

Parts You Have

- Arduino UNO
 - Flame sensor
 - MQ-2 smoke sensor
 - I²C 16×2 LCD
 - Buzzer
 - Battery for Arduino
 - Jumper wires
-

Simple Wiring

1. I²C LCD

- VCC → 5V
- GND → GND
- SDA → A4
- SCL → A5

2. MQ-2 Smoke Sensor

- VCC → 5V
- GND → GND
- A0 → A0 on Arduino

3. Flame Sensor (Digital DO pin)

- VCC → 5V
- GND → GND
- DO → D2

4. Buzzer

- - → D8
 - – → GND

5. Battery

- 9V battery → Arduino **Vin** or **DC jack**
-

Simple Arduino Code

Copy → Paste → Upload:

```
#include <Wire.h>

#include <LiquidCrystal_I2C.h>
```

```
LiquidCrystal_I2C lcd(0x27, 16, 2);
```

```
int smokeSensorPin = A0;
```

```
int flameSensorPin = 2;
```

```
int buzzerPin = 8;
```

```
int smokeThreshold = 300;
```

```
void setup() {
    pinMode(flameSensorPin, INPUT);
    pinMode(buzzerPin, OUTPUT);

    lcd.init();
    lcd.backlight();
```

```
lcd.setCursor(0, 0);
lcd.print("Fire & Smoke");
lcd.setCursor(0, 1);
lcd.print("Detector Ready");
delay(1500);
lcd.clear();
}

void loop() {
    int smokeLevel = analogRead(smokeSensorPin);
    int flameState = digitalRead(flameSensorPin);

    bool smokeDetected = smokeLevel > smokeThreshold;
    bool fireDetected = (flameState == LOW);

    if (smokeDetected || fireDetected) {
        digitalWrite(buzzerPin, HIGH);

        lcd.setCursor(0, 0);
        lcd.print("!! ALARM !!  ");

        if (smokeDetected) {
            lcd.setCursor(0, 1);
            lcd.print("Smoke Detected ");
        } else {
```

```
lcd.setCursor(0, 1);
lcd.print("Fire Detected  ");
}

} else {
    digitalWrite(buzzerPin, LOW);

    lcd.setCursor(0, 0);
    lcd.print("Normal      ");

    lcd.setCursor(0, 1);
    lcd.print("S:");
    lcd.print(smokeLevel);
    lcd.print(" F:");
    lcd.print(flameState);
    lcd.print("  ");

}

delay(300);
}
```

How to Use (Very Simple)

1. Connect everything as wired above.
2. Upload the code.

3. Wait **1 minute** for the MQ-2 to warm up.
4. Blow a little lighter gas near MQ-2 → *Smoke alarm triggers*.
5. Put a flame in front of flame sensor (not too close!) → *Fire alarm triggers*.