## Smart Distance : Motion sensor(HCSR04) , Buzzer and LCD -

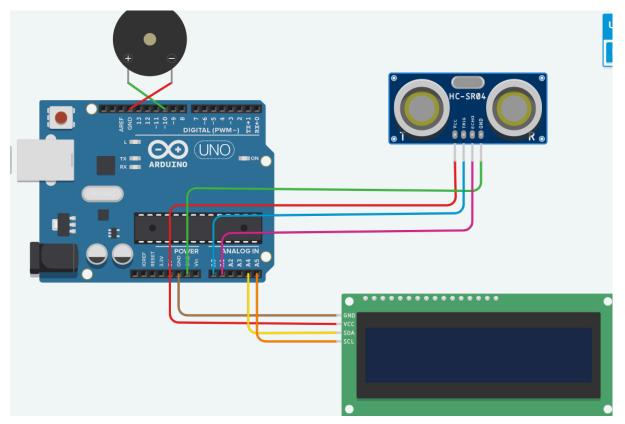


Fig 1. Block Diagram

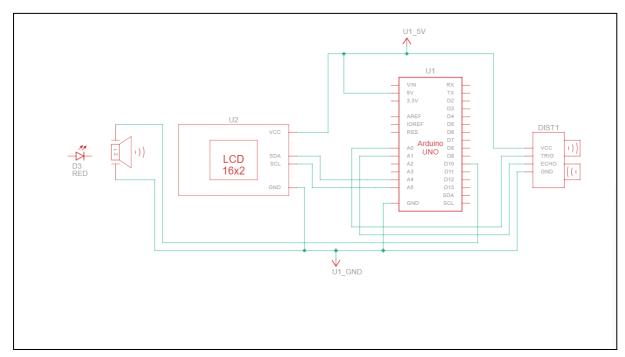


Fig 2. Circuit diagram

```
Code
```

```
#include <Wire.h>
#include <LiquidCrystal_I2C.h>
// Create LCD object (I2C address 0x27, 16x2 display)
LiquidCrystal_I2C lcd(0x27, 16, 2);
// Define pins
#define trigPin A0 // HC-SR04 Trig pin
#define echoPin A1 // HC-SR04 Echo pin
#define buzzerPin 10 // Buzzer connected to digital pin 10
// Variables
long duration;
float distance;
float distanceInch;
void setup() {
 // Pin setup
 pinMode(trigPin, OUTPUT);
 pinMode(echoPin, INPUT);
 pinMode(buzzerPin, OUTPUT);
 // LCD setup
 lcd.init();
 lcd.backlight();
 lcd.clear();
 lcd.setCursor(0, 0);
 lcd.print("Smart Distance");
 delay(2000);
 lcd.clear();
 lcd.setCursor(0, 0);
 lcd.print("Distance:");
}
void loop() {
 // Send ultrasonic pulse
 digitalWrite(trigPin, LOW);
 delayMicroseconds(2);
 digitalWrite(trigPin, HIGH);
 delayMicroseconds(10);
 digitalWrite(trigPin, LOW);
 // Measure the echo duration
 duration = pulseIn(echoPin, HIGH);
 // Calculate distance (in cm and inches)
 distance = (duration * 0.034) / 2; // distance in cm
```

distanceInch = duration \* 0.0133 / 2; // distance in inches (optional)

```
// Display distance
 lcd.setCursor(10, 0);
 lcd.print(" "); // clear old reading
 lcd.setCursor(10, 0);
 lcd.print(distance, 1);
 lcd.print("cm");
 // Check distance condition
 if (distance <= 10 && distance > 0) {
  digitalWrite(buzzerPin, HIGH); // Turn ON buzzer
  lcd.setCursor(0, 1);
  lcd.print("Too Close! Alarm ");
 } else {
  digitalWrite(buzzerPin, LOW); // Turn OFF buzzer
  lcd.setCursor(0, 1);
  lcd.print("
                      "); // Clear second line
 }
delay(300); // Slight delay for stable readings
}
```

#### Hardware connection:

Component	Arduino Pin	Notes
HC-SR04 Trig	A0	Output signal from Arduino
HC-SR04 Echo	A1	Input signal to Arduino
HC-SR04 VCC	5V	Power
HC-SR04 GND	GND	Ground
Buzzer +	D10	Controlled output
Buzzer -	GND	Ground
LCD (I2C)	SDA → A4, SCL → A5	(Default I2C pins on Arduino Uno)



# IF "No such file or directory" ERROR OCCURS

This specific error means: The Arduino IDE cannot find the LiquidCrystal\_I2C.h library in your system's library folders.

So the code itself is correct, but your Arduino IDE setup is missing the required library files.

## **How Arduino Finds Libraries**

Arduino looks for libraries in two main places:

- 1. Global library folder  $\rightarrow$  e.g., Documents/Arduino/libraries/
- 2. **Built-in libraries folder** (part of Arduino installation)

If LiquidCrystal\_I2C.h is not found in either of these, it throws the "No such file or directory" error.



## **HOW TO FIX IT**



### Step 1: Install the Missing Library

In your **Arduino IDE**:

- 1. Go to Sketch  $\rightarrow$  Include Library  $\rightarrow$  Manage Libraries... In the Library Manager, search for: LiquidCrystal I2C
- 2. Install "LiquidCrystal I2C by Frank de Brabander" (or similar trusted version).

### 🧩 Step 2: Verify the Library Name and Header

Some libraries use slightly different names.

If you installed a different version, the header might need to be:

```
#include <LiquidCrystal_I2C.h> // ✓ Most common
// or
#include <LiquidCrystal_I2C_By_FDB.h> // X Rare variant
```

Make sure your file name exactly matches the header file in the library folder

# **★** Step 3: Recompile

After installing the correct library:

- Restart Arduino IDE.
- Open your sketch again.
- Click Verify / Compile.

The error should disappear.