```
const int trigPin = 3;
const int echoPin = 2;
const int buzzer = 5;
long duration;
int distance;
int safetyDistance;
// Adjust this value to change the speed of sound for your environment
const float speedOfSound = 0.0343; // 343 meters per second (default)
void setup() {
pinMode(trigPin, OUTPUT);
pinMode(echoPin, INPUT);
pinMode(buzzer, OUTPUT);
Serial.begin(9600);
}
void loop() {
digitalWrite(trigPin, LOW);
delayMicroseconds(2);
digitalWrite(trigPin, HIGH);
delayMicroseconds(10);
digitalWrite(trigPin, LOW);
duration = pulseIn(echoPin, HIGH);
 // Calculate distance using the adjusted speed of sound value
distance = (duration * speedOfSound) / 2;
safetyDistance = distance;
if (safetyDistance <= 30) {
digitalWrite(buzzer, HIGH);
} else {
digitalWrite(buzzer, LOW);
}
Serial.print("Distance: ");
Serial.println(distance);}
```