```
#define SO 4
#define S1 5
#define S2 6
#define S3 7
#define sensorOut 8
// Stores frequency read by the photodiodes
int redFrequency = 0;
int greenFrequency = 0;
int blueFrequency = 0;
int redColor = 0;
int greenColor = 0;
int blueColor = 0;
String lastColor = "";
int colorCount = 0;
const int lightThreshold = 400; // Sum of RGB values to determine light or
dark
void setup() {
 pinMode(S0, OUTPUT);
 pinMode(S1, OUTPUT);
 pinMode(S2, OUTPUT);
 pinMode(S3, OUTPUT);
 pinMode(sensorOut, INPUT);
 digitalWrite(S0, HIGH);
 Serial.begin(9600);
```

```
void loop() {
 digitalWrite(S2,LOW);
 redFrequency = pulseIn(sensorOut, LOW);
 redColor = map(redFrequency, 70, 120, 255,0);
 Serial.print(redColor);
 digitalWrite(S2, HIGH);
 digitalWrite(S3, HIGH);
 greenFrequency = pulseIn(sensorOut, LOW);
 greenColor = map(greenFrequency, 100, 199, 255, 0);
 Serial.print(greenColor);
 delay(100);
 digitalWrite(S2,LOW);
 digitalWrite(S3, HIGH);
 blueFrequency = pulseIn(sensorOut, LOW);
 blueColor = map(blueFrequency, 38, 84, 200, 0);
 Serial.println(blueColor);
String detectedColor = "";
 if (redColor > greenColor && redColor > blueColor) {
```

```
detectedColor = "RED";
else if (greenColor > redColor && greenColor > blueColor) {
  detectedColor = "GREEN";
  Serial.println(" - GREEN detected!"); }
else if (blueColor > redColor && blueColor > greenColor) {
  detectedColor = "BLUE";
else if (redColor > 200 && greenColor > 200 && blueColor < 100) {
  detectedColor = "YELLOW";
  Serial.println(" - YELLOW detected!"); }
else if (redColor > 200 && blueColor > 200 && greenColor < 100) {
  detectedColor = "PURPLE";
  Serial.println(" - PURPLE detected!"); }
else if (redColor > 200 && greenColor > 100 && blueColor < 100) {
 detectedColor = "ORANGE";
 Serial.println(" - ORANGE detected!"); }
int colorSum = redColor + greenColor + blueColor;
String lightOrDark = (colorSum > lightThreshold) ? "light" : "dark";
Serial.println(" - The color is " + lightOrDark + ".");
if (detectedColor == lastColor) {
  colorCount++;
if (colorCount == 10) {
 delay(20000); // Pause for 20 seconds
 colorCount = 0; // Reset the counter
  lastColor = detectedColor;
```