***Automatic Plant Watering System***

**INTRODUCTION:**

In this project, we are talking about an automated system that includes whole watering system.

An automated watering system is such a system that starts watering to plants by measuring soil moisture through soil moisture sensor. In this project we will have some extra benefits. We don’t need to control this watering, because the device will make this automatically when it will need it.

**OBJECTIVES:**

1)Making watering system automated.

2) Ensure enough moisture essential for plant growth **.**

3) Cool the soil to provide a suitable surrounding.

4)Soften the tillage pan.

5) To reduce the cost of labor.

6)Saving time is one of the major purpose of this project.

7) To save the plan being rotten because of water.

Components and supplies

1 SparkFun Soil Moisture Sensor (with Screw Terminals)

1 Buzzer

1 12V DC Water Pump

1 9V battery (generic)

1 Breadboard (generic)

1 Jumper wires (generic)

1 5 mm LED: Red

1 Arduino UNO

1 Arduino Wireless Proto Shield