

1. Weather Reporting System:

```
#include <Adafruit_Sensor.h>

#include <DHT.h>

#include <DHT_U.h>


// Define DHT sensor pin and type
#define DHTPIN 2    // Pin where the DATA pin is connected
#define DHTTYPE DHT22 // DHT22 sensor type


// Initialize DHT sensor
DHT dht(2, DHT22);


void setup() {
    Serial.begin(9600);
    Serial.println("Weather Report System");


    // Initialize the DHT sensor
    dht.begin();
    Serial.println("DHT22 sensor initialized");
}


void loop() {
    // Read temperature and humidity from DHT22
    float temperature = dht.readTemperature();
    float humidity = dht.readHumidity();
```

```
// Check if readings are valid
if (isnan(temperature) || isnan(humidity)) {
    Serial.println("Failed to read from DHT22 sensor!");
} else {
    Serial.print("Temperature: ");
    Serial.print(temperature);
    Serial.println("°C");

    Serial.print("Humidity: ");
    Serial.print(humidity);
    Serial.println("%");
}

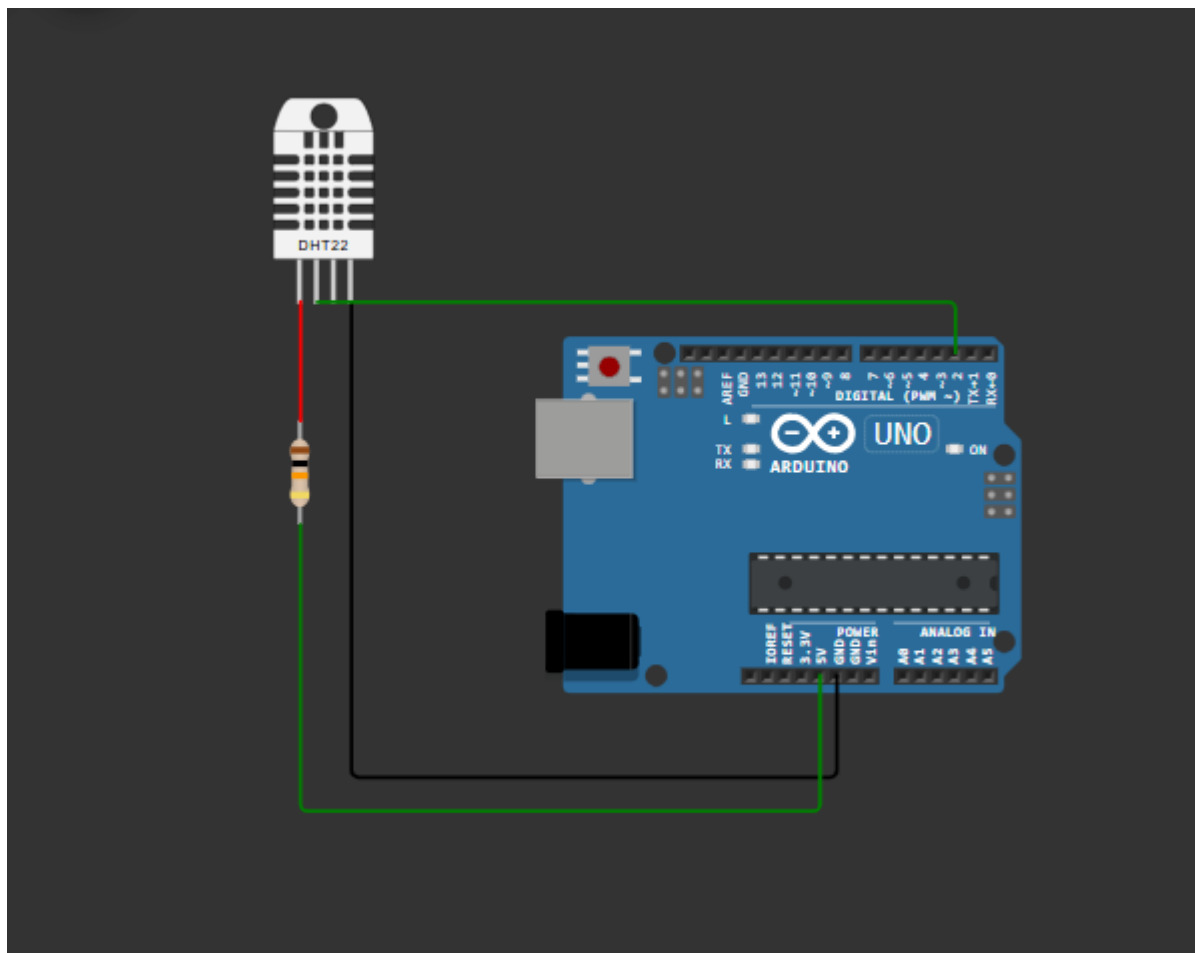
// Simulate pressure and altitude data (as BMP180 is unavailable)
float pressure = 1013.25; // Sea level standard atmospheric pressure in hPa
float altitude = 50.0;    // Simulated altitude in meters

Serial.print("Pressure: ");
Serial.print(pressure);
Serial.println(" hPa");

Serial.print("Altitude: ");
Serial.print(altitude);
Serial.println(" m");

Serial.println("-----");

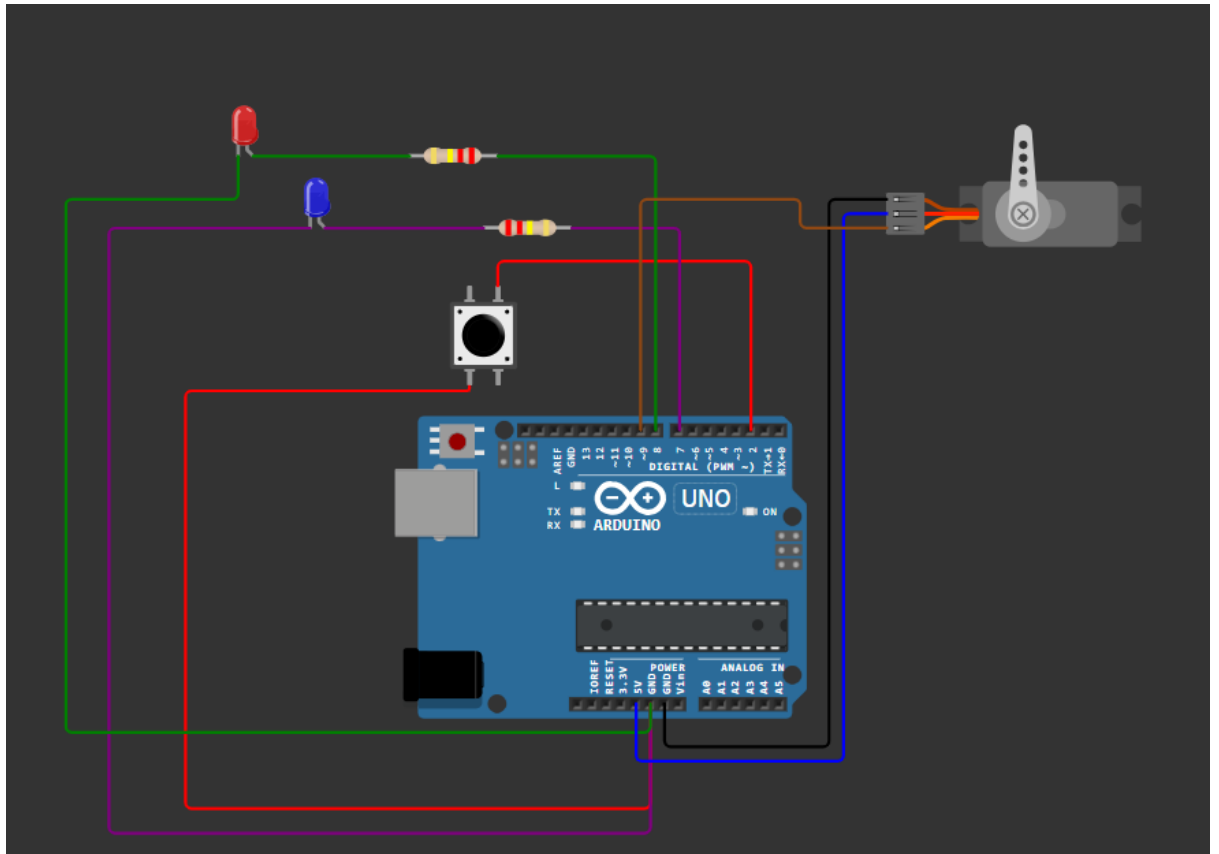
// Delay before the next reading
delay(2000);
}
```



2. Home Automation System:

```
3. #include <Servo.h>
4.
5. #define LIGHT1_PIN 7 // Pin for Light 1 (LED 1)
6. #define LIGHT2_PIN 8 // Pin for Light 2 (LED 2)
7. #define BUTTON_PIN 2 // Pin for the push button
8. #define FAN_SERVO_PIN 9 // Pin for the servo motor (Fan)
9.
10. Servo fanServo; // Servo object for fan simulation
11. bool fanRunning = false; // State of the fan (false = OFF, true = ON)
12. int currentAngle = 90; // Current angle of the servo
13. int step = 1; // Step size for continuous movement
14.
15. void setup() {
16. // Pin modes for LEDs
17. pinMode(7, OUTPUT);
18. pinMode(8, OUTPUT);
19.
20. // Pin mode for button with internal pull-up
21. pinMode(2, INPUT_PULLUP);
```

```
22.
23. // Attach the servo and set initial position
24. fanServo.attach(9);
25. fanServo.write(currentAngle); // Start fan at 90° (OFF position)
26.
27. // Turn off LEDs initially
28. digitalWrite(7, LOW);
29. digitalWrite(8, LOW);
30.}
31.
32.void loop() {
33.  static bool buttonPressed = false;
34.
35.  // Check if the button is pressed and toggle the fan state
36.  if (digitalRead(2) == LOW && !buttonPressed) {
37.    fanRunning = !fanRunning; // Toggle fan and lights state
38.    buttonPressed = true;
39.
40.    // Toggle lights
41.    if (fanRunning) {
42.      digitalWrite(7, HIGH); // Turn Light 1 ON
43.      digitalWrite(8, HIGH); // Turn Light 2 ON
44.    } else {
45.      digitalWrite(LIGHT1_PIN, LOW); // Turn Light 1 OFF
46.      digitalWrite(LIGHT2_PIN, LOW); // Turn Light 2 OFF
47.      fanServo.write(90); // Reset fan to 90° (OFF position)
48.    }
49.    delay(200); // Debounce delay
50.  } else if (digitalRead(BUTTON_PIN) == HIGH) {
51.    buttonPressed = false;
52.  }
53.
54.  // Move the servo continuously if the fan is ON
55.  if (fanRunning) {
56.    currentAngle += step;
57.
58.    // Reverse direction when reaching bounds
59.    if (currentAngle >= 180 || currentAngle <= 90) {
60.      step = -step;
61.    }
62.
63.    fanServo.write(currentAngle);
64.    delay(10); // Delay for smooth movement
65.  }
66.}
67.
```



Air Pollution Monitoring System:

```
#include <Wire.h>
```

```
#include <LiquidCrystal_I2C.h>
```

```
// Define Pin Assignments
```

```
#define AIR_SENSOR_PIN A0 // Analog pin for Air  
Quality Sensor (use potentiometer for simulation)
```

```
#define BUZZER_PIN 8 // Pin for the Buzzer
```

```
#define LIGHT_PIN 9 // Pin for Light (LED)
```

```
// LCD I2C Setup (use address 0x27, but try 0x3F if not working)
```

```
LiquidCrystal_I2C lcd(0x27, 16, 2); // Initialize LCD with I2C address 0x27 and 16 columns, 2 rows
```

```
// Thresholds for air quality levels
```

```
#define GOOD_AIR_QUALITY 700
```

```
#define POOR_AIR_QUALITY 300
```

```
void setup() {
```

```
    // Start Serial Communication
```

```
    Serial.begin(9600);
```

```
    // Initialize Buzzer and Light pins
```

```
    pinMode(8, OUTPUT);
```

```
    pinMode(9, OUTPUT);
```

```
    // Initialize the LCD
```

```
    lcd.begin(16, 2); // Initialize LCD with 16 columns, 2 rows
```

```
    delay(1000); // Wait for 1 second for the LCD to
    initialize properly

    lcd.backlight(); // Turn on the LCD backlight

    lcd.setCursor(0, 0); // Set cursor to the first column of
    the first row

    lcd.print("Air Quality Monitor"); // Display the title
    delay(2000); // Wait for 2 seconds

    // Test if LCD is working by printing a test message
    lcd.clear();
    lcd.setCursor(0, 0);
    lcd.print("Hello World");
    delay(2000); // Wait for 2 seconds
}
```

```
void loop() {

    // Read the air quality sensor value (simulated by
    potentiometer)

    int airSensorValue = analogRead(A0);
```

```
// Map the sensor value to a percentage (0-100% for display)
```

```
float airQualityPercentage = map(airSensorValue, 0, 1023, 0, 100);
```

```
// Display the air quality on the LCD
```

```
lcd.clear(); // Clear the screen
```

```
lcd.setCursor(0, 0); // Set cursor to the first column of the first row
```

```
lcd.print("Air Quality: ");
```

```
lcd.print(airQualityPercentage);
```

```
lcd.print("%");
```

```
// Buzzer and Light activation based on air quality
```

```
if (airSensorValue > 700) {
```

```
    digitalWrite(8, LOW); // Turn off Buzzer
```

```
    digitalWrite(9, HIGH); // Turn on Light (Good air quality)
```

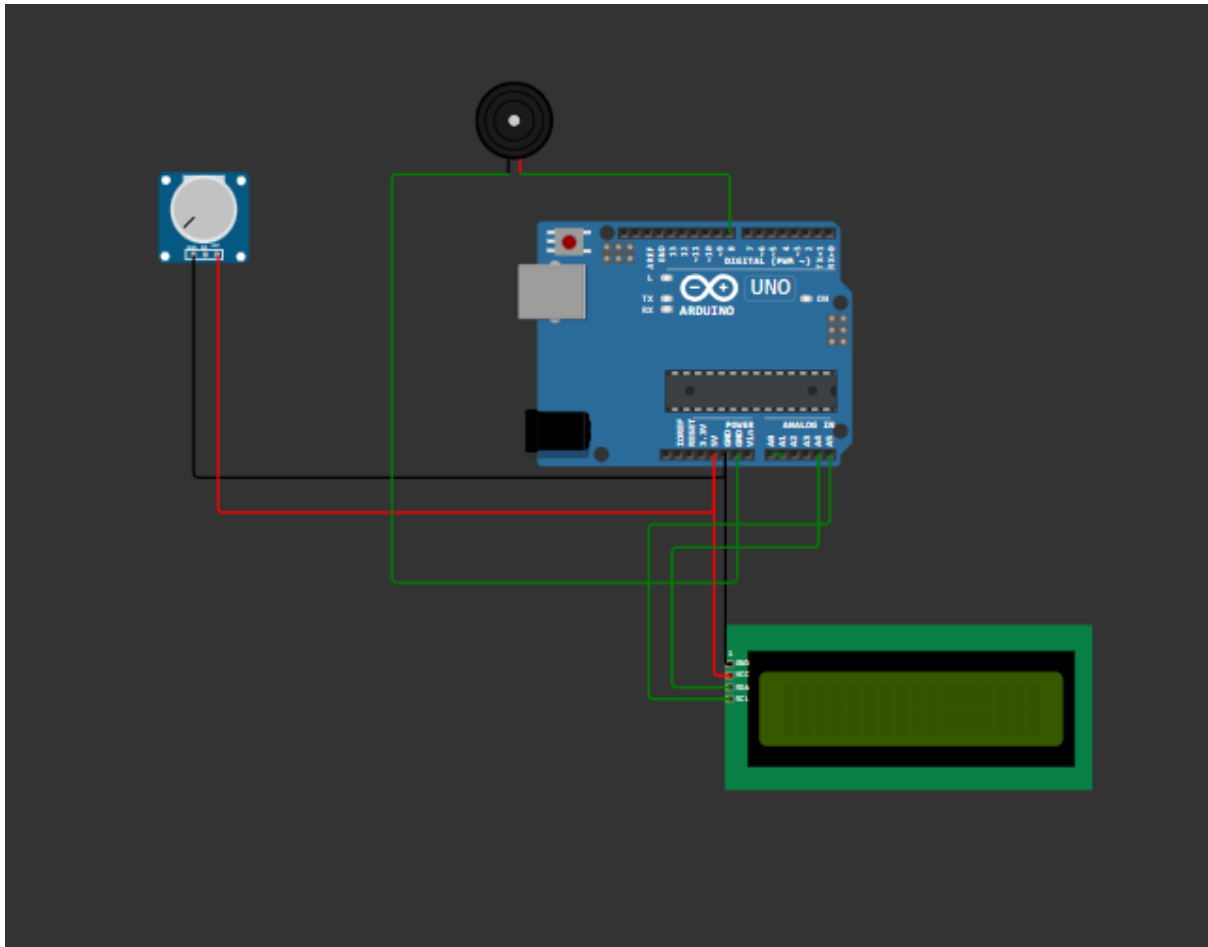
```
} else if (airSensorValue < 300) {
```

```
    digitalWrite(8, HIGH); // Turn on Buzzer
```



```
    digitalWrite(9, LOW); // Turn off Light (Poor air
quality)
} else {
    digitalWrite(8, LOW); // Turn off Buzzer
    digitalWrite(9, LOW); // Turn off Light (Moderate air
quality)
}

// Delay for a short time
delay(500);
}
```



Smart Irrigation System:

```
#include "RTCLib.h"
```

```
#include "DHT.h"
```

```
#define DHTPIN 8
```

```
#define DHTTYPE DHT22
```

```
DHT dht(DHTPIN, DHTTYPE);
```

```
#include <LiquidCrystal_I2C.h>
```

```
#define I2C_ADDR 0x27
```

```
#define LCD_COLUMNS 20
```

```
#define LCD_LINES 4
```

```
LiquidCrystal_I2C lcd(I2C_ADDR, LCD_COLUMNS,  
LCD_LINES);
```

```
String data;
```

```
int relay1=3;
```

```
int relay2=4;
```

```
int relay3=5;
```

```
int relay4=6;
```

```
RTC_DS1307 rtc;
```

```
char daysOfTheWeek[7][12] = {"Sunday", "Monday",  
"Tuesday", "Wednesday", "Thursday", "Friday",  
"Saturday"};
```

```
void setup()
```

```
{ {
```

```
Serial.begin(115200);
```

```
Serial.println(F("DHT22 example!"));
```

```
dht.begin();
```

```
}
```

```
{
```

```
Serial.begin(115200);
```

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

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

```
lcd.setCursor(3,0);
```

```
lcd.print("welcome to");
```

```
lcd.setCursor(2,1);
```

```
lcd.print("SMART FARMING");
```

```
delay(4000);
```

```
pinMode(relay1, OUTPUT);
```

```
pinMode(relay2, OUTPUT);
```

```
pinMode(relay3, OUTPUT);
```

```
pinMode(relay4, OUTPUT);
```

```
Serial.println("welcome to my project");
```

```
delay(500);
```

```
if (! rtc.begin()) {
```

```
    Serial.println("Couldn't find RTC");
    Serial.flush();
    abort();
}
lcd.clear();

}

}

void loop () {
    {
        float temperature = dht.readTemperature();
        float humidity = dht.readHumidity();

        // Check if any reads failed and exit early (to try
        again).
        if (isnan(temperature) || isnan(humidity)) {
            Serial.println(F("Failed to read from DHT sensor!"));
            return;
        }
    }
}
```

```
}
```

```
Serial.print(F("Humidity: "));
```

```
Serial.print(humidity);
```

```
Serial.print(F("% Temperature: "));
```

```
Serial.print(temperature);
```

```
Serial.println(F("°C "));
```

```
lcd.setCursor(0,3);
```

```
  lcd.print("temp:");
```

```
  lcd.println(temperature);
```

```
  lcd.setCursor(10,3);
```

```
  lcd.print("hum:");
```

```
  lcd.println(humidity);
```

```
delay(2000);
```

```
}
```

```
DateTime now = rtc.now();
```

```
Serial.print("Current time: ");  
Serial.print(now.year(), DEC);  
Serial.print('/');  
Serial.print(now.month(), DEC);  
Serial.print('/');  
Serial.print(now.day(), DEC);  
Serial.print(" (");  
Serial.print(daysOfTheWeek[now.dayOfTheWeek()]);  
Serial.print(" ");  
Serial.print(now.hour(), DEC);  
Serial.print(':');  
Serial.print(now.minute(), DEC);  
Serial.print(':');  
Serial.print(now.second(), DEC);  
Serial.println();  
Serial.println();  
delay(3000);  
lcd.setCursor(3,0);  
lcd.print("Time:");  
lcd.print(now.hour(), DEC);
```

```
lcd.print(':');  
lcd.print(now.minute(), DEC);  
lcd.print(':');  
lcd.print(now.second(), DEC);
```

```
if((now.second()> 1) && (now.second()<15))  
{  
  lcd.setCursor(0,1);  
  lcd.print("Relay1:ON ");
```

```
    Serial.println("relay1 is on");  
    digitalWrite(relay1, HIGH);  
}  
else{  
  lcd.setCursor(0,1);  
  lcd.print("Relay1:Off");  
  digitalWrite(relay1,LOW);  
}
```

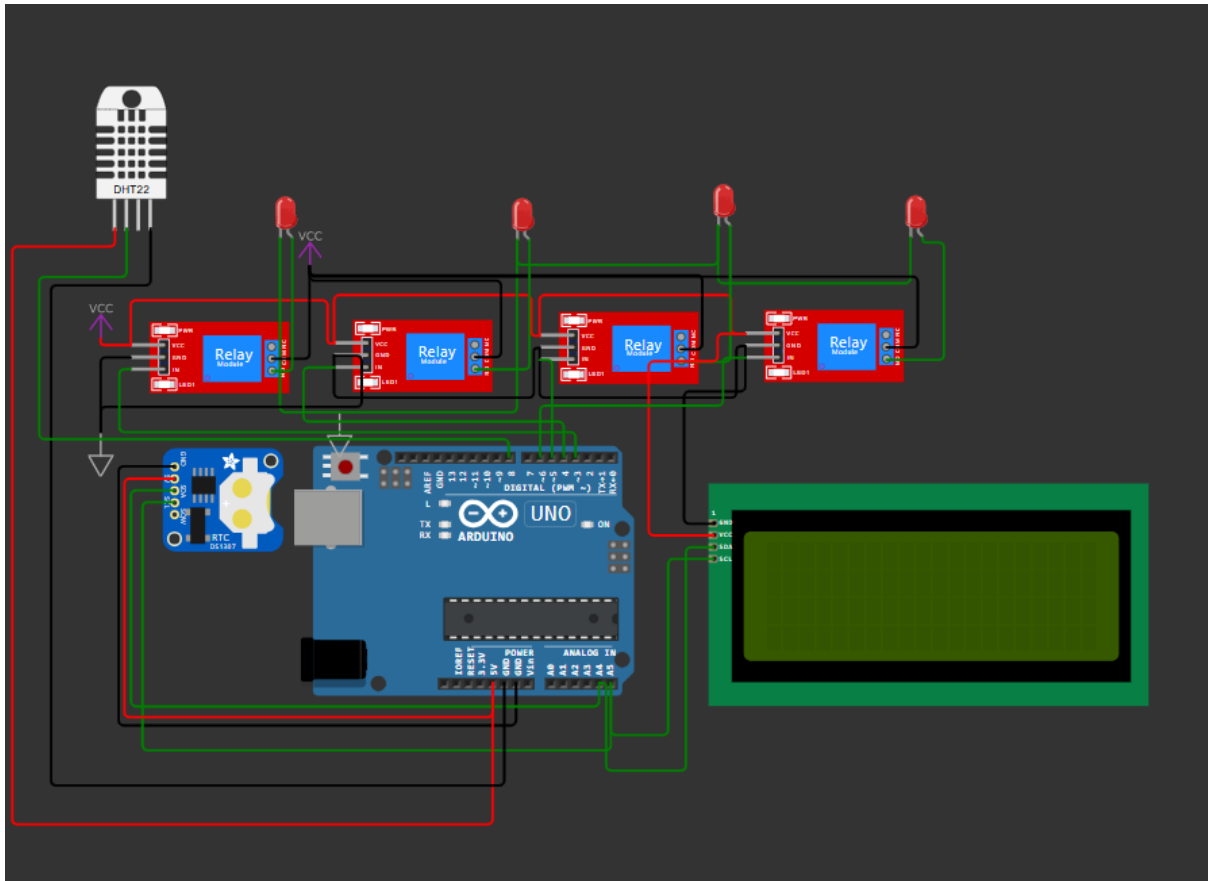
```
if((now.second()> 20) && (now.second()<30))
```



```
{  
  lcd.setCursor(10,1);  
  lcd.print("Relay2:ON ");  
  Serial.println("relay2 is on");  
  digitalWrite(relay2, HIGH);  
}  
else{  
  lcd.setCursor(10,1);  
  lcd.print("Relay2:OFF");  
  digitalWrite(relay2,LOW);  
}  
if((now.second()> 35) && (now.second()<45))  
{  
  lcd.setCursor(0,2);  
  lcd.print("Relay3:ON ");  
  Serial.println("relay3 is on");  
  digitalWrite(relay3, HIGH);  
}  
else{  
  lcd.setCursor(0,2);
```

```
lcd.print("Relay3:OFF");
digitalWrite(relay3,LOW);
}
if((now.second()> 50) && (now.second()<59))
{
    lcd.setCursor(10,2);
    lcd.print("Relay4:ON ");
    Serial.println("relay4 is on");
    digitalWrite(relay4, HIGH);
}
else{
    lcd.setCursor(10,2);
    lcd.print("Relay4:OFF");
    digitalWrite(relay4,LOW);
}

}
```



Smart Alarm Clock:

/* ----- C Program for Arduino based Alarm Clock ----- */

```
#include <Wire.h>
```

```
#include<EEPROM.h>
```

```
#include <RTCLib.h>
```

```
#include <LiquidCrystal.h>
```

```
const int rs = 8;
```

```
const int en = 9;
```

```
const int d4 = 10;
```

```
const int d5 = 11; //DISPLAY
```

```
const int d6 = 12;
```

```
const int d7 = 13;
```

```
LiquidCrystal lcd(rs, en, d4, d5, d6, d7);
```

```
RTC_DS1307 RTC;
```

```
int temp,inc,hours1,minut,add=11;
```

```
int next=7;
```

```
int INC=6;
```

```
int set_mad=5;
```

```
#define buzzer 3
```

```
int HOUR,MINUT,SECOND;
```

```
void setup()
```

```
{
```

```
Wire.begin();
```

```
RTC.begin();
```

```
lcd.begin(16,2);
```

```
pinMode(INC, INPUT);
```

```
pinMode(next, INPUT);
```

```
pinMode(set_mad, INPUT);
```

```
pinMode(buzzer, OUTPUT);
```

```
digitalWrite(next, HIGH);
```

```
digitalWrite(set_mad, HIGH);
```

```
digitalWrite(INC, HIGH);
```

```
lcd.setCursor(0,0);
```

```
lcd.print("Real Time Clock");
```

```
lcd.setCursor(0,1);
```

```
lcd.print("Circuit Digest ");
```

```
delay(2000);
```

```
if(!RTC.isrunning())
```

```
{
```

```
RTC.adjust(DateTime(__DATE__, __TIME__));
```

```
}
```

```
}
```

```
void loop()
```

```
{
```

```
int temp=0,val=1,temp4;
```

```
DateTime now = RTC.now();
```

```
if(digitalRead(set_mad) == 0)    //set Alarm time
```

```
{
```

```
  lcd.setCursor(0,0);
```

```
  lcd.print(" Set Alarm ");
```

```
  delay(2000);
```

```
  default();
```

```
  time();
```



```
delay(1000);
```

```
lcd.clear();
```

```
lcd.setCursor(0,0);
```

```
lcd.print(" Alarm time ");
```

```
lcd.setCursor(0,1);
```

```
lcd.print(" has been set ");
```

```
delay(2000);
```

```
}
```

```
lcd.clear();
```

```
lcd.setCursor(0,0);
```

```
lcd.print("Time:");
```

```
lcd.setCursor(6,0);
```

```
lcd.print(HOUR=now.hour(),DEC);
```

```
lcd.print(":");
```

```
lcd.print(MINUT=now.minute(),DEC);
```

```
lcd.print(":");
```

```
lcd.print(SECOND=now.second(),DEC);
```

```
lcd.setCursor(0,1);
```

```
lcd.print("Date: ");
```

```
lcd.print(now.day(),DEC);
```

```
lcd.print("/");
```

```
lcd.print(now.month(),DEC);
```

```
lcd.print("/");
```

```
lcd.print(now.year(),DEC);
```

```
match();
```

```
delay(200);
```

```
}
```

```
void default()
```

```
{
```

```
lcd.setCursor(0,1);
```

```
lcd.print(HOUR);
```

```
lcd.print(":");
```

```
lcd.print(MINUT);
```

```
lcd.print(":");
```

```
lcd.print(SECOND);
```

```
}
```

```
/*Function to set alarm time and feed time into  
Internal eeprom*/
```

```
void time()
```

```
{
```

```
int temp=1,minuts=0,hours=0,seconds=0;
```

```
while(temp==1)
```

```
{
```

```
if(digitalRead(INC)==0)
```

```
{
```

```
    HOUR++;
```

```
    if(HOUR==24)
```

```
{
```

```
        HOUR=0;
```

```
}
```

```
while(digitalRead(INC)==0);
```

```
}
```

```
lcd.clear();
```

```
lcd.setCursor(0,0);
```

```
lcd.print("Set Alarm Time ");
```

```
//lcd.print(x);
```

```
lcd.setCursor(0,1);
```

```
lcd.print(HOUR);
```

```
lcd.print(":");
```

```
lcd.print(MINUT);
```

```
lcd.print(":");
```

```
lcd.print(SECOND);
```

```
delay(100);
```

```
if(digitalRead(next)==0)
```

```
{
```

```
    hours1=HOUR;
```

```
    EEPROM.write(add++,hours1);
```

```
    temp=2;
```

```
    while(digitalRead(next)==0);
```

```
}
```

```
}
```

```
while(temp==2)
```

```
{
```

```
if(digitalRead(INC)==0)
```

```
{
```

```
MINUT++;
```

```
if(MINUT==60)
```

```
{MINUT=0;}
```

```
while(digitalRead(INC)==0);
```



```
}
```

```
// lcd.clear();
```

```
lcd.setCursor(0,1);
```

```
lcd.print(HOUR);
```

```
lcd.print(":");
```

```
lcd.print(MINUT);
```

```
lcd.print(":");
```

```
lcd.print(SECOND);
```

```
delay(100);
```

```
if(digitalRead(next)==0)
```

```
{  
  
    minut=MINUT;  
  
    EEPROM.write(add++, minut);  
  
    temp=0;  
  
    while(digitalRead(next)==0);  
  
}  
  
}  
  
    delay(1000);  
  
}  
  
/* Function to chack medication time */
```

```
void match()
```

```
{
```

```
int tem[17];
```

```
for(int i=11;i<17;i++)
```

```
{
```

```
tem[i]=EEPROM.read(i);
```

```
}
```

```
if(HOUR == tem[11] && MINUT == tem[12])
```

```
{
```

```
beep();
```

```
beep();
```

```
beep();
```

```
beep();
```

```
lcd.clear();
```

```
lcd.print("Wake Up.....");
```

```
lcd.setCursor(0,1);
```

```
lcd.print("Wake Up.....");
```

```
beep();
```

```
beep();
```

```
beep();
```

```
beep();
```

```
}
```

```
}
```

```
/* function to buzzer indication */
```

```
void beep()
```

```
{
```

```
digitalWrite(buzzer,HIGH);
```

```
delay(500);
```

```
digitalWrite(buzzer, LOW);
```

```
delay(500);
```

}

