# **Automatic Hand Sanitizer Dispenser Project**

### **Project Description:**

The **Automatic Hand Sanitizer Dispenser** is a system that uses an **ultrasonic sensor** to detect the presence of a hand at a certain distance (typically 20 cm or less). Once the sensor detects a hand, it triggers a **servo motor** to release a certain amount of sanitizer. This project aims to provide a contactless solution for sanitizing hands, ensuring hygiene and convenience.

# **Components Used:**

### 1. Arduino Board (e.g., Arduino Uno)

- Purpose: Controls the sensor and servo motor, processes input data, and outputs the response to activate the sanitizer dispenser.
- Working Principle: An Arduino microcontroller is programmed to process sensor data (from the ultrasonic sensor) and control outputs (servo motor).
- Application: Used to interface all the components and manage the control flow of the project.

### 2. Ultrasonic Sensor (HC-SR04)

- Purpose: Measures the distance between the sensor and an object (e.g., hand) to detect its presence.
- Working Principle: The sensor emits a sound wave from the Trig pin. The wave hits an
  object and returns to the Echo pin. The time taken for the wave to return is used to
  calculate the distance.
- o **Application:** Used for detecting the presence of a hand in front of the sensor. If the distance is within the threshold (e.g., 20 cm), it triggers the dispenser.

#### 3. Servo Motor

- Purpose: Controls the mechanism that dispenses the sanitizer when triggered by the ultrasonic sensor.
- Working Principle: The servo motor receives PWM (pulse-width modulation) signals from the Arduino, which allows it to rotate to specific angles (e.g., 90° to dispense sanitizer and 0° to reset).
- Application: Used to control the movement that releases the sanitizer when the hand is detected.

#### 4. Power Supply

- o **Purpose:** Provides the necessary power for the Arduino and other components.
- Working Principle: Typically, the system uses a 5V power supply for the Arduino and servo. An external power source may be used for the servo motor to ensure stable performance.
- Application: Powers the entire system, ensuring that the Arduino and servo motor operate properly.

#### 5. Jumper Wires

- o **Purpose:** Connects the components (Arduino, ultrasonic sensor, and servo motor).
- Working Principle: Transmits electrical signals from one component to another.

 Application: Used for making connections between the various components of the system.

#### 6. Breadboard

- Purpose: Provides a platform for connecting the components without the need for soldering.
- Working Principle: A breadboard allows for temporary and flexible wiring of the components.
- o **Application:** Used to connect all the components in the system.

# **Working Principle:**

- 1. The **ultrasonic sensor** continuously measures the distance between itself and objects in front of it.
- 2. When an object (e.g., a hand) enters within a certain range (e.g., 20 cm), the Arduino processes this data and sends a signal to the **servo motor**.
- 3. The servo motor then moves to a pre-programmed angle (e.g., 90°), which activates the mechanism for dispensing the sanitizer.
- 4. After a short delay (to allow enough sanitizer to be dispensed), the servo motor returns to its starting position (0°), and the system resets.
- 5. The system is designed to be contactless, ensuring hygiene and convenience for the user.

# **Applications of the Project:**

- 1. **Public Places**: Used in hospitals, shopping malls, airports, or any high-traffic area to ensure hygiene without physical contact.
- 2. **Home or Office**: A personal or office-based hand sanitizer dispenser, especially in environments where hygiene is a priority.
- 3. **Schools and Colleges**: To encourage students and staff to sanitize their hands frequently, reducing the spread of germs.
- 4. **Restaurants**: To provide contactless hand sanitization for customers before they enter or while seated.
- 5. Labs and Clinics: Where frequent sanitization is necessary to maintain a sterile environment.