



# SMART HOME AUTOMATION PROJECT

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CS



### OBJECTIVE-

TO DEVELOP SMART HOME AUTOMATION SYSTEM USING ARDUINO.

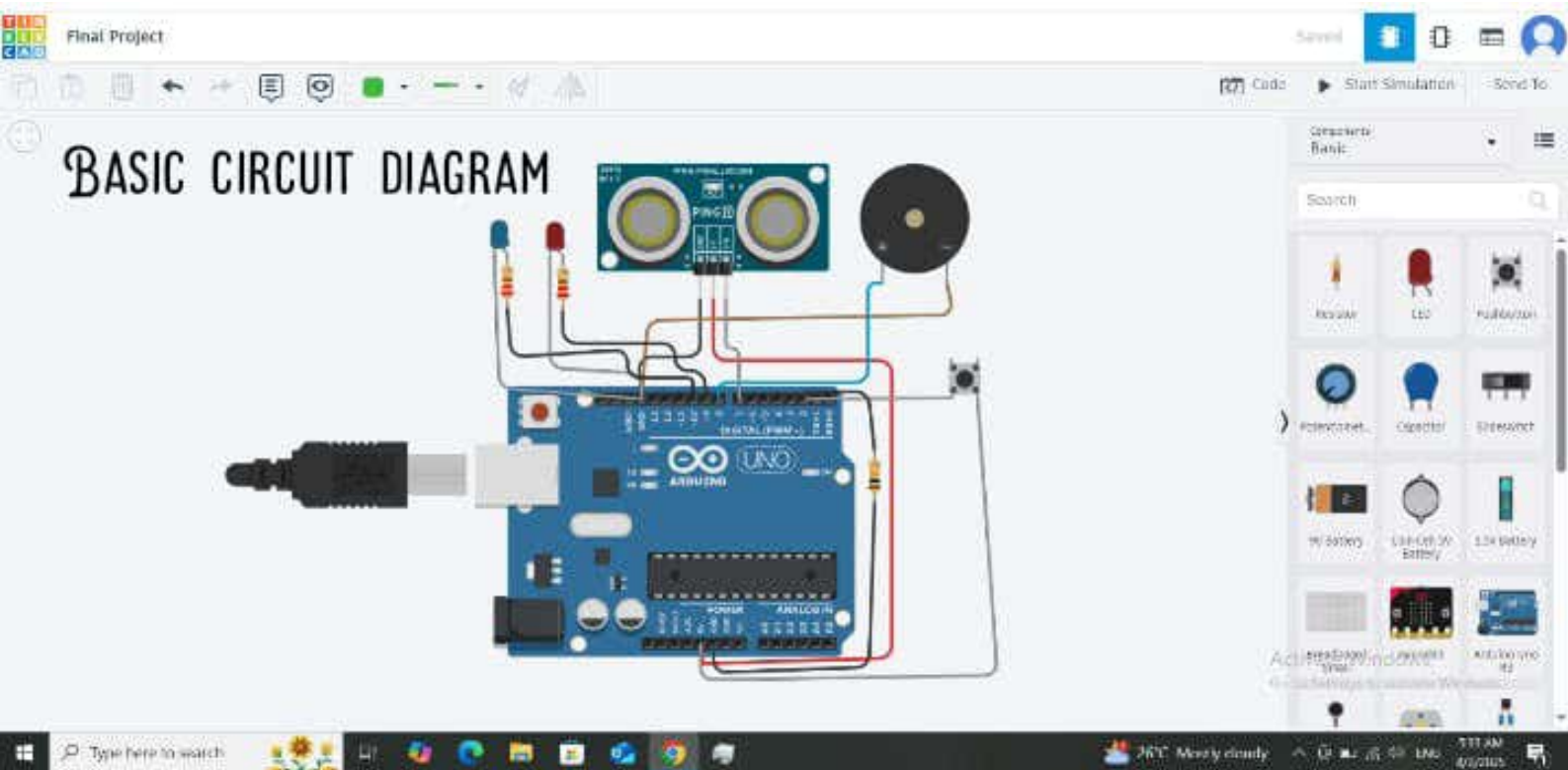
THIS SYSTEM CHECKS WHETHER THERE IS MOTION OR NOT AND GIVES SIGNALS ACCORDINGLY.

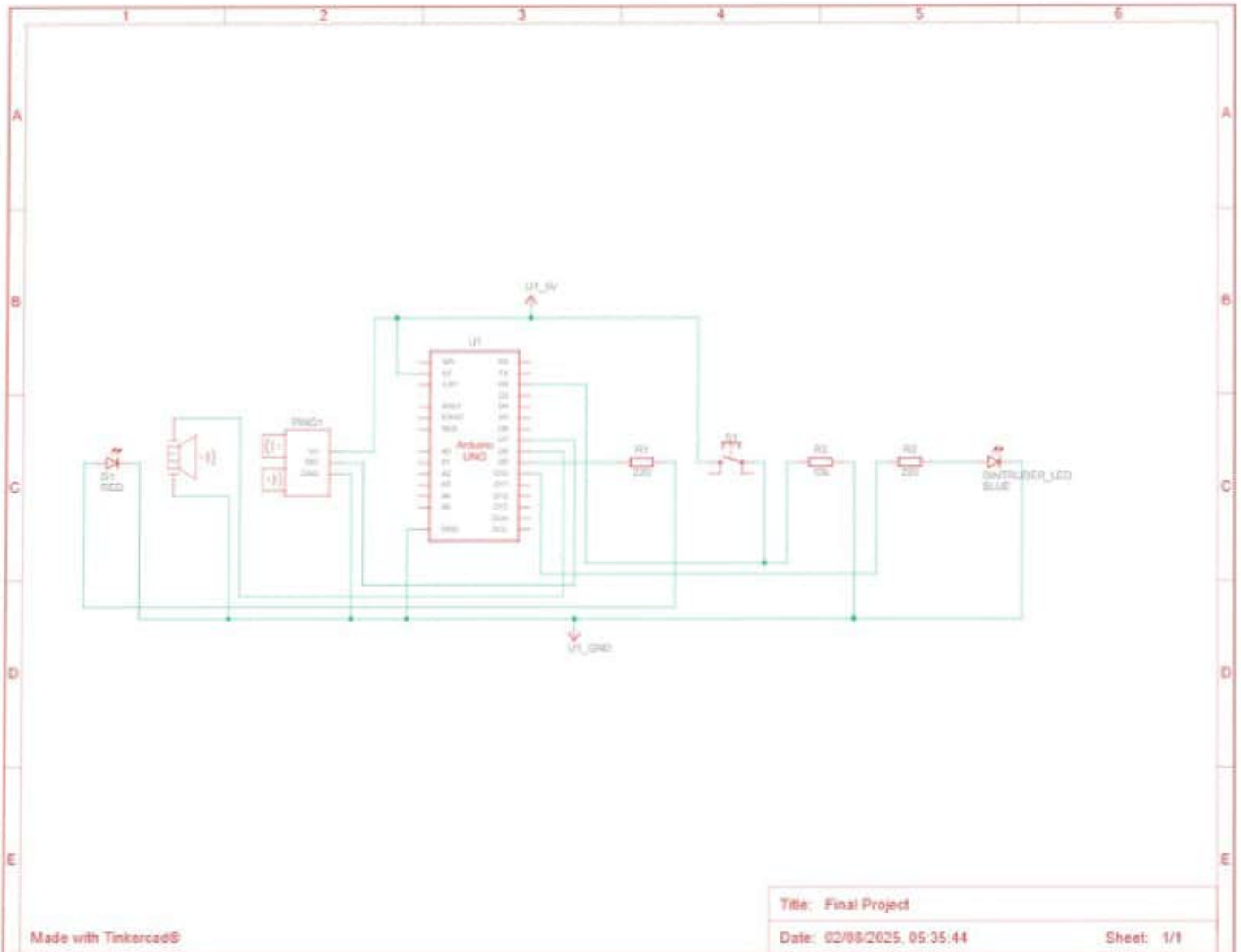
IN TODAY'S WORLD, WE ARE VERY MUCH INVOLVED IN OUR WORK SO WE CANNOT LOOK AFTER OUR OLDER PARENTS, SMALL INFANTS OR PETS. THIS PROJECT IS BUILT TO SOLVE THIS PROBLEM.



COMPONENTS USED-

- ARDUINO UNO
- ULTRASONIC DISTANCE SENSOR
- PIEZO BUZZER
- 220 OHM RESISTORS
- RED LED
- BLUE LED
- PUSHBUTTON
- 10 KILOOHM RESISTOR







### WORKING-

THE SYSTEM IS MADE SUCH THAT IF NO MOTION IS DETECTED BY IT FOR CONTINUOUS 5 SECONDS, THE BUZZER BEEPS AND RED LED BLINKS SIGNALLING THAT THE PERSON LIVING IN THE HOUSE IS IDLE FROM A VERY LONG TIME WHICH MEANS THERE MAY BE SOME EMERGENCY. THE BUZZER AND STOPS WHEN MOTION IS DETECTED AGAIN. FROM PROJECT POINT OF VIEW, WE HAVE TAKEN THIS TIME AS 5 SECONDS BUT IN REAL LIFE, IT COULD BE 8 TO 10 HOURS DEPENDING UPON OUR NEEDS.

ALSO, THERE MAY BE SOME TIME WHEN PEOPLE LIVING INSIDE HOUSE MOVE OUT FOR WALK OR MAY SLEEP AT NIGHT SO NO MOTION IS DETECTED IN THIS TIME INTERVAL. IN THIS MEANTIME, IF SOME MOTION IS DETECTED, IT MEANS THAT AN INTRUDER IS PRESENT.

IN THE PROJECT, THIS TIME INTERVAL IS TAKEN AS BETWEEN 10 TO 15 SECONDS. IF MOTION IS DETECTED IN THIS PARTICULAR TIME INTERVAL, BLUE LED BLINKS AND BUZZER BEEPS SIGNALLING THAT SOME INTRUDER IS PRESENT.

THE CYCLE REPEATS ITSELF AFTER EVERY 24 SECONDS JUST LIKE IN REAL WORLD.

```
const int signalPin = 7;
const int buzzerPin = 8;
const int stillnessLED = 9;      // LED1: for stillness alert (blue)
const int intruderLED = 10;     // LED2: for intruder alert (red)
const int resetPin = 2;         // Reset button pin

float previousDistance = 0;
unsigned long lastChangeTime = 0;
unsigned long lastBlinkTime = 0;

const unsigned long stillThreshold = 5000;      // 5 seconds of stillness
const float motionTolerance = 1.5;             // distance threshold for motion
const unsigned long blinkInterval = 300;        // LED and buzzer blink speed
const unsigned long cycleDuration = 24000;      // 24-second cycle duration

bool objectIsStill = false;
bool ledState = false;

unsigned long systemStartTime = 0;
const unsigned long intruderStartTime = 10000;  // 10 sec
```







ibm project code - Notepad

```

    delay(300); // Debounce delay
}

// --- Read distance from sensor ---
float currentDistance = getDistance();
Serial.print("Distance: ");
Serial.println(currentDistance);

bool motionDetected = abs(currentDistance - previousDistance) > motionTolerance;

// --- Detect Intruder Alert Window ---
if (!intruderAlertActive &&
    motionDetected &&
    timeSinceStart >= intruderStartTime &&
    timeSinceStart <= intruderEndTime) {
    intruderAlertActive = true;
    Serial.println("🚨 Intruder detected!");
}

// --- Handle Intruder Alert Blinking ---

```

Activate Windows  
Go to Settings to activate Windows.

```
// --- Handle Intruder Alert Blinking ---  
if (intruderAlertActive) {  
    if (currentTime - lastBlinkTime >= blinkInterval) {  
        ledState = !ledState;  
        digitalWrite(intruderLED, ledState);  
        digitalWrite(buzzerPin, ledState);  
        lastBlinkTime = currentTime;  
  
        if (ledState) {  
            Serial.println("🚨 Intruder detected! (Blink)");  
        }  
    }  
    digitalWrite(stillnessLED, LOW); // Suppress stillness alert  
}  
  
// --- Motion Detected Outside Intruder Window ---  
else if (motionDetected) {  
    lastChangeTime = currentTime;  
    objectIsStill = false;  
    digitalWrite(buzzerPin, LOW);
```

Activate Windows  
Go to Settings to activate Windows.

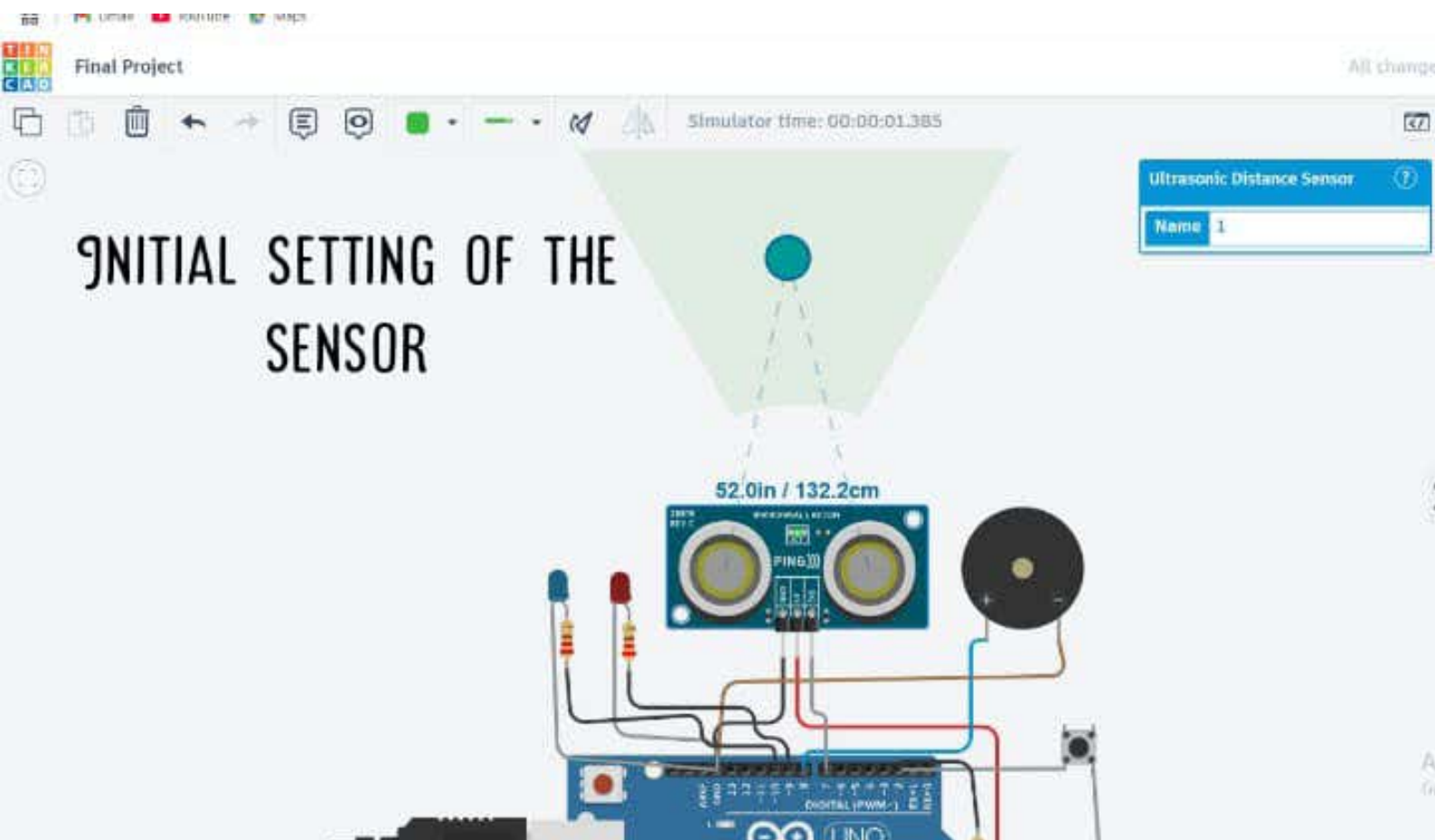
```
digitalWrite(stillnessLED, LOW);  
digitalWrite(intruderLED, LOW);  
lastBlinkTime = currentTime;  
}  
  
// --- Stillness Alert ---  
else if (!motionDetected && !intruderAlertActive) {  
    if (currentTime - lastChangeTime >= stillThreshold) {  
        objectIsStill = true;  
    }  
  
    if (objectIsStill &&  
        !(timeSinceStart >= intruderStartTime && timeSinceStart <= intruderEndTime)) {  
        if (currentTime - lastBlinkTime >= blinkInterval) {  
            ledState = !ledState;  
            digitalWrite(stillnessLED, ledState);  
            digitalWrite(buzzerPin, ledState);  
            lastBlinkTime = currentTime;  
        }  
    }  
}
```

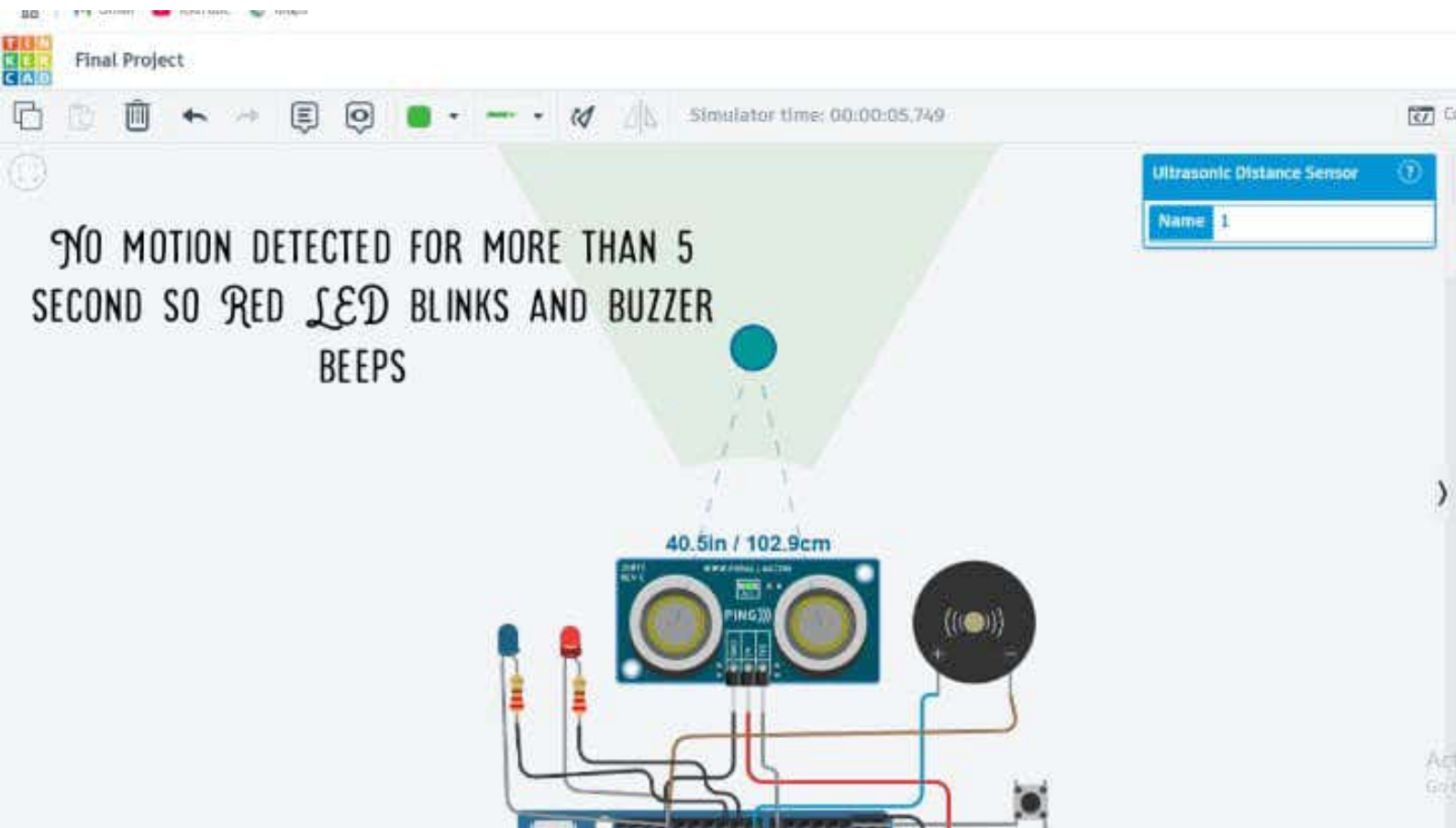
Activate Windows  
Go to Settings to activate Windows.

```
    previousDistance = currentDistance;  
}  
  
// --- Ultrasonic Distance Function ---  
float getDistance() {  
    pinMode(signalPin, OUTPUT);  
    digitalWrite(signalPin, LOW);  
    delayMicroseconds(2);  
    digitalWrite(signalPin, HIGH);  
    delayMicroseconds(10);  
    digitalWrite(signalPin, LOW);  
  
    pinMode(signalPin, INPUT);  
    long duration = pulseIn(signalPin, HIGH, 30000); // Timeout after 30ms  
    if (duration == 0) return previousDistance;  
  
    float distance = duration * 0.034 / 2;  
    return distance;  
}
```

Activate Windows  
Go to Settings to activate Windows.









Final Project

Saved



Simulator time: 00:00:11.899



Code



THE BLUE LED BLINKS AND BUZZER BEEPS IF  
MOTION DETECTED BETWEEN TIME INTERVAL 10  
TO 15 SECOND.

Ultrasonic Distance Sensor

Name

1

Component

Block

Search

Resistor

LED

Buzzer

Motor

Relay

Switch

Transistor

Diode

Capacitor

Inductor

Variable Resistor

Variable Capacitor

Variable Inductor

Variable Diode

Variable Transistor

Variable Relay

Variable Switch

Variable Motor

Variable Buzzer

Variable LED

Variable Resistor

Variable Capacitor

Variable Inductor

Variable Diode

Variable Transistor

Variable Relay

Variable Switch

Variable Motor

Variable Buzzer

Variable LED

Variable Resistor

Variable Capacitor

Variable Inductor

Variable Diode

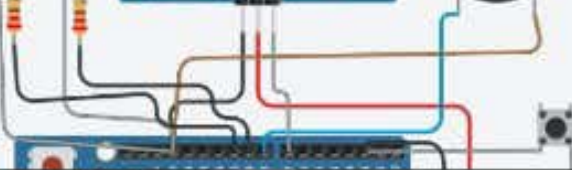
Variable Transistor

Variable Relay

Variable Switch

Variable Motor

52.0in / 132.2cm



```

108
109     if (objectIsStill &&
110         !(timeSinceStart >= ir
111         if (currentTime - lastBl
112             ledState = !ledState;
113             digitalWrite(stillness
114             digitalWrite(buzzerPir
115             lastBlinkTime = curren
116         }
117     }
118 }
119
120 previousDistance = currentDi
121 }
122
123 // --- Ultrasonic Distance Func
124 float getDistance() {
125     pinMode(signalPin, OUTPUT);
126     digitalWrite(signalPin, LOW);
127     delayMicroseconds(2);
128     digitalWrite(signalPin, HIGH);
129     delayMicroseconds(10);
130

```



### Serial Monitor

```

Distance: 120.54
" Intruder detected! (Blink)
Distance: 128.54
Distance: 128.54
Distance: 128.54
Di

```





Final Project



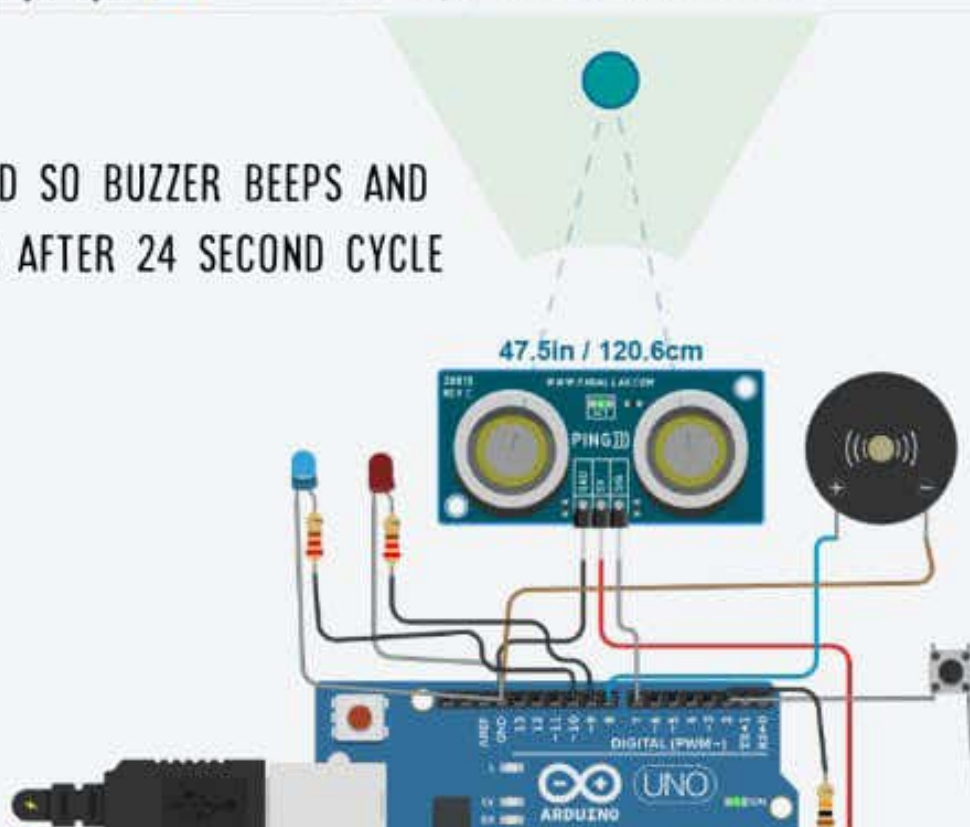
Simulator time: 00:00:37.452



Ultrasonic Distance

Name 1

MOTION DETECTED SO BUZZER BEEPS AND  
BLUE LED BLINKS AFTER 24 SECOND CYCLE







## APPLICATIONS-

IT GIVES STILLNESS OR IDLE ALERT WHICH IMPLIES THAT SOME MEDICAL EMERGENCY IS PRESENT.

IT ALSO GIVES INTRUDER ALERT THAT ENSURES SAFETY OF THE HOUSE.



THANK  
YOU