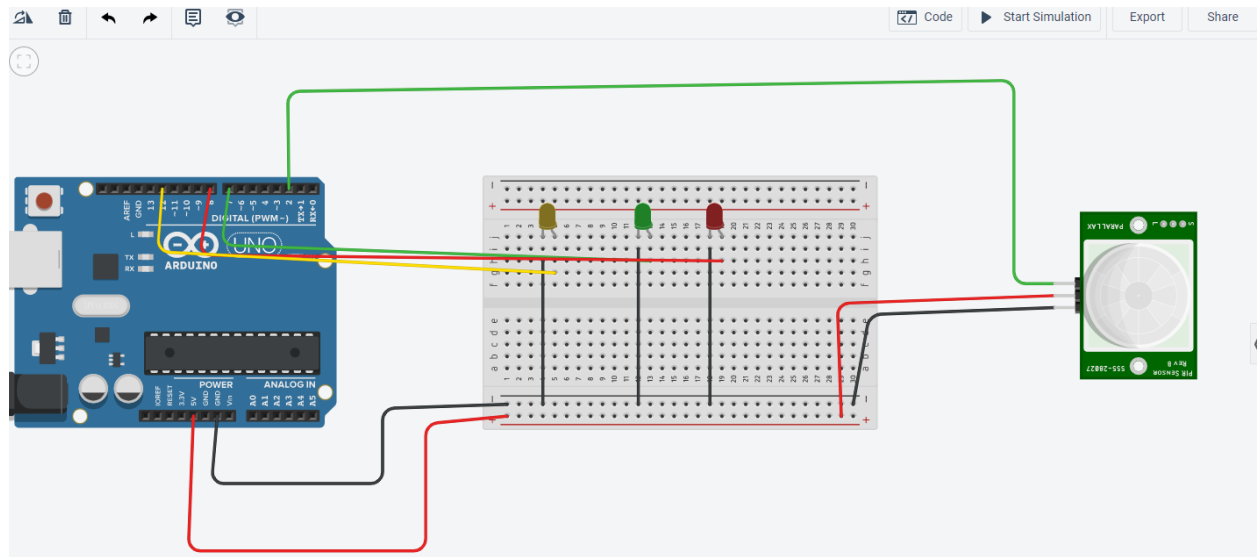
```
    digitalWrite(ledY, HIGH);
```

```
    // high yellow led that indicate movement
```

```
        // of object
```

```
}
```

# Design



## Design and Code:

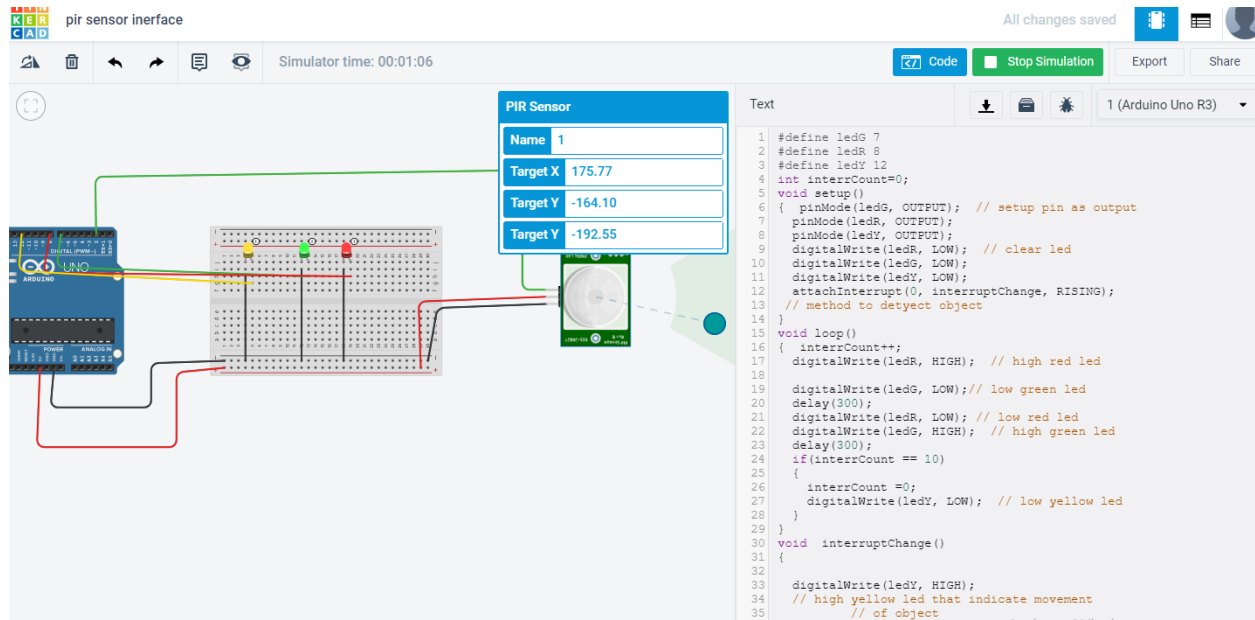
pir sensor interface

Simulator time: 00:01:06

All changes saved

Code Stop Simulation Export Share

1 (Arduino Uno R3)



PIR Sensor	
Name	1
Target X	175.77
Target Y	-164.10
Target Z	-192.55

```
1 #define ledG 7
2 #define ledR 8
3 #define ledY 12
4 int interrCount=0;
5 void setup()
6 { pinMode(ledG, OUTPUT); // setup pin as output
7   pinMode(ledR, OUTPUT);
8   pinMode(ledY, OUTPUT);
9   digitalWrite(ledR, LOW); // clear led
10  digitalWrite(ledG, LOW);
11  digitalWrite(ledY, LOW);
12  attachInterrupt(0, interruptChange, RISING);
13  // method to detect object
14 }
15 void loop()
16 { interrCount++;
17   digitalWrite(ledR, HIGH); // high red led
18   digitalWrite(ledG, LOW); // low green led
19   delay(300);
20   digitalWrite(ledR, LOW); // low red led
21   digitalWrite(ledG, HIGH); // high green led
22   delay(300);
23   if(interrCount == 10)
24   {
25     interrCount =0;
26     digitalWrite(ledY, LOW); // low yellow led
27   }
28 }
29 void interruptChange()
30 {
31   digitalWrite(ledY, HIGH);
32   // high yellow led that indicate movement
33   // of object
34 }
```