ARDUINO UNO – AUTOMATED PUBLIC LIGHTING

```
int IR1 = 8;
int IR2 = 12;
int IR3 = 13;
int LDR = 7;
int led1 = 3;
int led2 = 5;
int led3 = 6;
int val1;
int val2;
int val3;
int val4;

void setup()
{
pinMode(IR1,INPUT);
pinMode(IR2,INPUT);
pinMode(IR3,INPUT);
pinMode(LDR,INPUT);
pinMode(led1,OUTPUT);
pinMode(led2,OUTPUT);
pinMode(led3,OUTPUT);

}

void loop() {
```

```
val1 = digitalRead(IR1);
val2 = digitalRead(IR2);
val3 = digitalRead(IR3);
val4 = digitalRead(LDR);

if(val1==1&&val4==0&&val2==1&&val3==1)
{
digitalWrite(3,LOW);
digitalWrite(5,LOW);
digitalWrite(6,LOW);

}
else if(val1==1&&val4==1&&val2==1&&val3==1)
{
analogWrite(3,20);
analogWrite(5,20);
analogWrite(6,20);
}

else if(val1==0&&val4==1&&val2==1&&val3==1)
{
analogWrite(3,500);
analogWrite(5,20);
analogWrite(6,20);
}
else if(val1==1&&val4==1&&val2==0&&val3==1)
{
```

```
analogWrite(3,20);
analogWrite(5,500);
analogWrite(6,20);
}
else if(val1==1&&val4==1&&val2==1&&val3==0)
{
analogWrite(3,20);
analogWrite(5,20);
analogWrite(6,500);
}
}
```